



BY ADAM HANCOCK

A SALTY SURVEY THAT ZEROES IN ON WHAT SUBCLASS YOU REALLY WANT TO PLAY



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, *D&D Basic Rules*, 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. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material contained herein is prohibited without the express written permission of Wizards of the Coast.

1. A PARTY OF ADVENTURERS IS RECRUITING. YOU COME TO THEM OFFERING YOUR SKILLS.

- A. I can serve as a guide in unfamiliar lands. *Go to question 2.*
- B. I am a natural-born leader and a master of tactics. *Go to question 3.*
- C. Our enemies will try to kill us. I will kill them first. *Go to question 4.*
- D. I have great skill in the art of healing or protecting others from harm. *Go to question 5.*
- E. I can rain destruction down on your enemies. Please stand back! *Go to question 6.*
- F. I can take a beating and keep going. I simply don't know how to stay down. *Go to question 7.*
- G. Lots of people try to tackle problems head-on. I'm the kind of person who gets around them instead. *Go to question 8.*
- H. I know an awful lot about just about everything. *Go to question 9.*
- I. I can corral our enemies so you can just take them out. Like fish in a barrel. *Go to question 10.*

2. WHAT MAKES YOU A GOOD GUIDE?

- A. I have a mystical connection to the land. It speaks to me and grants me power. *You are a **Land Druid**.*
- B. I have tracked prey in, explored, and survived off these lands. They are like the back of my hand. *Go to question 11.*
- C. Magic. Not some supernatural shamanism. Proper magic. I might even whip out my crystal ball. *You are a **Diviner**.*
- D. I can scout ahead without being seen. *Go to question 12.*

3. WHY DO PEOPLE RALLY AROUND YOU?

- A. I am a student and war is my discipline. I am versed in all battle tactics and strategies. *You are a **Battlemaster**.*
- B. My implacable fighting spirit inspires people. *You are a **Samurai**.*
- C. I am an intermediary for a powerful god of battle. *You are a **War Cleric**.*
- D. I stand for something, and will not violate my sacred oaths. *Go to question 13.*
- E. All enemies have a tell, and people know I can spot it. Also, I have enough dirt on my friends they wouldn't dare double-cross me. *You are a **Mastermind**.*
- F. My spirit ancestors will defend me and those adopted into my clan. *You are an **Ancestral Guardian**.*
- G. I represent a powerful monarch. *You are a **Banneret**.*

4. WHAT'S YOUR WEAPON OF CHOICE?

- A. The bigger, the better. I like my enemies' eyes to bug out when I draw my weapon. *Go to question 14.*
- B. Magic. Just pure destructive elemental energy. *Go to question 15.*
- C. A small or light weapon, inserted right between the ribs. *Go to question 12.*
- D. A mundane weapon, enhanced with my magic. *Go to question 16.*
- E. A staff or shortsword will do. Or my knees, feet, and fists. Sometimes my head. Whatever works. *Go to question 17.*
- F. I can transform into a fearsome beast, so I am my own weapon of choice. *You are a **Moon Druid**.*
- G. The wrath of my god. *Go to question 18.*
- H. The creatures I summon. *Go to question 19.*
- I. An arrow, a crossbow bolt, a dagger, or a hatchet. I'm a deadshot aim. *Go to question 20.*

5. YOU SEE A WOUNDED ALLY ABOUT TO SUFFER A KILLING BLOW. WHAT DO YOU DO?

- A. Place my shield between my friend and his or her assailant. *Go to question 21.*
- B. Weave a magical ward around my ally. *You are an **Abjurer**.*
- C. If I can't get to my friend in time, I can heal his or her body before it succumbs to death. *Go to question 22.*

6. FROM WHAT SOURCE DOES YOUR MAGIC COME?

- A. Years of study of the arcane arts. *Go to question 23.*
- B. Maybe I was born with it. Maybe it's ancestry. *Go to question 24.*
- C. I made a pact with a powerful extraplanar being. It grants me power. *Go to question 25.*
- D. The elements and other forces of Nature. *You are a **Land Druid**.*
- E. A glorious god of light. *You are a **Light Cleric**.*

7. WHAT MAKES YOU SO RESILIENT?

- A. Full-body armor and maybe even a shield protect me from harm. *Go to question 26.*
- B. Once my bloodlust takes over, I tend to shrug off the pain of my wounds. *Go to question 27.*
- C. Once I get my second wind, my stamina is restored. *Go to question 21.*

8. IMAGINE THERE'S A CITY WITH A GUARDED WALL SURROUNDING IT. HOW DO YOU GET IN?

- A. I find an unguarded stretch of wall and blast a hole in it with my magic. *Go to question 6.*
- B. I climb the wall, unlock a door, lure the guards away, and let my party in before anyone's the wiser. *You are a **Thief**.*
- C. I charm the guards with my magic. *You are an **Enchanter**.*
- D. I disguise myself and my friends. *Go to question 28.*
- E. I'd peer into the near future to see when the guards would next pass by. Then we'd simply walk in unnoticed. *Go to question 29.*

9. HOW DID YOU LEARN SO MUCH?

- A. I have studied extensively, especially the arcane arts. *Go to question 23.*
- B. My knowledge is a blessing from my god. *Go to question 30.*
- C. I learned wisdom and knowledge from my master or in a monastery. *Go to question 17.*
- D. I just have a knack for picking up knowledge and skills. I'm a jack of all trades. *Go to question 31.*

10. WHAT POWERS ALLOW YOU TO MOVE ENEMIES AROUND THE BATTLEFIELD LIKE PUPPETS?

- A. I make them see things that aren't there. *You are an **Illusionist**.*
- B. I can see into the future. Every action has a reaction, like ripples in a pond. *You are a **Diviner**.*
- C. The earth and elements obey me. *You are a **Land Druid**.*
- D. I pluck at their heartstrings, making heroes bold and villains tremble. *Go to question 31.*
- E. I can summon beasts, fiends, spirits, familiars, or companions who, like sheepdogs, can harry the enemy. *Go to question 32.*

11. WHAT MAKES YOU STAND OUT FROM OTHER TRACKERS?

- A. I call a powerful beast my ally and companion. *You are a **Beast Master**.*
- B. I probably live underground or another place of shadow. *You are a **Gloom Stalker**.*
- C. My travels have taken me to the edge of the world and beyond into other planes of existence. *You are a **Horizon Walker**.*
- D. I'm not just a tracker: I'm a hunter, bringing down giants or standing against hordes. *You are a **Hunter**.*
- E. I'm a predator and my prey is the undead, fiends, and other supernatural evils. *You are a **Monster Slayer**.*
- F. I'm scrappy, agile, and light on my feet, and I deliver punishing wounds when I have the upper hand. *You are a **Scout**.*

12. YOU SOUND STEALTHY. WHAT'S ELSE CAN YOU OFFER?

- A. I know a little magic. I can weave illusions and charm unsuspecting people. *You are an **Arcane Trickster**.*
- B. I dabble in disguises, deadly poisons and killing with one well-aimed blow. *You are an **Assassin**.*
- C. My keen intellect and powers of perception help me discover secrets and anticipate enemy tactics. *You are an **Inquisitive**.*
- D. I can read people: I know what makes them tick and I know how to destroy them, if needs be. *You are a **Mastermind**.*
- E. I can be your guide when you're far from civilization. I actually know how to survive in the wild. *You are a **Scout**.*
- F. No one makes swordfighting look as good as I. *You are a **Swashbuckler**.*
- G. I can scale a building wall, open a locked window, creep inside, steal the goods, and get away with it. *You are a **Thief**.*

13. AN OATH? WHAT HAVE YOU SWORN TO DO?

- A. Be honest, brave, compassionate, honorable, and dutiful. I'm a regular do-gooder. *You are a **Devotion Paladin**.*
- B. Irrevocably destroy my enemies, rule with an iron fist, and stay vigilant against any usurpers. Might makes right. *You are a **Conquest Paladin**.*
- C. Fan the flame of hope, protect life, and delight in beauty and happiness. There's good in the world, and it's worth fighting for. *You are an **Ancients Paladin**.*
- D. Kill only when necessary, nurture goodness, and vanquish unrepentant evil. Everyone deserves a second chance. *You are a **Redemption Paladin**.*
- E. Obey the law, show loyalty, and sacrifice oneself if necessary. Long live the sovereign! *You are a **Crown Paladin**.*
- F. Tackle evil head-on, show no mercy to the wicked, and restore what my enemies take. By any means necessary. *You are a **Vengeance Paladin**.*

14. YOU'RE MORE THAN A BIG WEAPON. WHAT ELSE?

- A. I have a nice suit of armor and can use a shield so long as my weapon isn't too big. *Go to question 21.*
- D. You think I look tough now? Wait till you see me angry. *Go to question 27.*
- E. I can hunt, track, and scout. *Go to question 11.*
- F. I am a favored son or daughter of the sea and sky. I am the stormbringer. *You are a **Tempest Cleric**.*
- G. I am the intermediary of a mighty god of war. *You are a **War Cleric**.*

15. FROM WHERE DOES YOUR DESTRUCTIVE ELEMENTAL MAGIC COME?

- A. Years of arcane study. *You are an **Evoker**.*
- B. My attunement with the forces of Nature. *You are a **Land Druid**.*
- C. My god, a powerful elemental deity. *You are a **Tempest Cleric**.*

16. YOU HAVE MARTIAL WEAPONS AND MAGIC? IS THERE ANYTHING YOU CAN'T DO?

- A. I also weave magic effects into every arrow I fire. *You are an **Arcane Archer**.*
- B. I do other helpful stuff. Mostly explosives. *You are an **Eldritch Knight**.*
- C. I can also put curses on my enemies. I'm dark like that. *You are a **Hexblade**.*
- D. My god makes me quicker, more accurate, and deadlier. That's the good news of my faith. *You are a **War Cleric**.*

17. TELL ME MORE ABOUT YOUR PLACE OF STUDY.

- A. It was a monastery that specializes in stealth and subterfuge. *You are a **Shadow Monk**.*
- B. My old master ... definitely had a drinking problem. *You are a **Drunken Master Monk**.*
- C. My school was outdoors. And my masters were the sky, the waves, the dancing flame, and solid earth. *You are a **Four Elements Monk**.*
- D. I learned at the feet of a legendary swordmaster. *You are a **Kensei**.*
- E. I have stood at the border between life and death. I have peered beyond the mortal realm and returned. *You are a **Long Death Monk**.*
- F. In the dojo with my sensei. *You are an **Open Hand Monk**.*
- F. After years of meditation I learned to channel my inner light. Literally. *You are a **Sun Soul Monk**.*

18. HOW DOES YOUR DEITY'S WRATH MANIFEST?

- A. Through storms and rolling thunder. *You are a **Tempest Cleric**.*
- B. Through my fighting prowess. *You are a **War Cleric**.*

19. WHAT KINDS OF CREATURES CAN YOU SUMMON?

- A. Beasts, elementals, and fey. *You are a **Shepherd Druid**.*
- B. Elementals, demons, and familiar spirits. *You are a **Conjurer**.*

20. LOTS OF PEOPLE CAN SHOOT AN ARROW. WHAT MAKES YOU STAND OUT?

- A. Did I say arrow? I meant a magic-infused arrow. *You are an **Arcane Archer**.*
- B. I can also hunt, track, and navigate the wild. *You are a **Hunter**.*
- C. If my target doesn't know I'm there, I can usually kill with one shot. *You are an **Assassin**.*
- D. I can turn myself invisible before firing. Literally don't know what hit them. *You are an **Arcane Trickster**.*
- E. I rime my enemies with light, turn invisible, and enchant my quiver. Also, I play a musical instrument. *You are a **Valor Bard**.*
- F. I do all that *and* make it look easy. *You are a **Champion**.*
- G. I'm a trick shot. I can make push enemies away, make them trip, goad them into attacking me, and disarm them. *You are a **Battlemaster**.*
- H. I can hit a target ninety feet away ... in the dark. *You are a **Gloom Stalker**.*

21. SO YOU'RE SKILLED IN FIGHTING. ANYTHING ELSE?

- A. Uh ... no? Wait, I have big muscles too! *You are a **Champion**.*
- B. I have sworn inviolable, sacred oaths. *Go to question 13.*
- C. Oh, right. Where are my manners? Allow me to also introduce my faithful steed. *You are a **Cavalier**.*
- D. Not just skilled. I have rigorously studied battlefield tactics and stratagems for years. *You are a **Battlemaster**.*
- E. I play music as well. It's magical. *You are a **Valor Bard**.*
- F. I fortunately know some spells. Helpful stuff. Explosives mostly. *You are an **Eldritch Knight**.*
- G. I am an emissary of a powerful monarch. *You are a **Banneret**.*
- H. If I'm knocked down, I don't stay down. I simply don't know how. *You are a **Samurai**.*

22. ANYONE CAN APPLY A TOURNIQUET. WHAT MAKES YOUR HEALING SO GOOD?

- A. I heal with the power of captivating music. Sexy even. *You are a **Glamour Bard**.*
- B. My healing power comes from the very god of life and health. *You are a **Life Cleric**.*
- C. I siphon healing powers directly from the natural places of this world and the fey realm. *You are a **Dreams Druid**.*
- D. My thirst for vengeance fuels my holy healing power. If I need you to help me avenge my wrongs, you stand up! *You are a **Vengeance Paladin**.*
- E. I've got poultices, I've got berries. I'm a ranger. *Go to question 11.*
- F. I fulfill an ancient prophecy and my grandfather was an angel. *You are a **Divine Soul**.*
- G. I have a certain understanding with a celestial being. We got this. *You are a **Celestial Warlock**.*
- H. Most of the time, nobody dies near me without my permission. *You are a **Grave Cleric**.*

23. WHAT IS YOUR GO-TO KIND OF SPELL?

- A. I weave protective wards to safeguard myself and my allies. *You are an **Abjurer**.*
- B. When I'm not healing the wounds of my friends, I'm making zombies. *You are a **Necromancer**.*
- C. Stand back! My spells are loud, bright, and often explosive. *You are an **Evoker**.*
- D. I play with the fates, refashioning reality to better my odds. *You are a **Diviner**.*
- E. Summoning creatures from beyond is my specialty. *You are a **Conjurer**.*
- F. I ensorcell potential enemies into thinking I'm their friend. *You are an **Enchanter**.*
- G. I alter the world around me and the elements within my own body. *You are a **Transmuter**.*
- H. All kinds. I also wield a sword. *You are an **Bladesinger**.*
- I. I have special training to survive in battle and destroy my enemies. *You are a **War Mage**.*
- J. Don't believe your eyes. My magic makes you see things that aren't really there. *You are an **Illusionist**.*

24. YOUR ANCESTRY? WHAT'S YOUR PARENTAGE?

- A. An angel. *You are a **Divine Sorcerer**.*
- B. A dragon. *You are a **Draconic Sorcerer**.*
- C. A creature of the plane of shadows. *You are a **Shadow Sorcerer**.*
- D. A djinn. *You are a **Storm Sorcerer**.*
- E. No idea. But stand back. My powers are ... unpredictable. *You are a **Wild Sorcerer**.*

25. WHAT EXTRAPLANAR BEING? WHO IS GIVING YOU THIS POWER?

- A. A lord or lady of the fey. *You are an **Archfey Warlock**.*
- B. A powerful being from a heavenly plane. *You are a **Celestial Warlock**.*
- C. A fiend from the lower planes of existence. *You are a **Fiend Warlock**.*
- D. An entity of alien mind, beyond space and time. *You are a **Great Old One Warlock**.*
- E. A mysterious entity from the plane of shadow. *You are a **Hexblade Warlock**.*
- F. A powerful undead creature. *You are an **Undying Warlock**.*

26. A VERITABLE KNIGHT IN SHINING ARMOR, EH? ANYTHING ELSE?

- A. I have trained with each and every weapon too. *Go to question 21.*
- B. I have sworn inviolable, sacred oaths. *Go to question 13.*
- C. I made this armor. Creation is part of my faith *You are a **Forge Cleric**.*
- D. If anything penetrates my armor or that of my allies, I can heal us. *You are a **Life Cleric**.*
- E. I can make your skin as tough as bark too. *You are a **Nature Cleric**.*
- F. When I don metal armor, it attracts lightning. I become the storm. *You are a **Tempest Cleric**.*
- G. I serve a god of war. A suit of armor is my religious vestments. *You are a **War Cleric**.*

27. THAT SOUNDS RECKLESS. HOW DO YOU KEEP FROM GOING TOO FAR IN YOUR RAGE?

- A. My ancestors watch over and guide me. *You are an **Ancestral Guardian**.*
- B. If anyone gets too close, they might get impaled on my spiked armor! *You are a **Battlerager**.*
- C. Too far in my rage? No such thing! *You are a **Berserker**.*
- D. Never fear. The elements will protect us. *You are a **Storm Herald**.*
- E. My spirit animal will guide, protect, and inspire us. *You are a **Totem Warrior**.*
- F. Do not question the rage! The rage is a gift from the gods. *You are a **Zealot**.*

28. WHAT MAKES YOU SO SURE YOU CAN FOOL PEOPLE?

- A. I am an accomplished imposter. I create false identities as easily as other people act like themselves. *You are an **Assassin**.*
- B. I'm skilled and stealthy, but when all else fails I'm also an accomplished illusionist. *You are an **Arcane Trickster**.*
- C. People naturally trust me, but with their confidence I take advantage of them. *You are a **Whispers Bard**.*
- D. Don't believe your eyes. My magic makes you see things that aren't really there. *You are an **Illusionist**.*
- E. I have the blessings of a god of trickery. It's my calling to fool people! *You are an **Trickery Cleric**.*

29. PRECOGNITION IS A MARVELOUS ABILITY. HOW DID IT COME TO YOU?

- A. Years of study of the arcane arts. *You are a **Diviner**.*
- B. I was born lucky. *You are a **Wild Sorcerer**.*

30. WITH WHAT KIND OF KNOWLEDGE DID YOUR GOD BLESS YOU?

- A. Knowledge of the arcane arts mostly. *You are an **Arcana Cleric**.*
- B. All fields of knowledge. There is no secret my god does not know *You are a **Knowledge Cleric**.*

31. YOU HAVE A MUSICAL INSTRUMENT, I SEE. WHAT KIND OF MUSIC DO YOU PLAY?

- A. I learned the hypnotic, vibrant music of the fey. *You are a **Glamour Bard**.*
- B. A know a little of everything. I drink from every fountain of inspiration. *You are a **Lore Bard**.*
- C. Oh, it's not just music. I'm a daredevil, acrobat, knife juggler, and sword swallower. *You are a **Swords Bard**.*
- D. I taught myself the ballads of all the great heroes of the past. Perhaps someone will memorialize my story one day. *You are a **Valor Bard**.*
- E. The kind that preys on the fears and secret desires of people. Then I exploit them. *You are a **Whispers Bard**.*

32. IN WHAT FORM DOES YOUR SUMMONED AID COME?

- A. Oh, my conjurations take many forms: mundane objects, energies, elementals, demons, devils, and my faithful familiar. *You are a **Conjurer**.*
- B. Beasts, fey, elementals, and the forces of nature. *You are a **Shepherd Druid**.*
- C. Spirits that take the form of animal totems. *You are a **Totem Warrior**.*
- D. From within. I can transform my own body to suit my needs. *You are a **Moon Druid**.*
- E. They appear to me as spectral warriors. They are my ancestors. *You are an **Ancestral Guardian**.*

WHAT'S NEXT?

INTRODUCING REVAMPED *COMPLETE VISUAL CLASS GUIDES* FOR NEW PLAYERS AND THE DMs WHO LOVE THEM

CLERIC

A PRIESTLY CHAMPION WHO WIELDS DIVINE
MAGIC IN SERVICE OF A HIGHER POWER

HIT DIE:

1d8

At first level, you have 8 hit points, plus your Constitution modifier.



Armor

As a cleric, you are trained in the use of **light and medium armor and shields**. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. If you choose the Forge, Life, Nature, Tempest, or War domain, you are proficient in heavy armor and suffer no such penalties.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple weapons**. When wielding martial weapons, do not add your proficiency bonus unless you choose the Death, Tempest, or War domain.

Tools

If you choose the Forge domain, you are proficient with **smith's tools**. Proficiency with these tools allows you to add your proficiency bonus to any ability check you make using them.

Saving Throws

Add your proficiency bonus when making a Wisdom or Charisma saving throw.

PROFICIENCIES

+2

DOMAIN

You serve as an intermediary between mortals and your deity. Ask your DM which pantheon to use and select a deity from among the available options. Your deity will have one or more domains associated with it. Choose one. Your chosen domain grants you specific spells that you always have prepared.

CHOOSE
ARCANA

IF YOU WANT TO MIX THE
ARCANE WITH THE DIVINE

CHOOSE
GRAVE

IF YOU WANT TO SAFEGUARD
DEATH'S DOOR

CHOOSE
LIGHT

IF YOU WANT TO BLIND FOES
& BRING LIGHT TO THE DARK

CHOOSE
TRICKERY

IF YOU WANT TO SNEAK BY,
DECEIVE, & POISON FOES

CHOOSE
DEATH

IF YOU WANT TO SAP LIFE &
ANIMATE THE DEAD

CHOOSE
KNOWLEDGE

IF YOU WANT TO READ MINDS
& DISCOVER SECRETS

CHOOSE
NATURE

IF YOU WANT TO WIELD THE
ELEMENTS & CHARM BEASTS

CHOOSE
FORGE

IF YOU WANT TO PLAY WITH
FIRE & CRAFT MAGIC ARMS

CHOOSE
LIFE

IF YOU WANT TO HEAL ALLIES
& VANQUISH THE UNDEAD

CHOOSE
TEMPEST

IF YOU WANT TO WIELD
THUNDER & LIGHTNING

CHOOSE
WAR

IF YOU WANT TO STRIKE FAST
& STRIKE HARD

DRUID

A PRIEST OF THE OLD FAITH, WIELDING THE POWERS OF NATURE—
MOONLIGHT AND PLANT GROWTH, FIRE AND LIGHTNING—AND
ADOPTING ANIMAL FORMS

HIT DIE:

1d8

At first level, you have 8 hit points, plus your Constitution modifier.



Armor

You can effectively wear **light armor, medium armor, and shields**. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. You eschew armor and shields made of metal.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, and spears**.

Tools

You are proficient with the **herbalism kit**. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create **antitoxin** and **potions of healing**.

Saving Throws

Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

PROFICIENCIES

+2

FEATURE

Druidic (PHB 66): You know the secret language of the druids. While this may sound like an interesting, flavorful ability, unless you have another druid in the party, or know a recurring druid NPC, it won't be of much use.

CHOOSE

CIRCLE OF DREAMS
IF YOU WANT TO MEND WOUNDS AND HARNESS
THE POWER OF DREAMS

CHOOSE

CIRCLE OF THE LAND
IF YOU WANT TO UNLEASH THE FORCES OF
NATURE MAGIC

CHOOSE

CIRCLE OF THE MOON
IF YOU WANT TO DIVE INTO BATTLE IN BEAST
FORM

CHOOSE

CIRCLE OF THE SHEPHERD
IF YOU WANT TO SUMMON NATURE SPIRITS AND
CONJURE ANIMALS AND POWERFUL FEY

ROGUE

A SCOUNDREL WHO USES STEALTH AND TRICKERY
TO OVERCOME OBSTACLES AND ENEMIES

HIT DIE:

1d8

At first level, you have 8 hit points, plus your Constitution modifier.



Armor

You can effectively wear **light armor**. If you are wearing a shield or wearing medium or heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple weapons, hand crossbows, longswords, rapiers, or shortswords**.

Tools

You are proficient with **thieves' tools**. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or pick locks.

Saving Throws

Add your proficiency bonus when making a Dexterity or Intelligence saving throw.

PROFICIENCIES

+2

FEATURE

Thieves' Cant (PHB 96): An underused but potentially useful ability. It allows you to communicate with other rogues while bystanders think you're talking about the weather. Unfortunately, most parties only have one rogue.

CHOOSE
ARCANE TRICKSTER

IF YOU WANT TO MIX MAGIC WITH YOUR SKILL
AND STEALTH

CHOOSE
INQUISITIVE

IF YOU WANT TO DISCOVER SECRETS, EXPOSE
LIES, AND INTUIT YOUR ENEMY'S WEAKNESSES

CHOOSE
SCOUT

IF YOU WANT TO TREK THE WILDERNESS AND
STAY ONE STEP AHEAD OF YOUR ENEMIES

CHOOSE
ASSASSIN

IF YOU WANT TO GET THE JUMP ON YOUR
ENEMIES

CHOOSE
MASTERMIND

IF YOU WANT TO MASTER INTRIGUE AND WIELD
WORDS AS WEAPONS

CHOOSE
SWASHBUCKLER

IF YOU WANT TO FIGHT WITH ELEGANCE, SPEED,
AND CHARISMA

CHOOSE
THIEF

IF YOU WANT TO GET IN, GET OUT, AND GET
AWAY WITH IT

WIZARD

A SCHOLARLY MAGIC-USER CAPABLE OF MANIPULATING THE
STRUCTURES OF REALITY

HIT DIE:

1d6

At first level, you have 6 hit points, plus your Constitution modifier.



Armor

As a wizard, you aren't trained in the use of armor or shields. If you wear armor or wield a shield, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **daggers, darts, slings, quarterstaves, and light crossbows**. When wielding other weapons, you don't add your proficiency bonus to the attack roll.

Saving Throws

Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

PROFICIENCIES

+2

FEATURE

Arcane Recovery (PHB 115): Most spellcasters need 8 hours of rest to recover any of their spent spells. You only need an hour of rest to recover some of yours. Just make sure you have your spellbook at hand.

CHOOSE
ABJURER

IF YOU WANT SPELLS THAT
BLOCK, BANISH, AND PROTECT

CHOOSE
BLADESINGER

IF YOU WANT TO WIELD BOTH
BLADE AND MAGIC

CHOOSE
CONJURER

IF YOU WANT TO CONJURE
CREATURES AND TELEPORT

CHOOSE
DIVINER

IF YOU WANT FORESIGHT AND
THE ABILITY TO READ MINDS

CHOOSE
ENCHANTER

IF YOU WANT SPELLS THAT
BEGUILE AND ENTRANCE

CHOOSE
EVOKER

IF YOU WANT TO BLAST FOES
WITH ELEMENTAL SPELLS

CHOOSE
ILLUSIONIST

IF YOU WANT TO BE A MASTER
OF DECEPTION OR A TRICKSTER

CHOOSE
NECROMANCER

IF YOU WANT TO DABBLE IN THE
FORCES OF LIFE AND DEATH

CHOOSE
TRANSMUTER

IF YOU WANT TO ALTER
MATTER NEAR & INSIDE YOU

CHOOSE
WAR MAGE

IF YOU WANT TO SPECIALIZE
IN OFFENSE AND DEFENSE