



ETHCK'S GUIDE TO CHARACTER CREATION

A guide for making character generation even easier
for the world's greatest roleplaying game

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INTRODUCTION

As a Dungeon Master and avid player some of the most fun that I have had is making characters. Most of these characters I keep Adventure League legal and even draft out the backstory for, but with more official sourcebooks being released every year it becomes a burden to flip through numerous books to find the one background, subclass, feat, or perk that is just right for a new character.

The goal of this book is to streamline the character creation process. Currently only classes are available to peruse.

Ethck's Guide to Character Creation assumes that you know the basics of character generation listed in the *Player's Handbook*. If you have not built a character before, please see either the *Player's Handbook* or the *System Reference Document* to understand how to build a character.

HOW TO USE THIS BOOK

This book is organized in three sections. The first part hopes to make selecting a character race even easier. The second part serves to make class selection quicker than ever before, while the third part provides a means for quickly creating a personality for the character.

PART 1: CHARACTER RACE

This section is not yet completed.

SECTION 2: CHARACTER CLASS

Every character needs a class, and this section is devoted to explaining the key features of each of the 12 core classes in an easy to peruse format. The goal of this section is to make choosing a character class even easier than browsing the 3-5 pages held for each class in the *Player's Handbook*.

SECTION 3: BACKGROUNDS

This section is not yet completed.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

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BARBARIAN

The Barbarians is a fierce warrior of great strength and do nothing better than pummeling enemies into dust. Fueled by their own rage, Barbarians are one of the highest damage dealing classes in the game but suffer from having much less versatility than many other classes. Their primary ability is the barbarian rage, which empowers their strikes and protects them from harm. As the tank of the party, their goal is to protect the other party members and take hits.

PROS

- Easy to play
- Little to no spells to worry about
- Lots of damage
- Can take a lot of damage

CONS

- Can become boring since all you do is swing your weapon.
- Does not evolve much more than swing your weapon more times and deal more damage.
- No advanced attack styles
- Does not typically benefit from armor

THE BARBARIAN

Level	Rages	Rage Damage
1	2	+2
2	2	+2
3	3	+2
4	3	+2
5	3	+2
6	4	+2
7	4	+2
8	4	+2
9	4	+3
10	4	+3
11	4	+3
12	5	+3
13	5	+3
14	5	+3
15	5	+3
16	5	+4
17	6	+4
18	6	+4
19	6	+4
20	Unlimited	+4

BARBARIAN ATTRIBUTES

HIT DICE: D12

PROFICIENCIES:

Armor: Light and Medium. Shields.

Weapons: Everything

SKILLS:

Choose **2** from the following:

Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

SAVING THROW PROFICIENCIES:

- **Constitution**
- **Strength**

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Strength -> Constitution -> Dexterity -> Everything else.

NOTABLE SKILLS

RAGE

Can enter rage as a bonus action, and as long as the user is not wearing heavy armor they:

- Have advantage on Strength rolls.
- Deal extra Strength damage as noted in the Rage Damage section of the barbarian table.
- Have resistance to melee attacks.
- Can not cast spells.

This primal rage ends after 1 minute, or if the Barbarian is knocked unconscious or haven't been engaged in battle for an entire turn. You can end rage early as a bonus action. Usuable only the number of times specified in the Barbarian table before taking a long rest.

UNARMORED DEFENSE

While you are not wearing any armor, except for a shield, your armor class(AC) is equal to:

10 + Dexterity Modifier + Constitution Modifier



BARD



he Bard is an ardent performer who uses their music to create magic. They leverage their skill with instruments and voice to inspire their allies to be at their best, and to bring harm to their enemies, be it through spells or through Vicious Mockery. The Bard is always skilled in many things, but at higher levels learns an

ever-greater number of spells and becomes a truly fearsome enemy.

PROS

- Very versatile
- Access to spells
- Jack of all trades
- Amazing support

CONS

- Deals little damage
- More about buffing others, and not yourself
- Difficult to roleplay



THE BARD

Level	Bardic Inspiration	Song of Rest
1	d6	-
2	d6	d6
3	d6	d6
4	d6	d6
5	d8	d6
6	d8	d6
7	d8	d6
8	d8	d6
9	d8	d8
10	d10	d8
11	d10	d8
12	d10	d8
13	d10	d10
14	d10	d10
15	d12	d10
16	d12	d10
17	d12	d12
18	d12	d12
19	d12	d12
20	d12	d12

BARD ATTRIBUTES

HIT DICE: D8

PROFICIENCIES:

Armor: Light.

Weapons: Simple weapons, hand crossbows, longswords, rapiers, and shortswords

Tools: Three musical instruments of your choice.

SKILLS:

Choose 3.

SAVING THROW PROFICIENCIES:

- Dexterity
- Charisma

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Charisma -> Dexterity -> Everything else.

NOTABLE SKILLS

BARDIC INSPIRATION

You can inspire others through your music. Use a bonus action and choose a target within 60ft of you that can hear you. That creature gains the use of a Bardic Inspiration Die as listed in the Bardic Inspiration section of the Bard table.

This die can be used once in the next 10 minutes, or 600 rounds of combat, as a positive modifier for a ability check, attack roll, or saving throw. This die must be rolled with its intent known **before** the outcome of the roll is decided. Once rolled, the die is gone. A creature can only have one Bardic Inspiration die at a time.

SONG OF REST

Earned at 2nd level.

You can use soothing music to heal any friendly creatures that hear your performance during a short rest. Each creature gains an extra Song of Rest die hit points at the end of the rest.

SPELLCASTING

Charisma is your spellcasting ability. At 1st level, you know 2 cantrips, and have 4 known spells, but you only have 2 1st level spell slots.

Spell Save DC =

8 + proficiency bonus + Charisma Modifier

Spell Attack Modifier =

proficiency bonus + Charisma Modifier



CLERIC

The Cleric is a devoted worshipper of a deity who channels divine magic to make miracles, and normally take up adventuring because their deity calls them to. Though known largely for their healing magic, many take up other duties and learn other skills in accordance with their deity's call. As the Cleric's faith grows to ever higher levels, so does their power, and they learn how best to do their deity's will in their adventures.

PROS

- Ability to Heal
- Access to spells
- Versatile due to variety of domains.
- Easy to play.

CONS

- Deals little damage
- "Healer" Stereotype
- Have to deal with finicky Gods and Goddesses



THE CLERIC

Level	Channel Divinity	Destroy Undead (CR)
1	-	-
2	1	-
3	1	-
4	1	-
5	1	1/2
6	2	1/2
7	2	1/2
8	2	1
9	2	1
10	2	1
11	2	2
12	2	2
13	2	2
14	2	3
15	2	3
16	2	3
17	2	4
18	3	4
19	3	4
20	3	4

CLERIC ATTRIBUTES

HIT DICE: D8

PROFICIENCIES:

Armor: Light and Medium. Shields.

Weapons: Simple weapons

SKILLS:

Choose **2** from the following:

History, Insight, Medicine, Persuasion, and Religion.

SAVING THROW PROFICIENCIES:

- Wisdom
- Charisma

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Wisdom -> Constitution = Strength -> Everything else.

NOTABLE SKILLS

CHANNEL DIVINITY

Earned at 2nd level.

Gain the ability to Turn Undead or your Domain specific Channel Divinity skill(s). You choose which effect is produced. The number in the Channel Divinity section of the Cleric table is the maximum number of times you can use the skill before taking a short or long rest. If your Channel Divinity skill requires a saving throw, the DC is equal to your cleric spell save DC.

TURN/DESTROY UNDEAD

Using an action you present your faith to the undead and each undead within 30ft that can see or hear you must make a wisdom saving throw where the DC is your spell casting DC. If it fails, it is turned for 1 minute, unless it takes damage. Any turned creature spends its time fleeing you. Destroy Undead earned at 5th level.

If an undead creature is successfully turned by you, and its Challenge Rating (CR) is less than that listed in the Destroy Undead (CR) column of the Cleric table, then that creature is instantly destroyed.



SPELLCASTING

Wisdom is your spellcasting ability. At 1st level, you know 3 cantrips, and you have 2 1st level spell slots.

Spell Save DC = 8 + proficiency bonus + Wisdom Modifier

Spell Attack Modifier = proficiency bonus + Wisdom Modifier

DRUID

The Druid is a fierce guardian of nature. Protection of all things natural is the basis of a Druid, so much so that they even refuse to wear metal armor or adornments. With the ability to shapeshift into many different ferocious or cuddly beasts, the Druid has the power to be extremely versatile. As the Druid levels up, these shapeshifts get even more powerful, as does their arsenal of spells.

PROS

- Versatile
- Good crowd control
- Wild Shape
- Minions

CONS

- Wild Shape can be pretty complex to manage
- Armor Restrictions

WILD SHAPE

Level	Max CR	Limitations	Example
2	1/4	No flying or swimming	Wolf
4	1/2	No flying	Crocodile
8	1	None	Giant Eagle



DRUID ATTRIBUTES

HIT DICE: D8

PROFICIENCIES:

Armor: Light and Medium. Shields. NO Metal

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, and spears

Tools: Herbalism Kit

SKILLS:

Choose **2** from the following:

Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

SAVING THROW PROFICIENCIES:

- Intelligence
- Wisdom

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Wisdom -> Constitution -> Everything else.

NOTABLE SKILLS

WILD SHAPE

Earned at 2nd level.

You gain the ability to use your action to magically assume the shape of a beast you have seen before. You can use this feature twice. Charges are regained on a long rest. The Wild Shape table explains the limitations for Wild Shape based on your Druid level. Wild Shape lasts for 1/2 of your Druid levels rounded down. You can revert earlier than those hours if you use a bonus action to end it, fall unconscious, drop down to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your statistics are replaced by those of the beast you are, except for your Intelligence, Wisdom, Charisma scores, and your proficiencies, alignment, and personality.
- When you revert back to your natural form, you return to the hit points you had before then. If you revert because you were lowered to 0 HP in beast form, any leftover damage spills over to your natural form.
- You can't cast spells. Your ability to speak or take actions that require your hands are limited.
- You retain the benefit of any features granted by Class, Race, or other source if your new form is capable of doing so.
- You decide whether your equipment falls off to the ground when you transform, if it merges into your new form, or if it is worn by the form.

SPELLCASTING

Wisdom is your spellcasting ability. At 1st level, you know 2 cantrips, and you have 2 1st level spell slots.

Spell Save DC = 8 + proficiency bonus + Wisdom Modifier

Spell Attack Modifier = proficiency bonus + Wisdom Modifier

FIGHTER

The Fighter is the epitome of the elite soldier. With a wide variety of fighting styles, the Fighter truly knows how to make any weapon shine. The fighter can take lots of damage, and deal that damage right back to their foes. At the Fighter levels up, these elite warriors learn to deal even more damage with their weapons.

PROS

- High damage
- Difficult to kill
- Combat Tactics
- Easy to play

CONS

- Not versatile at all
- Doesn't change much

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **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 +2 bonus to damage rolls with that weapon.
- **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.

FIGHTER ATTRIBUTES

HIT DICE: D10

PROFICIENCIES:

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

SKILLS:

Choose **2** from the following:

Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

SAVING THROW PROFICIENCIES:

- Strength
- Constitution

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Strength -> Constitution -> Dexterity -> Everything else. (Put dexterity first if making a dexterity based fighter.)

NOTABLE SKILLS

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.



MONK



he Monk is a graceful soul but is not unwilling to harm others. Monks tend to use their greater levels of maneuverability to simply outclass their opponent. No need to spill blood with swords when the monk can disarm their opponent barehanded. At higher levels, the Monk learns to truly harness the power of Ki

to devastate their foes, sometimes without even lifting up a weapon.

PROS

- No Armor
- Ki
- Maneuverability

CONS

- Can be complicated to play correctly
- Glass Cannon

THE MONK

Level	Martial Arts	Ki Points	Unarmored Movement
1	1d4	-	-
2	1d4	2	+10ft
3	1d4	3	+10ft
4	1d4	4	+10ft
5	1d6	5	+10ft
6	1d6	6	+15ft
7	1d6	7	+15ft
8	1d6	8	+15ft
9	1d6	9	+15ft
10	1d6	10	+20ft
11	1d8	11	+20ft
12	1d8	12	+20ft
13	1d8	13	+20ft
14	1d8	14	+25ft
15	1d8	15	+25ft
16	1d8	16	+25ft
17	1d10	17	+25ft
18	1d10	18	+30ft
19	1d10	19	+30ft
20	1d10	20	+30ft

MONK ATTRIBUTES

HIT DICE: D8

PROFICIENCIES:

Weapons: Simple weapons, shortswords.

Tools: One Artisan's tools, or instrument.

SKILLS:

Choose **2** from the following:

Acrobatics, Athletics, History, Insight, Religion, and Stealth

SAVING THROW PROFICIENCIES:

- Strength
- Dexterity

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Dexterity -> Wisdom -> Everything else.

NOTABLE SKILLS

Ki

Earned at 2nd level.

Can use "magical" ability of Ki. Spend Ki points to use Ki abilities. Regain Ki by meditating during rests. Some Ki abilities:

- Flurry of Blows: Use 1 Ki point to make 2 unarmed strikes as a bonus action.
- Patient Defense: Use 1 Ki point to Dodge as a bonus action.
- Step of the Wind: Use 1 Ki point to Disengage or Dash as a bonus action. Jump distance is doubled for the turn.
Ki Save DC = 8 + Wisdom modifier + proficiency bonus.

MARTIAL ARTS

You gain the following while unarmed or using monk weapons:

- Use Dexterity for attack and damage.
- Roll Martial Arts die for unarmed attack instead.
- Can make unarmed strike as bonus action.



PALADIN

The Paladin is a holy warrior who swears an oath to uphold justice and righteousness. They use their divine magic to heal the sick and injured and to smite the wicked. At higher levels, the Paladin gains more divine strength and can use it to protect their allies and give them courage and to smite those who would harm them.

PROS

- Are both a tank and a healer
- Lots of combat proficiencies
- Access to both spells and weapons

CONS

- It is possible to lose powers when you break your oath, so you are at the DM's mercy
- Limited Spells
- Excel at neither tanking nor healing

THE PALADIN

Level	Feats
1	Divine Sense, Lay on Hands
2	Fighting Style, Divine Smite
3	Divine Health, Sacred Oath
4	Ability Score Improvement
5	Extra Attack
6	Aura of Protection
7	Sacred Oath Feat
8	Ability Score Improvement
9	-
10	Aura of Courage
11	Improved Divine Smite
12	Ability Score Improvement
13	-
14	Cleansing Touch
15	Sacred Oath Feat
16	Ability Score Improvement
17	-
18	Aura Improvements
19	Ability Score Improvement
20	Sacred Oath Feat

PALADIN ATTRIBUTES

HIT DICE: D10

PROFICIENCIES:

Armor: All armor. Shields.

Weapons: Simple weapons. Martial weapons.

SKILLS:

Choose **2** from the following:

Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

SAVING THROW PROFICIENCIES:

- Wisdom
- Charisma

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Strength -> Charisma = Constitution -> Everything else.

NOTABLE SKILLS

LAY ON HANDS

You have a pool of healing power that you can use as an action. This pool is equal to 5 times your paladin level. You can use this pool to heal, or you can expend 5 hit points from it to cure a disease or neutralize poisons. Once emptied, the pool does not refill until you take a long rest.

SPELLCASTING

Charisma is your spellcasting ability. At 2nd level you have 2 1st level spell slots.

Spell Save DC = 8 + proficiency bonus + Charisma Modifier

Spell Attack Modifier = proficiency bonus + Charisma Modifier



RANGER

The Ranger is a warrior of the wilderness, hunting the monsters that threaten civilization. They learn both the ways of combat and nature's spellcasting as a druid does. When in their element, no one is more competent than the Ranger, and even when they travel they remain a fearsome enemy.

PROS

- Ranged
- High versatility
- Able to cast spells

CONS

- Some features rely on DM discretion
- Situational

RANGER ATTRIBUTES

HIT DICE: D10

PROFICIENCIES:

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

SKILLS:

Choose **3** from the following:

Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

SAVING THROW PROFICIENCIES:

- Strength
- Dexterity

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Dexterity -> Wisdom -> Constitution -> Everything else.

NOTABLE SKILLS

NATURAL EXPLORER

Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are proficient. At 6th and 10th levels, choose an additional terrain.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

FAVORED ENEMY

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You may also learn their language.



ROGUE

The Rogue is a master of using their Expertise and exploiting their enemies' vulnerabilities to gain the upper hand in any situation. They do incredible damage whenever they spot a potential advantage, often by clever use of stealth. At higher levels, the Rogue refines their skills and seldom fails in their objectives.

PROS

- Sneak attack for heavy damage
- Lots of skill proficiencies

CONS

- Low damage without sneak attack
- Low AC, low HP

THE ROGUE

Level	Sneak Attack
1	+1d6
2	+1d6
3	+2d6
4	+2d6
5	+3d6
6	+3d6
7	+4d6
8	+4d6
9	+5d6
10	+5d6
11	+6d6
12	+6d6
13	+7d6
14	+7d6
15	+8d6
16	+8d6
17	+9d6
18	+9d6
19	+10d6
20	+10d6

ROGUE ATTRIBUTES

HIT DICE: D8

PROFICIENCIES:

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, and shortswords

Tools: Thieves' tools

SKILLS:

Choose **4** from the following:

Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

SAVING THROW PROFICIENCIES:

- Dexterity
- Intelligence

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Dexterity -> Intelligence/Charisma = Constitution -> Everything else.

NOTABLE SKILLS

SNEAK ATTACK

You know how to exploit a foe's distraction and can deal an extra amount of damage to your enemy equal to the value shown in the Rogue table.

CUNNING ACTION

Can Dash, Disengage, or Hide as a bonus action every round of combat.



SORCERER

The Sorcerer is a magic user gone wild. Instead of finding their spells in some ancient tome, the Sorcerer finds their power from within. Using this power the Sorcerer is able to manipulate their spells to do all sorts of crazy things. The Sorcerer can take shortcuts on spells, can duplicate spells, or can harness the power of spells to deal even more damage. As the Sorcerer levels up, so too does their repertoire of spells and manipulations.

PROS

- Metamagic
- Very customizable

CONS

- Always uses virtually the same spells
- Glass cannon



THE SORCERER

Level	Sorcery Points	Spells Known
1	-	2
2	2	3
3	3	4
4	4	5
5	5	6
6	6	7
7	7	8
8	8	9
9	9	10
10	10	11
11	11	12
12	12	12
13	13	13
14	14	13
15	15	14
16	16	14
17	17	15
18	18	15
19	19	15
20	20	15

SORCERER ATTRIBUTES

HIT DICE: D6

PROFICIENCIES:

Weapons: Daggers, darts, slings, quarterstaves, light crossbows.

SKILLS:

Choose **2** from the following:

Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

SAVING THROW PROFICIENCIES:

- Constitution
- Charisma

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Charisma -> Constitution -> Everything else.

NOTABLE SKILLS

METAMAGIC

Earned at 3rd level.

You can twist your spells to suit your need.

- **Careful:** Use a sorcery point to make a target automatically succeed on a saving throw caused by one of your spells.
- **Distant:** Use a sorcery point to double the range of a spell. If the range was touch, it is now 30ft.
- **Empowered:** Use a sorcery point to reroll damage dice equal to your Charisma modifier.
- **Extended:** Use a sorcery point to double the duration of a spell up to 24 hours and no less than 1 minute.
- **Heightened:** Use 3 sorcery points to give a target disadvantage on a saving throw caused by your spell.
- **Quickened:** Use 2 sorcery points to make a spell that takes an action only take a bonus action.
- **Subtle:** Use a sorcery point to cast without somatic or verbal components.
- **Twinned:** When you cast a spell that does not have a range of self and only targets one creature, you can spend a number of sorcery points equal to the spell's level to twin the spell onto a second target. Cantrips use 1 sorcery point.

SPELLCASTING

Charisma is your spellcasting ability. At 1st level, you know 3 cantrips, and you have 2 1st level spell slots.

Spell Save DC = 8 + proficiency bonus + Charisma Modifier

Spell Attack Modifier = proficiency bonus + Charisma Modifier

WARLOCK

The Warlock is a powerful magic user who made a deal with an otherworldly figure who has granted them unimaginable power. These magic users get invocations to increase the power of their abilities. These warlocks gain more magical abilities and learn how to use them to more devastating effects as they level up.

up.

PROS

- Lots of at-will magic
- Very customizable

CONS

- Very low number of spell slots
- "Evil" stigma



THE WARLOCK

Level	Spells Known	Spell Slots	Slot Level	Invocations Known
1	2	1	1st	-
2	3	2	1st	2
3	4	2	2nd	2
4	5	2	2nd	2
5	6	2	3rd	4
6	7	2	3rd	4
7	8	2	4th	4
8	9	2	4th	4
9	10	2	5th	5
10	10	2	5th	5
11	11	2	5th	5
12	11	3	5th	6
13	12	3	5th	6
14	12	3	5th	6
15	13	3	5th	7
16	13	3	5th	7
17	14	4	5th	7
18	14	4	5th	8
19	15	4	5th	8
20	15	4	5th	8

WARLOCK ATTRIBUTES

HIT DICE: D8

PROFICIENCIES:

Armor: Light.

Weapons: Simple weapons.

SKILLS:

Choose **2** from the following:

Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

SAVING THROW PROFICIENCIES:

- Wisdom
- Charisma

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Charisma -> Constitution -> Everything else.

NOTABLE SKILLS

ELDRITCH INVOCATIONS

Earned at 2nd level.

Gain Eldritch Invocations equal to the value shown in the Warlock table. These invocations provide additional benefits to the Warlock's repertoire.

PACT BOON

Earned at 3rd level.

Earn one of the following gifts from your patron:

- **Pact of the Chain:** You learn find familiar as a ritual. You can choose a normal form or a pseudodragon, quasit, or sprite. You can also let your familiar take your attack action.
- **Pact of the Blade:** You can use your action to summon a weapon of a form of your choice. You are proficient with it. This weapon is considered magical.
- **Pact of the Tome:** You gain a spellbook called a grimoire of shadows. This book contains 3 cantrips from any class. They don't count against the number known.

SPELLCASTING

Charisma is your spellcasting ability. At 1st level, you know 3 cantrips, and you have 2 1st level spell slots.

Spell Save DC = 8 + proficiency bonus + Charisma Modifier

Spell Attack Modifier = proficiency bonus + Charisma Modifier

WIZARD

The Wizard is a highly educated magic user that makes use of a spellbook to destroy their enemies. The Wizard is able to cast a wide variety of spells ranging from utility to the ever-glorious and well-placed fireball to decimate their enemies. With spellbook in hand, the Wizard is even more dangerous than an entire army of foot soldiers. As the Wizard levels up, even more spells are thrown into their arsenal of spells, and the Wizard is able to cast even more spells than before.

PROS

- Largest number of spells
- Group Play
- Can specialize

CONS

- Can be complicated to play correctly
- Squishy

THE WIZARD'S SPELL SLOTS

Level	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-	-
6	4	3	3	-	-	-	-	-	-
7	4	3	3	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	3	1	-	-	-	-
10	4	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	3	3	3	2	1	-	-	-
13	4	3	3	3	2	1	1	-	-
14	4	3	3	3	2	1	1	-	-
15	4	3	3	3	2	1	1	1	-
16	4	3	3	3	2	1	1	1	-
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1

WIZARD ATTRIBUTES

HIT DICE: D6

PROFICIENCIES:

Weapons: Daggers, darts, slings, quarterstaves, light crossbows.

SKILLS:

Choose **2** from the following:

Arcana, History, Insight, Investigation, Medicine, and Religion

SAVING THROW PROFICIENCIES:

- Intelligence
- Wisdom

PRIMARY STATISTICS ORDER

You should put your stats from highest to lowest in roughly the following order: Intelligence -> Constitution = Dexterity -> Everything else.

NOTABLE SKILLS

SPELLBOOK

At first level, the book contains 6 1st level spells of choice. In order to cast spells, you must prepare them. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level. You can change this list of prepared spells during a long rest. When you gain a Wizard level, you can add two wizard spells of choice as long as they are of the appropriate spell level(s).

ARCANE RECOVERY

Once per day during a short rest you may regain spell slots. The spell slots can have a combined level that is no greater than half your wizard level rounded up.

SPELLCASTING

Wisdom is your spellcasting ability. At 1st level, you know 3 cantrips, and you have 2 1st level spell slots.

Spell Save DC = 8 + proficiency bonus + Intelligence Modifier

Spell Attack Modifier = proficiency bonus + Intelligence Modifier



CREDITS

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