* Fighter
  + Hit Points
    - Hit Dice: 1d10 per fighter level
    - Hit Points at 1st Level: 10 + your Constitution modifier
    - Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st
  + Proficiencies
    - Armor: All armor, shields
    - Weapons: Simple weapons, martial weapons
    - Tools: None
    - Saving Throws: Strength, Constitution
    - Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival
  + Equipment - You start with the following equipment, in addition to the equipment granted by your background:
    - (a) chain mail or (b) leather armor, longbow, and 20 arrows
    - (a) a martial weapon and a shield or (b) two martial weapons
    - (a) a light crossbow and 20 bolts or (b) two handaxes
    - (a) a dungeoneer’s pack or (b) an explorer’s pack
  + Fighting Style option
    - Archery -You gain a +2 bonus to attack rolls you make with ranged weapons.
    - Defense – While you are wearing armor, you gain a +1 bonus to AC
    - Dueling – When you are wielding a melee weapon in one hand and no other weapons, you gain a +1 bonus to AC
    - Great Weapon Fighting - When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
    - Protection – When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
    - Two-weapon fighting – When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack
  + Second Wind - You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.
* Cleric
  + Hit Points
    - Hit Dice: 1d8 per cleric level
    - Hit Points at 1st Level: 8 + your Constitution modifier
    - Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st
  + Proficiencies
    - Armor: Light armor, medium armor, shields
    - Weapons: Simple weapons
    - Tools: None
    - Saving Throws: Wisdom, Charisma
    - Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion
  + Equipment - You start with the following equipment, in addition to the equipment granted by your background:
    - (a) a mace or (b) a warhammer (if proficient)
    - (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
  + Divine Domain

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player’s Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

* + Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you have a domain spell that doesn’t appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

* + DIVINE DOMAIN Option
    - Life Domain
      * Domain Spells – Bless, Cure Wounds
      * Bonus proficiency – You gain proficiency with heavy armor.
      * Disciple of Life - Your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell’s level.
* Rogue
  + Hit Points
    - Hit Dice: 1d8 per rogue level
    - Hit Points at 1st Level: 8 + your Constitution modifier
    - Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st
  + Proficiencies
    - Armor: Light armor
    - Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
    - Tools: Thieves’ tools
    - Saving Throws: Dexterity, Intelligence
    - Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth
  + Equipment - You start with the following equipment, in addition to the equipment granted by your background:
    - (a) a rapier or (b) a shortsword
    - (a) a shortbow and quiver of 20 arrows or (b) a shortsword
    - (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an
    - explorer’s pack
    - Leather armor, two daggers, and thieves’ tools
  + Expertise - At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves’ tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
  + Sneak Attack - You know how to strike subtly and exploit a foe’s distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don’t need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn’t incapacitated, and you don’t have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.
  + Thieves’ Cant - During your rogue training you learned thieves’ cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves’ cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves’ guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.
* Wizard
  + Hit Points
    - Hit Dice: 1d6 per wizard level
    - Hit Points at 1st Level: 6 + your Constitution modifier
    - Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st
  + Proficiencies
    - Armor: None
    - Weapons: Daggers, darts, slings, quarterstaffs,
    - light crossbows
    - Tools: None
    - Saving Throws: Intelligence, Wisdom
    - Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion
  + Equipment - You start with the following equipment, in addition to the equipment granted by your background:
    - (a) a quarterstaff or (b) a dagger
    - (a) a component pouch or (b) an arcane focus
    - (a) a scholar’s pack or (b) an explorer’s pack
    - A spellbook
  + Cantrips - You know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.
  + Spellbook - At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.
  + Preparing and Casting Spells - The Wizard table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.
  + Spellcasting Ability - Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.
    - Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
    - Spell attack modifier = your proficiency bonus + your Intelligence modifier
  + Ritual Casting - You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don’t need to have the spell prepared.
  + Spellcasting Focus - You can use an arcane focus (found in chapter 5) as a spellcasting focus for your wizard spells.
  + Learning Spells of 1st Level and Higher - Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook.
  + Arcane Recovery - You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you’re a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.