Adventurers Wanted

Greetings traveler are you looking to earn some coin and glory? Or are you looking to amass power to rival kings and the very gods? Well, we have a job for you that will help you along your path. Though first what flavor of combat do you prefer?

Combat Paths

D&D is a game with many facets though at its heart its about roleplay and turn based combat. In this section we will break down the three main combat styles and help you determine from there which class might suite you the best.

Martial Classes

These classes forgo magic in exchange for physical strength or high dexterity. They excel at being able to tank hits and have high health. The classes that fall into this category are the ranger, rouge, fighter, and monk. Fighters can be setup to use either strength or dexterity as their main stat. Though for ranger, rogue and monk dexterity will be your main stat and strength is much less vital.

Casters Classes

These Classes focus primarily on mastering magic to fight their battles. They excel at being heavy hitters and can use their spells to serve as an arcane Swiss army knife by having a spell to solve most situations from surviving a high fall to teleporting or creating food / shelter. The classes that fit this role are the wizards, druids, sorcerers, and clerics. Unlike martial classes their stats are less homogenous, so I’ll cover recommendations individually in their sections.

Half Casters

These are hybrid classes that focus on merging the arcane and martial. They include paladins, bards, and warlocks. These classes main stat is charisma so they often can end up as the face of the party. This is the member who does the wheeling and dealing with the public and typically rolls the big attempts to convince an NPC.