

The Level Up Checklist

So, you've just levelled up (huzzah!), but do you find yourself asking yourself “Well... what now?”. Never fear, just use this handy-dandy checklist and you'll find levelling up is as easy as pie.

Step 1: Increase your maximum health and maximum number of hit dice

To increase your health, simply take one of your hit dice, roll it, add your *Constitution modifier* to the roll, then add that value to your current and maximum health. Your DM may allow you to use an “average” roll of your hit die instead of an actual roll. This means instead of rolling an actual die, you half its maximum value and add 1 to it (this is the value of your “roll”).

For example, an average roll of a d6 hit die would be 4 ($(1/2 \text{ of } 6) + 1 = 4$)

Step 2: Check for an ability score improvement

Some levels give you what is known as an “Ability Score Improvement” when you reach certain levels. This allows you to do one of the following things:

- Increase one ability score by 2
- Increase two ability scores by 1
- Select a feat (Chapter 6 of the PHB, or homebrew with your DM's approval)

If you've increased an ability score by enough such that its modifier also increases, you must also update the following depending on which ability you improved:

Strength:

- Melee weapon attack and damage bonuses
- Strength-based skills (Athletics)
- Strength Saving Throw

Dexterity:

- Ranged (and finesse) weapon attack and damage bonuses
- Dexterity-based skills (Acrobatics, Sleight of Hand and Stealth)
- Dexterity Saving Throw
- Initiative
- Armor Class (depends on what kind of armor you're wearing)

Constitution:

- Constitution Saving Throw
- Maximum Health (remember: maximum increases retroactively this way)

Intelligence:

- Intelligence-based skills (Arcana, History, Investigation, Nature and Religion)
- Intelligence Saving Throw
- Spell Attack Bonus and Spell Save DC (if Intelligence is your spellcasting ability)

Wisdom:

- Wisdom-based skills (Animal Handling, Insight, Medicine, Perception and Survival)
- Wisdom Saving Throw
- Spell Attack Bonus and Spell Save DC (if Wisdom is your spellcasting ability)
- Passive Perception score

Charisma:

- Charisma-based skills (Deception, Intimidation, Performance and Persuasion)
- Charisma Saving Throw
- Spell Attack Bonus and Spell Save DC (if Charisma is your spellcasting ability)

Step 3: Check for a proficiency bonus improvement

Over time, your proficiency bonus will increase. If you reach a level where it does increase, update the following:

- All proficient skills and saving throws
- Weapon attack bonuses for any weapons you are proficient with
- Spell Attack Bonus and Spell Save DC (if you can cast spells)

Note: If you have updated your proficiency bonus, you DO NOT increase any of the following with it:

- Maximum health
- Non-proficient skills and saving throws
- Armor Class
- Initiative
- Weapon damage bonuses
- Weapon attack bonuses for non-proficient weapons

This applies **unless** you have a trait, feat or ability that directly opposes this (i.e. Jack of all Trades).

Step 4: Look for any new abilities or features

The best thing about levelling up is getting new abilities for your character to use. Read through your class description in the PHB and see if your new level gains any new abilities.

Step 5: Update any old abilities

This is the most commonly forgotten step, and it ends up causing the most frustration when it is forgotten. When you level up, abilities that you already have at your disposal may become more powerful or unlock new features. Examples of these types of abilities include:

- Sneak Attack
- Wild Shape
- Lay on Hands
- Manoeuvres and Superiority Dice
- Rage
- Sorcery Points

Be sure to thoroughly check the PHB for any abilities that you already have.

Step 6: Update your spell list and spellcasting capabilities

When you level up your spellcaster, it is **very** important that you also update your spell sheet (or you could risk missing out on some more powerful/useful spells). When you level up, make any of the following changes as necessary:

- Increase the number of cantrips you know
- Increase the maximum number of available spells slots you have at each level
- Increase the maximum number of prepared/known spells you have
- Re-check the descriptions of any cantrips you have (some cantrips are more powerful at higher character levels)
- Add any new spells to your spell sheet
- If you have access to extra spells due to one of your class' features (i.e. Druid circles, Paladin oaths etc.), add the spells to your spell list as well.

...AND THAT'S IT! Your character is now levelled up and ready to take on the world.