

Cleric

A cleric serves a god and, in so doing, defends and heals companions with divine magic, while armed with a weapon and a symbol of that god.

Creating a Cleric

When you create a character whose first class is cleric, you gain these benefits.

Ability Adjustment: +1 to your Wisdom, Strength, or Constitution score. You use Wisdom to cast spells and Strength to make melee attacks. A high Constitution provides extra hit points.

Starting Hit Points: 8 + your Constitution modifier

Armor and Shield Proficiencies: All armor and shields

Weapon Proficiencies: Basic weapons, dagger, and simple missile weapons

You can make a cleric quickly by following these suggestions.

Suggested Background: Priest

Suggested Specialty: Divine magic specialist

Suggested Equipment: Chainmail, shield, mace, sling, 50 sling bullets, holy symbol, flask of holy water, adventurer's kit, and belt pouch containing 14 gp and 8 sp

THE CLERIC

Level	Weapon Attack	Magic Attack	Save DC Bonus	Class Features
1	+2	+2	+0	Religious Knowledge, Divine Magic, Deity, Turn Undead
2	+2	+2	+0	—
3	+2	+2	+0	—
4	+2	+2	+0	—
5	+2	+2	+0	—
6	+3	+3	+1	—
7	+3	+3	+1	—
8	+3	+3	+1	—
9	+3	+3	+1	—
10	+3	+3	+1	—

CLERIC SPELLS PER DAY

Level	—Spells per Day—					
	0	1	2	3	4	5
1	3	1	—	—	—	—
2	4	2	—	—	—	—
3	4	2	1	—	—	—
4	4	2	2	—	—	—
5	4	2	2	1	—	—
6	4	2	2	2	—	—
7	4	2	2	2	1	—
8	4	2	2	2	2	—
9	4	2	2	2	2	1
10	4	2	2	2	2	2

Class Features

A cleric gains the following class features.

Hit Dice: 1d8 per cleric level

Hit Points: 1d8 (or 5) + your Constitution modifier per cleric level gained

Level 1: Religious Knowledge

As a cleric, you have knowledge not only of your chosen faith, but also of other widespread faiths, dark cults, the workings of magic, and the celestial and fiendish realms.

Benefit: You gain training in the Knowledge skill. Choose the field of knowledge from the following options: arcana, forbidden lore, or religion.

Level 1: Divine Magic

As a cleric, you learn to draw on divine magic through prayer and ancient rites. You use this power to cast potent spells that smite your enemies and uplift your friends.

Benefit: You can cast a number of cleric spells per day based on your level, as noted in the Cleric Spells per Day table. Wisdom is your magic ability score.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you can prepare a number of spells by spending time in prayer. You choose these spells from the cleric's spell list. Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each spell you prepare.

You can prepare one spell for each spell slot you have. Thus, at 1st level you can prepare one 1st-level spell. In addition, you always have prepared the domain spells granted by your deity that are appropriate for your level. Domain spells do not count against the number of spells you can prepare each day.

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. After you cast the spell, you lose the use of that slot until you prepare spells again, but the spell is still considered to be prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the level limit. For example, if you have *bless* and *cure light wounds* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Battlefield Concentration: You have trained to maintain your focus even in the chaos of battle. When you are concentrating on a spell, taking damage cannot break your concentration.

Words of Power: Some spells require you to speak only a few words in order to cast them. Such a spell is marked as a word of power in its description.

When you use an action to cast a word of power on the cleric's spell list, you can use the same action to take another action immediately after casting the spell. The other action cannot involve casting a spell, activating a magic item, or doing anything that requires you to speak.

Rituals: You can perform any cleric spell as a ritual, provided you have the spell prepared and it has a ritual version.

Magic Attacks: When you make a magic attack using a cleric spell, you use your Wisdom modifier for the attack roll, and add the bonus from the Magic Attack column in the Cleric table.

Saving Throw DCs: When a cleric spell that you cast or a cleric feature that you use calls for a saving throw, the save DC equals 10 + your Wisdom modifier + your save DC bonus (as noted on the Cleric table).

Level 1: Deity

The deity you serve or the philosophical system you adopt grants access to divine magic, and from it you draw the magical energy you need to cast spells.

Benefit: Choose a deity. Several deities are provided here: the Lifegiver, the Lightbringer, the Protector, the Trickster, and the Warbringer. Your choice of deity grants you various special abilities, including spells that are associated with the god's domain of influence. If you have a domain spell that does not appear on the cleric's spell list, the spell is, nonetheless, a cleric spell for you.

The deity choices are iconic appellations rather than specific deity names. Depending on your DM's campaign, these deities might have any of many different names. In effect, each deity presented here is a template that can be used for a number of gods from myth and various D&D worlds.

The Lifegiver

The Lifegiver takes a variety of forms, all of them involving growth, fertility, and healing. This deity is usually female and is sometimes an earth mother, a forest sprite, or a great ocean or river. The Lifegiver might appear as Demeter of the Olympian pantheon, Isis of the Pharaonic pantheon, Frigga of the Asgardian pantheon, Chauntea of the FORGOTTEN REALMS, Beory of GREYHAWK, or Mishakal of DRAGONLANCE.

As a devotee of life, you can foster health and healing in the people you attend. Your prayers can cause wounds to close and sickness to fade. Your divine patron urges you to cleanse the world of suffering and to provide aid to those in need.

Life springs up and blooms around the paragons of your faith. Stories tell of blessed clerics who live for centuries without suffering aches, ills, or the ravages of age. Some are said to be able to heal with a glance, to cause withered crops to spring back to life where they walk, and to dull the physical and emotional pain of anyone who sees them.

The Lifegiver is most often lawful good, neutral good, or chaotic good.

Domain Spells: You always have the following spells prepared, provided you are able to cast spells of the given level.

Spell

Level	Domain Spell
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1	<i>cure light wounds</i>
2	<i>cure moderate wounds</i>
3	<i>cure serious wounds</i>
4	<i>cure critical wounds</i>
5	<i>mass cure wounds</i>

Disciple of Life: When you cast any of the Lifegiver's domain spells, the spell restores additional hit points equal to 2 + the spell's level.

At-Will Spells: While you have the *cure minor wounds* or the *resistance* spell prepared, you can cast it without expending a spell slot.

The Lightbringer

The Lightbringer is a sun deity, whose followers are infused with radiant light and the power of the sun's searing heat. This deity is sometimes the ruler of a pantheon and is often portrayed as the sun itself or a charioteer who guides the sun across the sky. The sun's daily course means that the Lightbringer can embody principles of rebirth or renewal, but some sun deities are the sun at high noon, looking down upon the mortal world to pronounce judgment and burn away evil. The Lightbringer models Apollo of the Olympian pantheon, Re-Horakhty of the Pharaonic pantheon (also called Ra or Horus-Re), Frey and Odur of the Asgardian pantheon, Pelor and Pholtus of GREYHAWK, and Lathander and Amaunator of the FORGOTTEN REALMS.

The Lightbringer entrusts you with the sun's power so you can become a beacon of light in a darkened world. You bring light wherever you go, chasing away shadows and burning away darkness. Your prayers can bring forth sunlight, which you might focus into burning rays or let loose to shine its wholesome light.

The most devoted and enlightened followers of the Lightbringer shine with their own inner light. Creatures of darkness and death cower in the presence of the mightiest of your faith, unable to bear the brightness of their countenance.

The Lightbringer is most often lawful good, neutral good, chaotic good, or lawful neutral.

Domain Spells: You always have the following spells prepared, provided you are able to cast spells of the given level.

Spell

Level	Domain Spell
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1	<i>command</i>
2	<i>spiritual weapon</i>
3	<i>scorching ray</i>
4	<i>divine power</i>
5	<i>flame strike</i>

Disciple of the Sun: When you cast any of the Lightbringer's domain spells, the spell deals radiant damage equal to 2 + the spell's level to creatures of your choice within 10 feet of you.

At-Will Spells: While you have the *cure minor wounds*, the *light*, or the *lance of faith* spell prepared, you can cast it without expending a spell slot.

The Protector

The Protector is a god of defensive strength, an unyielding force that guards against the forces of evil. Sometimes the Protector is a martial deity, usually male, who stands as the ideal for sentinels and paladins. Other times the Protector is primarily a god of community, often female, who embodies the community's cohesiveness and responsibility to protect and care for each other.

Examples of the first aspect include Athena of the Olympian pantheon, Heimdall of the Asgardian pantheon, Heironeous or Mayaheine of GREYHAWK, Helm of the FORGOTTEN REALMS, Paladine of DRAGONLANCE, and Moradin, god of dwarves. Examples of the community aspect of the Protector include Hestia of the Olympian pantheon, Hathor of the Pharaonic pantheon, Frigga of the Asgardian pantheon, Eldath of the FORGOTTEN REALMS, Berei or Merikka of GREYHAWK, and Yondalla, goddess of halflings.

The Protector entrusts you with the strength and endurance to protect the innocent so that you can become a beacon of hope in a darkened world. You protect the weak from the wicked, and nothing stirs your righteous fury so much as witnessing harm brought to those your god calls you to protect.

The most devoted and enlightened followers of the Protector are bulwarks of defense in a violent world. Many seek to take the fight to the enemy, delving into dungeons to root out threats before they can spread. On the edge of civilization, the Protector's clerics organize defenses, train local militias, and bring justice to a lawless land.

The Protector is most often lawful good, neutral good, or lawful neutral.

Domain Spells: You always have the following spells prepared, provided you are able to cast spells of the given level.

Spell

Level	Domain Spell
1	<i>sanctuary</i>
2	<i>aid</i>
3	<i>dispel magic</i>
4	<i>death ward</i>
5	<i>true seeing</i>

Disciple of the Protector: When you roll initiative, you can give yourself and any creatures of your choice within 30 feet of you a +2 bonus to the roll.

At-Will Spells: While you have the *cure minor wounds* or the *resistance* spell prepared, you can cast it without expending a spell slot.

The Trickster

The Trickster is a god of trickery and thieves, a mischief-maker and instigator who stands as a constant challenge to the accepted order among both gods and mortals. Unlike most other deities, the Trickster is often portrayed as an animal, such as a raven or a fox, as well as a shapechanger who can adopt any form at will. The Trickster is often also a god of luck, either good or bad.

Examples of the Trickster include Hermes of the Olympian pantheon, Bes of the Pharaonic pantheon, Loki of the Asgardian pantheon, Beshaba or Cyric of the FORGOTTEN REALMS, Olidammara or Zagyg of GREYHAWK, and Garl Glittergold, god of gnomes.

As a follower of the Trickster, the world is a grand game to you, which you play to get what you want. Subterfuge, pranks, and theft are often the tools you use, rather than direct confrontation.

Of all the deities, the Trickster covers the widest moral ground. A chaotic good expression of the Trickster is a liberator and freedom fighter. The evil form of the Trickster delights in murder and wealth gained by any means. Standing in the middle of these two extremes, the chaotic neutral expression of this god is a capricious free spirit.

The Trickster is most often chaotic good, chaotic neutral, or chaotic evil.

Domain Spells: You always have the following spells prepared, provided you are able to cast spells of the given level.

Spell

Level	Domain Spell
1	<i>sanctuary</i>
2	<i>silence</i>
3	<i>fly</i>
4	<i>dimension door</i>
5	<i>telekinesis</i>

Disciple of Trickery: You gain training in one skill of your choice: Bluff, Disguise, or Sneak. You also gain proficiency with finesse weapons and simple and martial ranged weapons.

Once every 10 minutes, you can magically turn invisible as an action. The invisibility lasts until the start of your next turn or until you attack or cast a spell.

At-Will Spells: The *minor illusion* spell is added to the list of 0-level cleric spells that you know. While you have it prepared, you can cast it without expending a spell slot.

The Warbringer

War has many manifestations. It can be glorious, making heroes of ordinary people. It can be desperate and horrific, mortals' worst traits writ large on the battlefield, with acts of cruelty, malice, and cowardice eclipsing those instances of excellence and courage. In either case, the Warbringer watches over warriors and rewards them for great bravery. Many pantheons have two gods that fill the role of the Warbringer, representing opposite ideals of warfare: Athena and Ares of the Olympian pantheon, the brothers Heironeous and Hextor of GREYHAWK, and Tyr and Tempus of the FORGOTTEN REALMS.

The Warbringer attracts a wide range of individuals. You might be a courageous hero, a bold champion who inspires others to fight the good fight. Or you might see the battlefield as your temple and offer violence as prayers to your deity. Whatever your connection to warfare, you excel in battle and improve those who fight at your side.

Paragons of your faith grow more and more like the deity they serve or the ideal of warfare

they uphold. Most tales of the legendary followers of the Warbringer portray them as powerful generals or war chiefs, leading hordes in conquest or mustering armies to drive off invaders. They are often said to inspire courage or berserk fury in those who fight beside them. The shout of such a cleric can strike terror in enemies, and tales are told of battles won without a single blow struck, as armies quailed and fled before the wrath of a mighty champion of the Warbringer.

Domain Spells: You always have the following spells prepared, provided you are able to cast spells of the given level.

Spell

Level	Domain Spell
1	bless
2	spiritual weapon
3	prayer
4	divine power
5	flame strike

Disciple of the Warbringer: You gain proficiency with martial weapons and heavy weapons.

At-Will Spells: While you have the *cure minor wounds* or the *resistance* spell prepared, you can cast it without expending a spell slot.

Level 1: Turn Undead

The gods are the shepherds of the dead. When a living creature dies, its soul passes on to an afterlife in the realms of the gods. For this reason, all deities have strong dictates regarding the undead. Good and neutral deities exhort their followers to send such creatures to their final rest, while evil ones command their clerics to use the dead as recruits, willing or unwilling, to serve their cause.

When you turn the undead, you attempt to cow them with a display of divine might. You can hold undead creatures at bay, or even destroy them if you are powerful enough. Clerics who follow evil deities can instead choose to dominate and control such creatures.

Benefit: As an action, you can attempt to turn undead creatures. Roll 1d10 per cleric level. The total determines the amount of hit points

worth of undead that can be affected by your turning attempt.

Destroyed or Rebuked: Each undead creature within 30 feet of you that has hit points equal to or less than one-third of the total is destroyed. If you are evil or worship an evil god, the creature is instead rebuked.

A rebuked undead creature becomes your thrall. It must obey your verbal commands, which it understands, and it cannot willingly harm you. The creature can make a DC 15 Intelligence save every 24 hours to break free. A mindless undead creature does not get this saving throw; it is under your control until it is destroyed or until it is controlled by another effect, such as another cleric rebuking it.

The rebuked creature uses your current hit points to determine the result of a turn attempt against it while it is within 100 feet of you.

Turned: Each remaining undead creature within 30 feet of you might be turned. Starting

with the undead creature that has the lowest current hit points, subtract the creature's hit points from the total, before moving on to the creature with the next lowest hit points. A creature's hit points must be no more than the remaining total for that creature to be turned.

A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 30 feet of you (unless there is nowhere else it can move), it cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

No Effect: An undead creature that has more hit points than the total is unaffected, and you cannot attempt to turn that creature again for 24 hours.

Fighter

Durability and unequalled weapon mastery help the fighter dominate a battlefield.

Creating a Fighter

When you create a character whose first class is fighter, you gain these benefits.

Ability Adjustment: +1 to your Strength, Dexterity, or Constitution score. You need Strength or Dexterity for weapon use and Constitution to help you withstand punishment.

Starting Hit Points: 10 + your Constitution modifier

Armor and Shield Proficiencies: All armor and shields

Weapon Proficiencies: All weapons

Your background, specialty, and fighting style can easily be woven together to create a flavorful character. Suggested background and specialties can be found under each fighting style to help you make a fighter quickly.

THE FIGHTER

Level	Weapon Expertise		Class Features
	Attack	Dice	
1	+3	1d4	Expertise, Fighting Style
2	+3	1d6	Maneuver
3	+3	1d6	—
4	+4	2d6	Maneuver
5	+4	2d6	—
6	+4	2d6	Extra Attack
7	+4	2d6	—
8	+4	2d8	Maneuver
9	+5	2d8	—
10	+5	3d10	Maneuver

Class Features

A fighter gains the following class features.

Hit Dice: 1d10 per fighter level

Hit Points: 1d10 (or 6) + your Constitution modifier per fighter level gained

Level 1: Expertise

Your extensive weapon training makes you deadly on the battlefield. You demonstrate your martial expertise in the way you move, strike, parry, and dodge when performing your preferred fighting techniques. This expertise is represented by dice and maneuvers that you can use in battle.

Benefit: You gain a single expertise die, a d4. You can spend an expertise die to use a maneuver that you know.

You must be able to take actions to spend an expertise die. At the end of each of your turns, you regain all of your spent expertise dice. As you gain levels, the size of the die increases (from a d4 to a d6, for instance), and you gain additional dice, as noted on the Fighter table.

At 1st level, you know the Deadly Strike maneuver. Your fighting style gives you additional maneuvers.

Level 1: Fighting Style

Your combat training involved studying a wide range of weaponry. Your natural talent, interests, and skill encourage you to focus your training in a particular fighting style that expresses your mastery on the battlefield.

Benefit: Choose a fighting style. Several options are presented here. At specific levels, your chosen style gives you a new combat maneuver.

Duelist

Your fighting style is like that of a swashbuckling fencer, focusing on mobility and misdirection.

Suggested Background: Noble

Suggested Specialty: Skill specialist

Suggested Equipment: Studded leather armor, rapier, light crossbow, 10 crossbow bolts, adventurer's kit, and 65 gp

Level	Maneuver
1	Spring Attack
2	Tumbling Dodge
4	Glancing Blow
8	Lightning Reflexes
10	Opportunist

Protector

Your fighting style is defensive, focusing on protecting yourself and your allies and keeping enemies at bay.

Suggested Background: Knight

Suggested Specialty: Endurance specialist

Suggested Equipment: Chainmail, shield, longsword, hand crossbow, 20 crossbow bolts, adventurer's kit, and 29 gp

Level	Maneuver
1	Protect
2	Parry
4	Composed Attack
8	Great Fortitude
10	Opportunist

Sharpshooter

Your fighting style centers on the use of ranged weapons, such as the bow, the crossbow, or the sling.

Suggested Background: Soldier

Suggested Specialty: Ambush specialist

Suggested Equipment: Leather armor, short sword, longbow, 20 arrows, adventurer's kit, and 70 gp

Level	Maneuver
1	Precise Shot
2	Spring Attack
4	Composed Attack
8	Danger Sense
10	Volley

Slayer

Your fighting style is aggressive, focusing on felling your enemies before they have a chance to hurt you.

Suggested Background: Soldier

Suggested Specialty: Endurance specialist

Suggested Equipment: Chainmail, greatsword, hand crossbow, 10 crossbow bolts, adventurer's kit, and 5 gp

Level	Maneuver
1	Glancing Blow
2	Cleave
4	Spring Attack
8	Great Fortitude
10	Whirlwind Attack

Veteran

You train to prepare yourself for the myriad hazards and dangers ahead. You can defend yourself and apply your physical might to reliably break down doors, lift gates, bend bars, and perform other feats of physical might.

Suggested Background: Soldier

Suggested Specialty: Endurance specialist

Suggested Equipment: Chainmail, shield, longsword, 4 javelins, adventurer's kit, and 39 gp

Level	Maneuver
1	Parry
2	Danger Sense
4	Mighty Exertion
8	Great Fortitude
10	Whirlwind Attack

Creating Your Own Style

You can create your own fighting style by picking maneuvers from the complete list. At 1st, 2nd, 4th, 8th, and 10th level, you gain a new maneuver.

Level 6: Extra Attack

Your prowess allows you to execute a series of quick strikes, which lesser warriors would have a hard time replicating.

Benefit: Once per round, when you make a weapon attack on your turn, you can make a second attack as part of the same action. If you have movement remaining, you can move between the attacks.

Rogue

Rogues use skill, stealth, and their opponents' vulnerabilities to get the upper hand. Rogues bring versatility and resourcefulness to an adventuring party, having the knack for finding solutions to just about any problem they face.

Creating a Rogue

When you create a character whose first class is rogue, you gain these benefits.

Ability Adjustment: +1 to your Strength, Dexterity, or Intelligence score. You use Dexterity to sneak up on foes, to avoid danger, and to attack using finesse weapons and many missile weapons. Some rogues favor Strength, since it is important for melee combat and maneuvering around the battlefield. A rogue

who focuses on finding traps needs a high Intelligence.

Starting Hit Points: 6 + your Constitution modifier

Armor and Shield Proficiencies: Light armor

Weapon Proficiencies: Basic weapons, finesse weapons, and all simple and martial missile weapons

Suggested Background: Guild thief

Suggested Specialty: Skill specialist

Suggested Equipment: Leather armor, rapier, 2 daggers, shortbow, quiver of 20 arrows, adventurer's kit, climber's kit, thieves' tools, and 26 gp

THE ROGUE

Level	Weapon Expertise		Class Features
	Attack	Dice	
1	+2	1d4	Expertise, Rogue Scheme, Thieves' Tools
2	+2	1d6	—
3	+2	1d6	—
4	+2	2d6	Maneuver
5	+3	2d6	—
6	+3	2d6	—
7	+3	2d6	Maneuver
8	+3	2d8	—
9	+3	2d8	—
10	+4	3d10	Maneuver

Class Features

A rogue gains the following class features.

Hit Die: 1d6 per rogue level

Hit Points: 1d6 (or 4) + your Constitution modifier per rogue level gained

Level 1: Expertise

Your extensive training makes you one of the most skilled adventurers. You typically apply your expertise when you attempt tasks related to your knowledge, experience, and skills. You might also apply this training to get the upper

hand against your foes. This expertise is represented by dice and maneuvers that you can use in and out of battle.

Benefit: You gain a single expertise die, a d4. You can spend an expertise die to use a maneuver that you know.

You must be able to take actions to spend an expertise die. At the end of each of your turns, you regain all of your spent expertise dice. As you gain levels, the size of the die increases (from a d4 to a d6, for instance), and you gain additional dice, as noted on the Rogue table.

At 1st level, you know the Skill Mastery maneuver. Your rogue scheme gives you

additional maneuvers to use with your expertise dice.

Level 1: Rogue Scheme

Success comes to you in ways others don't expect. You have an angle, a plan to help you succeed no matter how high the odds are stacked against you. Your rogue scheme describes how you do what you do, the advantages you have, and the ways you get the better of those who stand in your way.

Benefit: Choose a rogue scheme. Several scheme options are presented here: acrobat, enforcer, rake, thief, and trickster.

At 1st level, you gain training in all the skills listed in your scheme, and you choose one of its maneuvers. At 4th, 7th, and 10th level, you gain an additional maneuver of your choice from the scheme.

Acrobat

You have focused your training on perfecting your balance, agility, and quickness. You move with grace as you flip, tumble, roll, and dodge. You might be a cat burglar, creeping across rooftops and scaling walls to steal valuables in hard to reach places. Alternatively, you were a performer in a circus, performing amazing physical stunts.

Skills: Balance, Climb, Escape Artist, Tumble

Maneuvers: Controlled Fall, Sneak Attack, Tumbling Dodge, Vault

Enforcer

You know how to make threats and back them up. You radiate menace, unnerving your foes and possibly even making your companions uncomfortable. You might be a hulking brute or you might just know how to get others to back down.

Skills: Gather Rumors, Intimidate, Sleight of Hand, Sneak

Maneuvers: Opportunist, Parry, Sneak Attack, Spring Attack

Rake

You are a duelist and swashbuckler, though you might be more concerned with looking

impressive than actually practicing your combat maneuvers. Your battlefield is typically outside of a tavern, preferably with an audience that can appreciate your style and elegance. After all, one must not simply win a fight. One must look good doing it.

Skills: Balance, Bluff, Persuade, Tumble

Maneuvers: Parry, Sneak Attack, Spring Attack, Tumbling Dodge

Thief

You are a criminal. You might be a burglar, bandit, cutpurse, or some other form of scoundrel. Wherever your talents lie, you go your own way and often put your own interests first. You are most at home in society's seedy underworld, rubbing elbows with others who share your dubious regard for law and order.

Skills: Disable Device, Listen, Sleight of Hand, Sneak

Maneuvers: Danger Sense, Lightning Reflexes, Sneak Attack, Tumbling Dodge

Trickster

A cheat, opportunist, or ne'er-do-well, you use your skills to get the better of people you meet, whether you're lifting a purse from a merchant in a marketplace or conning a rube out of hard-earned pay.

Skills: Bluff, Gather Rumors, Persuade, Sleight of Hand

Maneuvers: Danger Sense, Defensive Roll, Iron Will, Sneak Attack

Creating Your Own Scheme

Creating a rogue scheme is easy. At 1st level, pick any four skills and any maneuver that you qualify for. At 4th, 7th, and 10th level, pick a new maneuver that you qualify for.

Level 1: Thieves' Tools

Thieves' tools are your most important piece of equipment. The wires, files, clamps, and other tools help you find your way through locked doors and past the deadliest traps.

Benefit: You are proficient with thieves' tools.

Wizard

Wizards are the masters of arcane magic. They cast spells of rolling fire, arcing lightning, or creeping shadow, and more. Their mightiest spells can change one substance into another or alter a creature's form, open pathways to other planes of existence, or even kill with a single word.

Creating a Wizard

When you create a character whose first class is wizard, you gain these benefits.

Ability Adjustment: +1 to your Intelligence or Constitution score. You use Intelligence to

cast spells, and a high Constitution provides extra hit points.

Starting Hit Points: 6 + your Constitution modifier

Armor and Shield Proficiencies: None

Weapon Proficiencies: Daggers, slings, quarterstaves, and light crossbows

You can make a wizard quickly by following these suggestions.

Suggested Background: Sage

Suggested Specialty: Arcane magic specialist

Suggested Equipment: Robes, quarterstaff, spellbook, adventurer's kit, 64 gp, and 8 sp

THE WIZARD

Level	Magic Attack	Weapon Attack	Save DC Bonus	Class Features
1	+3	+2	+1	Wizardly Knowledge, Arcane Magic, Tradition of Wizardry
2	+3	+2	+1	—
3	+3	+2	+1	—
4	+4	+2	+2	—
5	+4	+2	+2	—
6	+4	+2	+2	—
7	+4	+2	+2	—
8	+4	+2	+2	—
9	+5	+2	+3	—
10	+5	+2	+3	—

WIZARD SPELLS PER DAY

Level	—Spells per Day—										
	0	1	2	3	4	5	6	7	8	9	10
1	3	1	—	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—	—
4	4	2	2	—	—	—	—	—	—	—	—
5	4	2	2	1	—	—	—	—	—	—	—
6	4	2	2	2	—	—	—	—	—	—	—
7	4	2	2	2	1	—	—	—	—	—	—
8	4	2	2	2	2	—	—	—	—	—	—
9	4	2	2	2	2	1	—	—	—	—	—
10	4	2	2	2	2	2	—	—	—	—	—

Class Features

A wizard gains the following class features.

Hit Dice: 1d6 per wizard level

Hit Points: 1d6 (or 4) + your Constitution modifier per wizard level gained

Level 1: Wizardly Knowledge

You have collected a wide variety of knowledge pertaining to magic, the occult, and other lore.

Benefit: You gain training in the Knowledge skill. Choose the field of knowledge from the following options: arcana, forbidden lore, nature, or sciences.

Level 1: Arcane Magic

Arcane magic permeates the cosmos. Wild and enigmatic, varied in form and function, it draws many students who seek to master its mysteries, and some who aspire to become like the gods, shaping reality itself. You have chosen the wizard's path to magical mastery, an approach requiring keen intellect and mental discipline to master the complex formulas used to apprehend arcane power and focus it into spells.

As a wizard's apprentice, you compile a spellbook, which contains the spells taught by your master, your notes on how to wield magic safely, and the mystical formulas you have discovered in libraries. Your spellbook contains all the arcane knowledge you need to prepare your spells.

Benefit: You can prepare spells from your spellbook each day. Once you cast those spells, they are gone until you prepare them again. You can cast a number of wizard spells per day based on your level, as noted in the Wizard Spells per Day table. Intelligence is your magic ability score.

Spellbook: You have a spellbook containing the spells that you know. The book starts with three 1st-level spells and four 0-level spells of your choice from the wizard's spell list.

Each time you gain a wizard level, you can add a number of spells to your spellbook equal to your Intelligence modifier (minimum 1). You choose the spells from the wizard's spell list, and each one must be of a level that you can cast, as noted in the Wizard Spells per Day table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare spells from your spellbook. You can prepare a spell of your choice for each spell slot you have, provided you have a slot free that is of the spell's level or higher. You can prepare the same spell in multiple slots.

Preparing spells requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least one minute per spell level for each spell you prepare. If your spellbook is unavailable when you prepare spells, you can prepare only the spells that you prepared the day before.

Casting in Armor: Casting most wizard spells requires precise movements that are impossible while constrained by armor, so you cannot cast a wizard spell while wearing armor, unless the spell specifies that it does not require any somatic components.

Casting a Spell: When you cast a spell, you can cast any of your prepared spells. After you cast the spell, it vanishes from your mind, along with its slot.

Rituals: You can cast any spell in your spellbook as a ritual, provided that the spell has a ritual version.

Magic Attacks: When you make a magic attack using a wizard spell, you use your Intelligence modifier for the attack roll, and add a bonus to that roll based on the Magic Attack column in the Wizard table.

Saving Throw DCs: When a wizard spell that you cast or a wizard feature that you use calls for a saving throw, the save DC equals 10 + your Intelligence modifier + your save DC bonus (as noted on the Wizard table).

Level 1: Tradition of Wizardry

Each wizard practices magic as part of a tradition of wizardry. The tradition you were taught as an aspiring wizard colors your magical career.

Benefit: Choose a tradition of wizardry. Several options are provided here: the battle magic, illusion, and academic traditions.

Your choice of tradition grants you various special abilities, typically including at-will spells and a signature spell.

At-Will Spells: At-will spells are so simple for you to cast that you do not need to expend energy to use them, so you can cast them over and over. You prepare an at-will spell like a normal spell, but when you cast it, the spell is not expended.

Signature Spells: When you cast a signature spell that you have prepared, you can retain some of its power. If you do so, you regain the ability to cast the spell in 10 minutes and regain it again every 10 minutes after casting the spell until the end of your next long rest. If you have more than one signature spell prepared, you can retain the power of only one of them each day.

Academic

You learned your magic in an environment of intense study, relentless practice, and peer-reviewed scholarship. Other traditions of wizardry teach magic in a less refined and careful environment. Though other wizards have mastered certain specializations, wizards of the academic tradition are able to master nearly any spell. The first magical academies were founded by the elves while the human race was in its infancy, and many of these institutions still exist. Some admit humans and members of other races, and some do not. Humans have founded their own academies, and some rival the ancient elven ones—not least because they are more open to innovation and experimentation.

When you cast spells, your utterances and gesticulations are smooth, proficient, and economical. Your meticulous spellcasting

reveals the proud tradition of your scholastic craft.

When people in the worlds of D&D speak of wizards, they usually mean practitioners of academic magic. Wizards themselves sometimes refer to members of this tradition as scholastics.

At-Will Spells: While you have any 0-level wizard spell prepared, you can cast that spell at will.

Spell Mastery: You have an additional spell slot of the highest spell level that you can cast.

Battle Magic

You study a magical tradition popular in times of war, when shocking and destructive displays of power are required to win battles, no matter the cost. Spells of war require power, and you master spells, particularly from the school of evocation, that draw upon hidden sources of it. You frequently tap such sources in the Inner Planes, where unlimited energy boils, waiting to be tapped and shaped. You probably studied magic in a military environment under harsh trainers, practicing the spells you learned in stressful situations. Battle magic is typically a human tradition, shaped by what elves would call typical human impatience.

Your spellcasting is quick and dirty, imprecise by the standards of the academic tradition, but effective nonetheless. When you draw upon evocation magic, your skin takes on a vestige of the energy of your magic: hot to the touch when you evoke fire, cold as ice when you evoke cold, haloed in tiny sparks when you evoke lightning, and so on.

Practitioners of battle magic are known as battle mages, war mages, or evokers.

At-Will Spells: While you have any of the following spells prepared, you can cast it at will: *burning hands*, *mage armor*, and *shocking grasp*.

Signature Spell: You can cast *thunderwave* as a signature spell.

Spell Tactician: When you cast an arcane spell that causes damage in an area of effect, you can pick a number of creatures in the area up to the spell's level + 1. Those creatures take no damage from the spell when you cast it, but they are not protected from any of the spell's

other effects, including damage dealt by the spell later.

Illusion

You study magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. As an illusionist, you are skilled at allowing others to see what they wish to see. Your magic is subtle, but when combined with your keen mind, your illusions can bring an entire kingdom to its knees. You might have studied under a private tutor, perhaps a disgraced scholastic or a roguish scoundrel, or in a small group of likeminded wizards. Among the gnomes, however, study of illusion is every bit as formal as the academic tradition is among humans and elves.

Illusionists have something of a sinister reputation, owing to their penchant for trickery. Some illusionists revel in others' suspicion, casting themselves as mysterious figures. Other illusionists prefer to keep a low profile and might never reveal their study of this tradition.

At-Will Spells: While you have any of the following spells prepared, you can cast it at will: *mage hand*, *minor illusion*, and *shocking grasp*.

Signature Spell: You can cast *color spray* as a signature spell.

Arcane Deception: When you cast the *minor illusion* spell, you can choose two of its options rather than just one.

The DC for a check or a saving throw against any illusion spell you cast is increased by 2.

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the cosmos. You might find other spells during your adventures. A spell you find is normally recorded on a scroll or in a tome.

Copying a Spell into the Book. When you find a spell, you can add it to your spellbook if it is of a level you can normally cast, if it appears on the wizard's spell list, and if you can read it (some spellcasters use secret alphabets and ciphers to record spells).

Copying a spell into your spellbook confers knowledge of the spell to you. The process requires both 1 hour and 50 gp per level of the spell. The cost represents material components you expend as you experiment with the spell to master it.

Replacing the Book. You can use the procedure for copying a new spell into your spellbook to reconstruct a lost spellbook or to make a backup copy. But if you try to re-create a lost spellbook, you can only add the spells that you have prepared. Filling out the remainder of your spellbook requires you find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Look. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. Where you learned magic, your tradition of wizardry, how you prefer to organize your knowledge, how much coin you've devoted to the materials, and the outcome of your latest adventure are all factors bearing on your spellbook's appearance.

Your spellbook might be a plain but functional leather tome you received as a gift from your master when you struck out on your own, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous tome in a mishap. With your DM's permission, the book might be something stranger, such as spiraling Braille-like patterns decorating the inside of a shield, markings etched across the surface of a crystal sphere, or tattoos marking your flesh.