



VISUAL GUIDES

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



CHOOSE
DEATH



CHOOSE
FORGE



FIGHTER

A MASTER OF MARTIAL COMBAT, SKILLED WITH A VARIETY OF WEAPONS AND ARMOR

HIT DIE:

1d10

At first level, you have 10 hit points, plus your Constitution modifier.



Armor

You can effectively wear **any** armor and wield **shields**. You suffer none of the disadvantages that those without these proficiencies experience.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple** or **martial weapons**. You can expertly wield any weapon you pick up.

Saving Throws

Add your proficiency bonus when making a Strength or Constitution saving throw.

PROFICIENCIES

+2

FEATURE

Second Wind (PHB 72): Take a second to catch your breath and regain some of your hit points. That way, there's still time to attack or perform another action on your turn.

CHOOSE

ARCANE ARCHER

IF YOU WANT TO IMBUE YOUR ARROWS WITH MAGICAL EFFECTS



CHOOSE

BANNERET

IF YOU WANT TO INSPIRE YOUR ALLIES AND STRENGTHEN THEIR RESOLVE



TO THE CORE CLASSES

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 wielding 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



CHOOSE
ASSASSIN



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



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PRODUCT OVERVIEW

This project developed over the course of teaching two dozen people how to play Dungeons & Dragons. Brand new players bring a lot of enthusiasm and creativity to the table and I've loved being their DM.

But D&D isn't the easiest game to pick and play. My goal has always been to remove as many barriers to entry as possible. My work is evidence of this. You may have already picked up my free *Player's Quick Combat Guide* or *HandyHow to Fill Out a Character Sheet* on the Dungeon Master's Guild. These are guides and tutorials that help new players get familiar with the game as quickly as possible.

COMPLETE VISUAL CLASS GUIDES

Character creation can be a liberating experience. I love the light in players' eyes when they realize they can play just about any fantasy trope they've seen or can imagine.

But character creation can also be overwhelming. Throw a *Player's Handbook* in a brand new player's lap and say, Read that, and you might drain all the enthusiasm and wonder right out of them. And *Xanathar's Guide* might just kill them.

That's why I made these class guides. Each one is easily digestible while still being thorough. A player can see exactly who their character is and what he or she can do while still having every option from every published source.

HOW TO USE THIS PRODUCT

If you're unfamiliar with the D&D classes, only have a vague idea of what you'd like to play, or don't know all your subclass options, start with the **Subclass Survey**. It's a series of simple questions that will pinpoint the type of character you'd like to play. It only includes the archetype options from the four core classes (cleric, fighter, rogue, and wizard). A complete survey can be found in the free *Choose Your Own Adventurer* product, available on the Dungeon Master's Guild.

You might prefer a quick rundown of all the subclass options. That can be found in the **List of Subclasses**, along with race recommendations.

Once you know which subclass you'd like to play, go to the corresponding **class sheet**. There you will find a single page that introduces you to the class followed by pages of level-up cards. These cards detail exactly what you need to do at each new level, with tips and information specific to your chosen subclass. Afterward, there is a **Training Ground** page filled with advice and tactics specific to your class. Finally, you can find a **pregenerated character** for quick play.

I hope you enjoy this compilation of guides to the four core class. Look for other class guides soon. *Now let's get playing!*

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.

SUBCLASS SURVEY

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 reign 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 tracked prey in, explored, and survived off these lands. They are like the back of my hand. *You are a **Scout** (page 11).*
- B. Magic. Not some supernatural shamanism. Proper magic. I might even whip out my crystal ball. *You are a **Diviner** (page 9).*
- C. I can scout ahead without being seen. *Go to question 11.*

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** (page 8).*
- B. My implacable fighting spirit inspires people. *You are a **Samurai** (page 11).*
- C. I am an intermediary for a powerful god of battle. *You are a **War Cleric** (page 12).*
- D. 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** (page 10).*
- E. I represent a powerful monarch. *You are a **Banneret** (page 7).*

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 12.*
- B. Magic. Just pure destructive elemental energy. *Go to question 13.*
- C. A small or light weapon, inserted right between the ribs. *Go to question 11.*
- D. A mundane weapon, enhanced with my magic. *Go to question 14.*
- E. The wrath of my god. *Go to question 15.*
- F. The elementals, demons, and familiar spirits I summon. *You are a **Conjurer** (page 8).*
- G. An arrow, a crossbow bolt, a dagger, or a hatchet. I'm a deadshot aim. *Go to question 16.*

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 17.*
- B. Weave a magical ward around my ally. *You are an **Abjurer** (page 7).*
- 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 18.*

6. FROM WHAT SOURCE DOES YOUR MAGIC COME?

- A. Years of study of the arcane arts. *Go to question 19.*
- B. A glorious god of light. *You are a **Light Cleric** (page 10).*

7. WHAT MAKES YOU SO RESILIENT?

- A. Full-body armor and maybe even a shield protect me from harm. *Go to question 20.*
- B. Once I get my second wind, my stamina is restored. *Go to question 17.*

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** (page 12).*
- C. I charm the guards with my magic. *You are an **Enchanter** (page 9).*
- D. I disguise myself and my friends. *Go to question 21.*
- E. I'd peer into the near future to see when the guards would next pass by. Then we'd simply walk in unnoticed. *You are a **Diviner** (page 9).*

9. HOW DID YOU LEARN SO MUCH?

- A. I have studied extensively, especially the arcane arts. *Go to question 19.*
- B. My knowledge is a blessing from my god. *Go to question 22.*

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** (page 10).*
- B. I can see into the future. Every action has a reaction, like ripples in a pond. *You are a **Diviner** (page 9).*
- C. I can summon mundane objects, energies, elementals, demons, devils, and my faithful familiar who, like sheepdogs, can harry the enemy. *You are a **Conjurer** (page 8).*

11. 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**. (page 7)*
- B. I dabble in disguises, deadly poisons and killing with one well-aimed blow. *You are an **Assassin**. (page 7)*
- C. My keen intellect and powers of perception help me discover secrets and anticipate enemy tactics. *You are an **Inquisitive** (page 10).*
- 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** (page 10).*
- 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** (page 11).*
- 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** (page 12).*

12. 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 17.*
- B. I am a favored son or daughter of the sea and sky. I am the stormbringer. *You are a **Tempest Cleric** (page 11).*
- C. I am the intermediary of a mighty god of war. *You are a **War Cleric** (page 12).*

13. FROM WHERE DOES YOUR DESTRUCTIVE ELEMENTAL MAGIC COME?

- A. Years of arcane study. *You are an **Evoker** (page 9).*
- B. My god, a powerful elemental deity. *You are a **Tempest Cleric** (page 11).*

14. 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** (page 7).*
- B. I do other helpful stuff. Mostly explosives. *You are an **Eldritch Knight** (page 9).*
- C. My god makes me quicker, more accurate, and deadlier. That's the good news of my faith. *You are a **War Cleric** (page 12).*

15. HOW DOES YOUR DEITY'S WRATH MANIFEST?

- A. Through storms and rolling thunder. *You are a **Tempest Cleric** (page 11).*
- B. Through my fighting prowess. *You are a **War Cleric** (page 12).*

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

- A. Did I say arrow? I meant to say magic-infused arrow. *You are an **Arcane Archer** (page 7).*
- C. If my target doesn't know I'm there, I can usually kill with one shot. *You are an **Assassin** (page 7).*
- D. I can turn myself invisible before firing. Literally don't know what hit them. *You are an **Arcane Trickster** (page 7).*
- E. I do all that *and* make it look easy. *You are a **Champion** (page 8).*
- F. 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** (page 8).*

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

- A. Uh ... no? Wait, I have big muscles too! *You are a **Champion** (page 8).*
- B. Oh, right. Where are my manners? Allow me to also introduce my faithful steed. *You are a **Cavalier** (page 8).*
- C. Not just skilled. I have rigorously studied battlefield tactics and stratagems for years. *You are a **Battlemaster** (page 8).*
- D. I fortunately know some spells. Helpful stuff. Explosives mostly. *You are an **Eldritch Knight** (page 9).*
- E. I am an emissary of a powerful monarch. *You are a **Banneret** (page 7).*
- F. If I'm knocked down, I don't stay down. I simply don't know how. *You are a **Samurai** (page 11).*

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

- A. My healing power comes from the very god of life and health. *You are a **Life Cleric** (page 10).*
- B. Most of the time, nobody dies near me without my permission. *You are a **Grave Cleric** (page 9).*

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

- A. I weave protective wards to safeguard myself and my allies. *You are an **Abjurer** (page 7).*
- B. When I'm not healing the wounds of my friends, I'm making zombies. *You are a **Necromancer** (page 11).*
- C. Stand back! My spells are loud, bright, and often explosive. *You are an **Evoker** (page 9).*
- D. I play with the fates, refashioning reality to better my odds. *You are a **Diviner** (page 9).*
- E. Summoning creatures from beyond is my specialty. *You are a **Conjurer** (page 8).*
- F. I ensorcell potential enemies into thinking I'm their friend. *You are an **Enchanter** (page 9).*
- G. I alter the world around me and the elements within my own body. *You are a **Transmuter** (page 12).*
- H. All kinds. I also wield a sword. *You are an **Bladesinger** (page 8).*
- I. I have special training to survive in battle and destroy my enemies. *You are a **War Mage** (page 12).*
- J. Don't believe your eyes. My magic makes you see things that aren't really there. *You are an **Illusionist** (page 10).*

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

- A. I have trained with each and every weapon too. *Go to question 17.*
- B. I made this armor. Creation is part of my faith *You are a **Forge Cleric** (page 9).*
- C. If anything penetrates my armor or that of my allies, I can heal us. *You are a **Life Cleric** (page 10).*
- D. I can make your skin as tough as bark too. *You are a **Nature Cleric** (page 11).*
- E. When I don metal armor, it attracts lightning. I become the storm. *You are a **Tempest Cleric** (page 11).*
- F. I serve a god of war. A suit of armor is my religious vestments. *You are a **War Cleric** (page 12).*

21. 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** (page 7).*
- B. I'm skilled and stealthy, but when all else fails I'm also an accomplished illusionist. *You are an **Arcane Trickster** (page 7).*
- C. Don't believe your eyes. My magic makes you see things that aren't really there. *You are an **Illusionist** (page 10).*
- D. I have the blessings of a god of trickery. It's my calling to fool people! *You are an **Trickery Cleric** (page 12).*

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

- A. Knowledge of the arcane arts mostly. *You are an **Arcana Cleric** (page 7).*
- B. All fields of knowledge. There is no secret my god does not know *You are a **Knowledge Cleric** (page 10).*

ABJURER



Wizard
(PHB 115)

- Specialize in the abjuration school of magic
- Conjure arcane wards to protect you and your allies
- Develop an innate resistance to magic
- Cast spells from a spellbook

With their curiosity and experimentation, **gnomes** (but especially rock gnomes) make the best abjurers, warding their burrows against intruders. The keen mind of the efreet makes **fire genasi** able and hardy wizards as well. As always, versatile **half-elves** and **humans** also nicely fill this role.

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ARCANA



Cleric
(SCAG 125)

- Dispel harmful spells adversely affecting allies
- Turn, banish, or destroy undead and extraplanars
- Dabble in wizardry
- Cast spells granted to you by the god you worship

The wisest and hardest races make the best mystic theurges. That describes **hill dwarves**, **water genasi**, and **lizardfolk**. Some **firbolg** hear Mystra's call after studying the stars. As always, versatile **half-elves** and **humans** also nicely fill this role.

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ARCANE ARCHER



Fighter
(XGtE 28)

- Enspell your arrows with arcane magic
- Hit a different target if you miss the first
- Recover stamina mid-fight
- Push yourself to super-human bursts of speed

Sea elves, **shadar-kai elves**, and **stout halflings** have the right mix of reflexes and stamina to excel at arcane archery. Naturally, **high elves** are a good fit, for they invented the craft. Swift and cunning **feral tieflings** take to it readily. As always, versatile **half-elves** and **humans** also nicely fill this role.

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ARCANE TRICKSTER



Rogue
(PHB 97)

- Conjure an invisible hand to thief and deceive for you
- Spells cast from hiding are especially potent
- Steal spells right out of enemies' minds
- Exploit foes' distraction

Dextrous and intelligent **high elves** and **feral tieflings** make the best arcane tricksters. **Deep gnomes** and **forest gnomes** also have a penchant for magical subterfuge. Finally, as always, versatile **half-elves** and **humans** also nicely fill this role.

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ASSASSIN



Rogue
(PHB 97)

- Deliver particularly lethal blows to surprised enemies
- Establish false identities
- Perfectly mimic voices, handwriting, and mannerisms
- Exploit foes' distraction

Nimble and resilient **sea elves**, **shadar-kai elves**, and **stout halflings** make excellent assassins. **Lightfoot halflings**, along with **dark elves**, **eladrin elves**, and **tabaxi** are dextrous masters of deception. As always, versatile **half-elves** and **humans** also nicely fill the assassin role.

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BANNERET



Fighter
(SCAG 128)

- Rally your comrades to fight on past their normal limits
- Make friends and influence others
- Inspire others to hasten their attacks

Strong and hardy **mountain dwarves** make the best bannerets. **Sea elves**, **shadar-kai elves**, **goliaths**, **stout halflings**, and **half-orcs** are all a close second. And, as always, versatile **half-elves** and **humans** also nicely fill this role.

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BATTLE MASTER



Fighter
(PHB 73)

- Master complex battlefield maneuvers
- Quickly assess the skill of your foes
- Recover stamina mid-fight
- Push yourself to super-human bursts of speed

Strong and hardy **mountain dwarves** make the best battle masters. **Sea elves**, **shadar-kai elves**, **goliaths**, **stout halflings**, and **half-orcs** are all a close second. And, as always, versatile **half-elves** and **humans** also nicely fill this role.

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BLADESINGER



Wizard
(SCAG 141)

- Invoke the Bladesong to become faster and deadlier
- Wield a blade and wear light armor
- Learn new songs to absorb and deal more damage
- Cast spells from a spellbook

It should come as no surprise that **high elves** are inveterate bladesingers. But **feral tieflings** are equally adept in this ancient rite. As always, versatile **half-elves** and **humans** also nicely fill this role.

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CAVALIER



Fighter
(XGtE 30)

- Always land on your feet if thrown from a mount
- Single out an enemy, drawing its fire, punishing it for harming others
- Protect your mount and other comrades-in-arms

Powerful protectors of clan and hearth, **mountain dwarves** make the best cavaliers. Seahorse-riding **sea elves**, mysterious **shadar-kai elves**, hale **goliaths**, **stout halflings**, and **half-orcs** are all a close second. And, as always, versatile **half-elves** and **humans** also nicely fill this role.

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CHAMPION



Fighter
(PHB 72)

- Hit harder
- Jump farther
- Die less
- Recover stamina mid-fight
- Push yourself to super-human bursts of speed
- Get second chances

Mountain dwarves are natural-born warriors, both strong and hardy. **Sea elves**, **shadar-kai elves**, **goliaths**, **stout halflings**, and **half-orcs** take to the battlefield almost just as well. Finally, as always, versatile **half-elves** and **humans** also nicely fill this role.

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CONJURER



Wizard
(PHB 116)

- Specialize in the conjuration school of magic
- Conjure small, inanimate objects at will
- Teleport, and even swap places with an ally
- Cast spells from a spellbook

All **gnomes**, but especially rock gnomes, have a natural aptitude for conjuration and teleportation. Hardy and bright **fire genasi** often study this school of magic as well. As always, versatile **half-elves** and **humans** also nicely fill this role.

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DEATH



Cleric
(DMG 96)

- Wield weapons and necromatic magic together
- Overcome your foes' resistance to death
- Cast spells granted to you by the god you worship

To practice this dark path, one must be both wise and wary. **Aarakocra**, **wood elves**, **ghostwise halflings**, and **kenku** fit the bill. Corrupted **firbolg** and devout **githzerai** also make excellent death priests. As always, versatile **half-elves** and **humans** also nicely fill this role.

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DIVINER



Wizard
(PHB 116)

- Specialize in the divination school of magic
- Glimpse the future and alter its outcome
- Develop supernatural powers of perception
- Cast spells from a spellbook

With their interest in time, **gnomes** (but especially rock gnomes) make the best diviners, glimpsing their future to change their luck. Nimble and intelligent **high elves** and **feral tiefling** make good wizards as well. As always, versatile **half-elves** and **humans** also nicely fill this role.

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ELDRITCH KNIGHT



Fighter
(PHB 74)

- Fight with weapons and magic
- Form a magical bond between you and a weapon
- Learn to teleport
- Your weapons make foes susceptible to your spells

To be a good eldritch knight you have to have brains and brawn, like the **githyanki**, or agility and intellect, like **high elves** and **feral tieflings**. **Deep gnomes** and **forest gnomes** also have a penchant for magical militancy. As always, versatile **half-elves** and **humans** also nicely fill this role.

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ENCHANTER



Wizard
(PHB 117)

- Specialize in the enchantment school of magic
- Charm the person standing next to you
- Divert enemy attacks, so they hit someone else
- Cast spells from a spellbook

Gnomes, especially the bewitching forest gnomes, make excellent enchanters. Haunting **high elves** and mysterious **feral tieflings** also have a penchant for getting people to do what they want. Finally, as always, versatile **half-elves** and **humans** nicely fill this role as well.

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EVOKER



Wizard
(PHB 117)

- Specialize in the evocation school of magic
- Blast the baddies without hitting your friends
- Even a miss singes your target a little
- Cast spells from a spellbook

Gnomes, especially deep and forest gnomes, are drawn to destructive magic. Clever **high elves** and fiery **feral tieflings** also have skill in wielding arcane energies. Finally, as always, versatile **half-elves** and **humans** nicely fill the evoker role as well.

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FORGE



Cleric
(XGtE 18)

- Make armor or weapons momentarily magical
- Craft metal objects in just an hour
- Gain resistance to fire
- Cast spells granted to you by the god you worship

No matter how unlikely, a **firbolg** or **tortle** raised by dwarves or naturally drawn to the fires of creation make the best forge priests. Failing that, wise **hill dwarves** or **githzerai** naturally take to the forge. As always, versatile **half-elves** and **humans** also nicely fill this role.

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GRAVE



Cleric
(XGtE 19)

- Stabilize allies with a look
- Intuitively sense when undead are near
- Blunt killing strokes
- Cast spells granted to you by the god you worship

Watchful **hill dwarves** who protect their caverns from undead hordes make excellent grave priests. **Water genasi** and **lizardfolk** serve equally well. Wise **firbolg** and **githzerai** might take up this calling. And, as always, versatile **half-elves** and **humans** also nicely fill the role.

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ILLUSIONIST



Wizard
(PHB 118)

- Specialize in the illusion school of magic
- Glimpse the future and alter its outcome
- Develop supernatural powers of perception
- Cast spells from a spellbook

Forest gnomes are, hands down, the best illusionists, followed closely behind by **deep gnomes** and **rock gnomes**. Intelligent **high elves** and **feral tieflings** also do quite well. As always, versatile **half-elves** and **humans** also nicely fill this role.

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INQUISITIVE



Rogue
(XGtE 45)

- Tell when someone lies
- Discover hidden clues
- Decipher enemies' tactics and devise counterattacks
- Pierce illusions and the guises of shapechangers
- Exploit foes' distraction

An inquisitive must be agile and intellectual, like **high elves**, **feral tieflings**, **deep gnomes**, or **forest gnomes**. Or they can be nimble and perceptive, like **aarakocra**, **ghostwise halflings**, or **kenku**. As always, versatile **half-elves** and **humans** also nicely fill this role.

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KNOWLEDGE



Cleric
(PHB 59)

- Learn languages, know stuff
- Be good at anything you try
- Read thoughts and influence others
- See into something's past
- Cast spells granted to you by the god you worship

Githzerai are both intelligent and wise. The clan historians of **hill dwarves** are often lore priests, as are **water genasi** and **lizardfolk**. **Firbolg** make excellent disciples, no matter the god they worship. And, as always, versatile **half-elves** and **humans** also nicely fill this role.

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LIFE



Cleric
(PHB 60)

- Heal more than others can
- Heal several allies from a distance
- Heal yourself while healing others
- Cast spells granted to you by the god you worship

With connections to living things, **firbolg** make excellent healers. **Tortles** are also quite good, for the same reason. **Githzerai** have the wisdom to be just about any kind of cleric. Finally, as always, versatile **half-elves** and **humans** also nicely fill this role.

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LIGHT



Cleric
(PHB 60)

- Make objects glow
- Momentarily blind attacking enemies
- Banish magical darkness
- Shine like the sun
- Cast spells granted to you by the god you worship

Hill dwarves, also called gold dwarves, make excellent devotees of light. It glints beautifully off gold. **Water genasi** and **lizardfolk** like how it glints off the water. As always, versatile **half-elves** and **humans** also nicely fill the sun priest role.

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MASTERMIND



Rogue
(SCAG 135)

- Become a master of lies, forgery, and disguise
- Turn the tide of battle with your tactical influence
- Glean insights into others
- Exploit foes' distractions

Dark elves are excellent schemers. Unpredictable **eladrin elves** make for awesome and terrible masterminds. **Lightfoot halflings**, and **tabaxi** use their dastardly charm for good or ill. And, as always, versatile **half-elves** and **humans** also nicely fill this role.

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NATURE



Cleric
(PHB 61)

- Charm beasts and plants
- Shield yourself or nearby allies from elemental attack
- Attack with fire, ice, or lightning
- Cast spells granted to you by the god you worship

Hill dwarves have their hills, **water genasi** their oceans, and **lizardfolk** their swamps. And each of these races makes an enviable nature priest. **Firbolg** also readily heed this calling, as do some earthbound **githzerai**. As always, versatile **half-elves** and **humans** also nicely fill this role.

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NECROMANCER



Wizard
(PHB 118)

- Heal yourself when you kill
- Raise skeletons & zombies
- Become resistant to necrosis and life drain
- Commandeer the undead of other spellcasters
- Cast spells from a spellbook

Depraved **deep gnomes** and shady **forest gnomes** make the best necromancers. **Rock gnomes**, **high elves** and **feral tieflings** who embrace the dark arts also do well. As always, versatile **half-elves** and **humans** nicely fill this dastardly role as well.

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SAMURAI



Fighter
(XGtE 31)

- Boost your stamina and fighting prowess
- Experience has made you wise and dignified
- When others'd fall, fight on
- Push yourself to super-human bursts of speed

Mountain dwarves are natural-born warriors, both strong and hardy. **Sea elves**, **shadar-kai elves**, **goliaths**, **stout halflings**, and **half-orcs** take to the battlefield almost just as well. Finally, as always, versatile **half-elves** and **humans** also nicely fill this role.

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SCOUT



Rogue
(XGtE 47)

- Keep a buffer between you and your enemies
- At home in the wilderness
- Run, climb, and swim faster
- Get the jump on your foes
- Deliver extra attacks
- Exploit foes' distraction

Not surprisingly, the best scouts are those at home in the wild, such as **wood elves** and **ghostwise halflings**, or those with keen eyesight, such as **aarakocra** and **kenku**. Finally, as always, versatile **half-elves** and **humans** also nicely fill this role.

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SWASHBUCKLER



Rogue
(SCAG 135)

- Safely evade each foe you hit with an attack
- Distract foes with your taunting and audacity
- Rattle your enemies in a contest of bravado
- Exploit foes' distraction

Dark elves, **eladrin elves**, **lightfoot halflings**, and **tabaxi**, both nimble and brash, make excellent swashbucklers. **Half-elves** and **tieflings of Dispat or Glasya** are almost just as good. As always, versatile **humans** also nicely fill the swashbuckler role.

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TEMPEST



Cleric
(PHB 62)

- The elements punish foes that hit you
- Deal maximum thunder and lightning damage
- Push away those you shock
- Cast spells granted to you by the god you worship

At home in the storms and elements, **firbolg** make for wondrous thunder priests. **Tortles**, equally at home at sea or on shore, are a close second. Shrewd **githzerai** are also quite good. And, as always, versatile **half-elves** and **humans** nicely fill this role as well.

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THIEF



Rogue
(PHB 97)

- Your quick fingers move before anyone's the wiser
- Scale buildings, leap from one to another
- Stealthily move at lightning speed
- Exploit foes' distraction

Thieves should be vigilant and nimble-fingered. **Aarakocra**, **wood elves**, **lightfoot halflings**, and **tabaxi** fit the bill. In fact, any elf or halfling has thief potential, as well as **feral tieflings**. As always, versatile **half-elves** and **humans** also nicely fill this role.

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TRANSMUTER



Wizard
(PHB 119)

- Specialize in the transmutation school of magic
- Change a thing's substance
- Create the powerful *transmuter's stone*
- Alter your own body
- Cast spells from a spellbook

Rock gnomes are expert tinkers and, therefore, make wonderful transmuters. The other gnome subraces, **deep gnomes** and **forest gnomes**, have that potential, as do **fire genasi**. As always, versatile **half-elves** and **humans** also nicely fill this role.

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TRICKERY



Cleric
(PHB 62)

- Your touch makes others more stealthy
- Create illusory replicas of yourself, confusing enemies
- Become invisible
- Cast spells granted to you by the god you worship

It should come as no surprise that **kenku** become expert tricksters, but in that they are joined by **aarakocra**, **wood elves** and **ghostwise halflings**. Some **firbolg** and **githzerai**, with the right personality, might also choose this path. And, as always, **half-elves** and **humans** also nicely fill this role.

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WAR



Cleric
(PHB 63)

- Wield weapons, wear armor
- Attack with awesome speed
- Strike with supernatural accuracy
- Bless others with precision
- Cast spells granted to you by the god you worship

Such an individual would be incredibly rare, but a **firbolg** would make a terrifying war priest. **Tortles** or **githzerai** would also be a sight to behold, bearing the banner of some militant god. Finally, as always, versatile **half-elves** and **humans** also nicely fill this role.

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WAR MAGE



Wizard
(XGtE 59)

- Specialize in abjuration and evocation magicks
- Magically deflect blows
- React quickly in battle
- Store and rechannel enemy spells you dispel
- Cast spells from a spellbook

All **gnomes**, but especially **rock gnomes**, are clever and cunning enough to make excellent war mages. **Fire genasi** also have the intellect and fortitude to fight fire with *fireball*. As always, versatile **half-elves** and **humans** also nicely fill the war mage role.

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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.



PROFICIENCIES

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.

+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

DEATH

IF YOU WANT TO SAP LIFE &
ANIMATE THE DEAD



CHOOSE

FORGE

IF YOU WANT TO PLAY WITH
FIRE & CRAFT MAGIC ARMS



CHOOSE

GRAVE

IF YOU WANT TO SAFEGUARD
DEATH'S DOOR



CHOOSE

KNOWLEDGE

IF YOU WANT TO READ MINDS
& DISCOVER SECRETS



CHOOSE

LIFE

IF YOU WANT TO HEAL ALLIES
& VANQUISH THE UNDEAD



CHOOSE

LIGHT

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



CHOOSE

NATURE

IF YOU WANT TO WIELD THE
ELEMENTS & CHARM BEASTS



CHOOSE

TEMPEST

IF YOU WANT TO WIELD
THUNDER & LIGHTNING



CHOOSE

TRICKERY

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



CHOOSE

WAR

IF YOU WANT TO STRIKE FAST
& STRIKE HARD



1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in **Arcana**, plus two other skills. Consider choosing two from **History**, **Insight**, and **Religion**. When you make a skill check using any of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a priest's pack
- scale mail, a mace, a shield, and a holy symbol

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *mending*, *sacred flame*, or *thaumaturgy*. You also know two wizard cantrips, such as *fire bolt*, *mage hand*, or *minor illusion*. For your 1st-level spells, consider preparing *cure wounds*, *guiding bolt*, *protection from evil and good*, and *sanctuary*. You always have *detect magic* and *magic missile* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear. (PHB 58,
- *Arcane Abjuration*. Make celestials, fey, or fiends run in fear too. SCAG 125)

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *magic weapon* and *Nystul's magic aura* prepared. Consider preparing 2nd-level spells like *blindness/deafness*, *hold person*, or *locate object*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Drow High Magic (if drow), Fade Away (if gnome), Fey Teleportation (if high elf), Resilient or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Dexterity** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Persuasion**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a priest's pack or (b) an explorer's pack
- scale mail, a light crossbow with 20 bolts, a warhammer, a shield, and a holy symbol

Reaper You can twin your necromancy cantrips.

Spells (PHB 58) You can cast spells from the cleric spell list. You know four cantrips (one of which must be a necromancy cantrip) and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *chill touch*, *guidance*, *sacred flame*, *spare the dying*, *toll the dead*, or *thaumaturgy*. For your 1st-level spells, consider preparing *bane*, *command*, *inflict wounds*, and *protection from evil and good*. You always have *false life* and *ray of sickness* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, DMG 97) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Touch of Death*. With a melee attack, make enemies taste death.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *blindness/deafness* and *ray of enfeeblement* prepared. Consider preparing 2nd-level spells like *gentle repose*, *silence*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Great Weapon Master, Heavy Armor Mastery, Resilient or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **History**, **Insight**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a mace or (b) a warhammer (if proficient)
- chain mail, a shield, any simple weapon, a priest's pack, and a holy symbol

Blessing of the Forge Once between long rests, you can make a weapon or suit of armor magical.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *mending*, *sacred flame*, or *word of radiance*. For your 1st-level spells, consider preparing *guiding bolt*, *healing word*, *sanctuary*, and *shield faith*. You always have *identify* and *searing smite* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, XGE 18) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Artisan's Blessing*. With a ritual, forge a simple metal item worth no more than 100 gp.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *heat metal* and *magic weapon* prepared. Consider preparing 2nd-level spells like *continual flame*, *locate object*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Dwarven Fortitude (if dwarf), Resilient, War Caster, or Weapon Master.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Medicine**, and **Religion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background: scale mail, a light crossbow with 20 bolts, a mace, a shield, a priest's pack, and a holy symbol.

Circle of Mortality You always restore maximum hit points to the unconscious. Also, cast *spare the dying* at range.

Eyes of the Grave Supernaturally, you can detect the presence of undead in your vicinity.

Spells (PHB 58) You can cast spells from the cleric spell list. You know *spare the dying* and three other cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your other cantrips, consider *guidance*, *sacred flame*, *thaumaturgy*, *toll the dead*, or *word of radiance*. For your 1st-level spells, consider preparing *bless*, *ceremony*, *healing word*, and *inflict wounds*. You always have *bane* and *false life* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, XGE 19) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Path to the Grave*. Put a death curse on your enemy.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *gentle repose* and *ray of enfeeblement* prepared. Consider preparing 2nd-level spells like *aid*, *hold person*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Fade Away (if gnome), Healer, Resilient, Second Chance (if halfling), or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest score, followed by **Constitution**, **Dexterity**, and **Intelligence**.

Skills You have special training or a certain knack in four skills of your choice. Consider choosing **Arcana**, **History**, **Nature** and **Religion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a priest's pack
- scale mail, a mace, a shield, and a holy symbol

Blessings of Knowledge You know two extra languages. Also, double your proficiency bonus for two Intelligence-based skills in which you are proficient.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *sacred flame*, *thaumaturgy*, or *word of radiance*. For your 1st-level spells, consider preparing *bless*, *cure wounds*, *detect magic*, and *guiding bolt*. You always have *command* and *identify* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58-9) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Knowledge of the Ages*. Become fairly good at whatever you try to do.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *augury* and *suggestion* prepared. Consider preparing 2nd-level spells like *find traps*, *locate object*, or *zone of truth*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking *Prodigy* (if half-elf, half-orc, or human), *Resilient*, or *War Caster*.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Medicine**, **Persuasion**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a mace or (b) a warhammer (if proficient)
- (a) a spear or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a shield, and a holy symbol

Disciple of Life Your healing spells are more potent than those of other clerics.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *mending*, *resistance*, *spare the dying*, or *word of radiance*. For your 1st-level spells, consider preparing *ceremony*, *healing word*, *protection from evil and good*, or *sanctuary*. You always have *bless* and *cure wounds* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 60) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Preserve Life*. Heal several allies from up to 30 feet away.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *lesser restoration* and *spiritual weapon* prepared. Consider preparing 2nd-level spells like *aid*, *gentle repose*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Dwarven Fortitude (if dwarf), Healer, Sentinel, War Caster, or Weapon Master.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Medicine**, and **Persuasion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- scale mail, a mace, a shield, & a holy symbol

Warding Flare Blinding light makes the creature attacking you much more likely to miss.

Spells (PHB 58) You can cast spells from the cleric spell list. You know the *light* cantrip and three others and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *resistance*, *sacred flame*, or *word of radiance*. For your 1st-level spells, consider preparing *bless*, *guiding bolt*, *healing word*, or *sanctuary*. You always have *burning hands* and *faerie fire* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 61) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Radiance of the Dawn*. Seering light wounds enemies and banishes even magical darkness.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *flaming sphere* and *scorching ray* prepared. Consider preparing 2nd-level spells like *aid*, *blindness/deafness*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elemental Adept, Flames of Phlegethos (if tiefling), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in three skills of your choice. Consider choosing **Insight**, **Medicine**, and **Nature**. Feel free to swap out Nature with **Animal Handling** or **Survival**. When you make a skill check using any of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a quarterstaff or (b) any simple weapon
- (a) a mace or (b) a warhammer (if proficient)
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a mace, a shield, & a holy symbol

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *resistance*, *sacred flame*, or *thaumaturgy*. You also know one druid cantrip, like *shillelagh*. For your 1st-level spells, consider preparing *bless*, *cure wounds*, *inflict wounds*, or *guiding bolt*. You always have *animal friendship* and *speak with animals* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 62) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Charm Animals and Plants*. Make beasts and plants friendly to you.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *barkskin* and *spike growth* prepared. Consider preparing 2nd-level spells like *enhance ability*, *locate object*, or *protection from poison*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Elven Accuracy (if elf or half-elf), Observant, Resilient, War Caster, or Wood Elf Magic (if wood elf).

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Persuasion**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a spear or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a warhammer, a shield, & a holy symbol

Wrath of the Storm The elements punish creatures that hit you with an attack.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *resistance*, or *word of radiance*. For your 1st-level spells, consider preparing *guiding bolt*, *protection from evil and good*, or *shield of faith*. You always have *fog cloud* and *thunderwave* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 62) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Destructive Wrath*. Deal maximum damage when dealing lightning or thunder damage.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *gust of wind* and *shatter* prepared. Consider preparing 2nd-level spells like *blindness/deafness*, *prayer of healing*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Elemental Adept, Great Weapon Master, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Dexterity** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Persuasion**, and **Religion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- leather armor, a mace, a shield, & a holy symbol

Blessing of the Trickster Make yourself or another creature stealthy for one hour.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *mending*, *resistance*, *toll the dead*, or *thaumaturgy*. For your 1st-level spells, consider preparing *bane*, *command*, *detect magic*, or *sanctuary*. You always have *charm person* and *disguise self* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 63) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Invoke Duplicity*. Make a perfect duplicate of yourself and spellcast from it.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *mirror image* and *pass without trace* prepared. Consider preparing 2nd-level spells like *hold person*, *silence*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Bountiful Luck (if halfling), Crossbow Expert, Fade Away, (if gnome), Lucky, Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Medicine**, and **Persuasion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a warhammer, a shield, & a holy symbol

War Priest When your god inspires you, you get an extra (PHB 63) weapon attack.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *sacred flame*, *spare the dying*, *toll the dead*, or *word of radiance*. For your 1st-level spells, consider preparing *bane*, *bless*, *guiding bolt*, or *healing word*. You always have *divine favor* and *shield of faith* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 63) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Guided Strike*. As a blessing from the gods of war, you can attack with supernatural accuracy.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *magic weapon* and *spiritual weapon* prepared. Consider preparing 2nd-level spells like *aid*, *hold person*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Dragon Fear (if dragonborn), Dwarven Fortitude (if dwarf), Great Weapon Master, Orcish Fury (if half-orc), or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature. Also, banish blink dogs, dretches, lemures, magmins, manes, mephits, pixies, satyrs, and sprites for 1 minute.

Spells

You gain two 3rd-level spell slots. You always have *dispel magic* and *magic circle* prepared. Consider preparing the 3rd-level spells *bestow curse* and *glyph of warding*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Spell Breaker (SCAG 126)

When you heal an ally, you can also break a spell that's affecting them.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *arcane eye* and *Leomund's secret chest* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *control water*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting (SCAG 125)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature. Also, banish dryads, fire snakes, imps, and quasits for 1 minute.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *animate dead* and *vampiric touch* prepared. Consider preparing the 3rd-level spells *bestow curse* and *feign death*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Inescapable Destruction
(DMG 97)

Your spells ignore resistance to necrotic damage.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *blight* and *death ward* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *guardian of faith*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike
(DMG 97)

Your weapon attacks deal necrotic damage.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *elemental weapon* and *protection from energy* prepared. Consider preparing the 3rd-level spells *glyph of warding* and *meld into stone*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Soul of the Forge (XGtE 19)

You are resistant to flames and, with heavy armor, enjoy enhanced protection.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *fabricate* and *wall of fire* prepared. Consider preparing one of the following 4th-level spells: *death ward*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (XGtE 19)

Your weapon attacks deal fire damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *revivify* and *vampiric touch* prepared. Consider preparing the 3rd-level spells *feign death* and *life transference*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Sentinel at Death's Door (XGtE 21)

Annul critical hits dealt to you and your allies.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *blight* and *death ward* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *guardian of faith*, or *locate creature*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting (XGtE 21)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *nondetection* and *speak with dead* prepared. Consider preparing the 3rd-level spells *clairvoyance* and *glyph of warding*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Read Thoughts
(PHB 59)

Read a creature's thoughts and then use that mental link to influence it.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *arcane eye* and *confusion* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *control water*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting
(PHB 60)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *beacon of hope* and *revivify* prepared. Consider preparing the 3rd-level spells *life transference* and *mass healing word*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Blessed Healer (PHB 60)

Healing spells you cast on others heal you a little as well.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *death ward* and *guardian of faith* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (PHB 60)

Your weapon attacks deal radiant damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *daylight* and *fireball* prepared. Consider preparing the 3rd-level spells *glyph of warding* and *mass healing word*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Improved Flare (PHB 61)

Use your Warding Flare feature to protect allies too.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *guardian of faith* and *wall of fire* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *death ward*, or *freedom of movement*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting (PHB 61)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *plant growth* and *wind wall* prepared. Consider preparing the 3rd-level spells *revivify* and *water walk*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Dampen Elements (PHB 62)

Briefly shield yourself or a nearby ally from elemental damage.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *dominate beast* and *grasping vine* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *death ward*, or *freedom of movement*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (PHB 62)

Your weapon attacks deal cold, fire, or lightning damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *call lightning* and *sleet storm* prepared. Consider preparing the 3rd-level spells *protection from energy* and *water walk*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Thunderbolt Strike (PHB 62)

Push your enemies away from you whenever you shock them.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *control water* and *ice storm* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (PHB 62)

Your weapon attacks deal thunder damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *blink* and *dispel magic* prepared. Consider preparing the 3rd-level spells *bestow curse* and *sending*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Cloak of Shadows
(PHB 63)

As a Channel Divinity option, become invisible until the end of your next turn.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *dimension door* and *polymorph* prepared. Consider preparing one of the following 4th-level spells: *death ward*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike
(PHB 62)

Your weapon attacks deal poison damage.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *crusader's mantle* and *spirit guardians* prepared. Consider preparing the 3rd-level spells *mass healing word* and *revivify*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

War God's Blessing
(PHB 63)

As a Channel Divinity option, when your allies miss, strengthen their swing or correct their aim.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *freedom of movement* and *stoneskin* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *death ward*, or *guardian of faith*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike
(PHB 63)

Your weapon attacks deal extra damage.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *planar binding* and *teleportation circle* prepared. Consider preparing one of the following 5th-level spells: *geas* or *screaming*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *create undead* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *antilife shell* and *cloudkill* prepared. Consider preparing one of the following 5th-level spells: *contagion* or *hallow*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *create undead* or *harm*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *animate objects* and *creation* prepared. Consider preparing one of the following 5th-level spells: *flame strike* or *holy weapon*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *blade barrier* or *heal*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *antilife shell* and *raise dead* prepared. Consider preparing one of the following 5th-level spells: *contagion* or *mass cure wounds*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *harm* or *heal*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *legend lore* and *screy* prepared. Consider preparing one of the following 5th-level spells: *commune* or *planar binding*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention
(PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead
(PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *forbiddance* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution**, **Dexterity**, or **Intelligence**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *mass cure wounds* and *raise dead* prepared. Consider preparing one of the following 5th-level spells: *greater restoration* or *hallow*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *heal* or *heroes' feast*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *flame strike* and *screaming* prepared. Consider preparing one of the following 5th-level spells: *dawn* or *mass cure wounds*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *heal* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *insect plague* and *tree stride* prepared. Consider preparing one of the following 5th-level spells: *contagion* or *legend lore*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *find the path* or *forbiddance*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *destructive wave* and *insect plague* prepared. Consider preparing one of the following 5th-level spells: *flame strike* or *holy weapon*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *harm* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *dominate person* and *modify memory* prepared. Consider preparing one of the following 5th-level spells: *commune* or *scrying*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *true seeing* or *word of recall*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *flame strike* and *hold monster* prepared. Consider preparing one of the following 5th-level spells: *holy weapon* or *mass cure wounds*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *blade barrier* or *harm*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights. Also, banish bearded devils, green hags, hell hounds, or nightmares for 1 minute.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *control weather*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 59)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *earthquake*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *temple of the gods*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (XGtE 19)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *earthquake* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *resurrection*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *earthquake* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *regenerate* or *resurrection*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 60)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *conjure celestial* or *fire storm*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 62)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather* or *earthquake*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *etherealness* or *fire storm*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 62)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather* or *earthquake*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 63)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 63)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *earthquake* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature. Also, banish couatls, incubi, and succubi for 1 minute.

Arcane Mastery (SCAG 126) Add four wizard spells to your list of domain spells.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead Outright obliterate banshees and ghosts with the Turn Undead feature.
(PHB 59)

Improved Reaper Most of your necromancy spells now target more than one creature.
(DMG 97)

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention Your god always answers your call for divine aid.
(PHB 59)

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Saint of Forge & Fire (XGE 19) Fire cannot harm you and, in heavy armor, you have some protection from most weaponry.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *gate* or *mass heal*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Keeper of Souls (XGtE 20) Use a dying creature's soul to heal the living.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *mass heal* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead Outright obliterate banshees and ghosts with the Turn Undead feature.
(PHB 59)

Visions of the Past Get glimpses of an object's or area's past.
(PHB 60)

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention Your god always answers your call for divine aid.
(PHB 59)

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Supreme Healing (PHB 60) Boost your healing effectiveness to maximum.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *mass heal* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Corona of Light
(PHB 61)

Conjure sunlight, making enemies susceptible to fire and radiant damage.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *gate* or *mass heal*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention
(PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Master of Nature (PHB 62) Animals and plants charmed by you now obey your commands.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *mass heal* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Storm-born
(PHB 62)

When out of doors, you can now fly.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention
(PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Improved Duplicity (PHB 63) Create four duplicates of yourself, instead of one, with Invoke Duplicity.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Avatar of Battle
(PHB 63)

Conventional weapons don't hurt much anymore.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *gate* or *mass heal*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention
(PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

CLERIC TRAINING GROUND

MORE THAN A HEALER TO ME

While many say that a cleric's primary function is to cast healing spells, this versatile class can fill a wide variety of roles.

With a decent number of hit points and armor proficiency, she can serve as a frontline warrior. With abundant insight and divination spells, he can discern truth and solve mysteries. With spell slots as abundant as a wizard's, she can serve as the party's primary spellcaster. Clerics' roles are as numerous as the gods' domains.

But if you want a healer, cleric has you covered there too.

GENERALIST CLERICS

This class guide assumes that players will want spells that thematically correspond to their chosen domain. However, it is a completely viable build to choose other cleric spells at nearly every turn.

In that case, notice that there are many spells which appear again and again no matter one's domain. Those spells are usually safe bets for any cleric.

BY THE GODS

One of the best ways to roleplay a cleric is to take cues from your deity. To do this, first study the divine lore about your deity. Learn about his or her history and portfolio and relationships. Remember, no one should know your god's agenda better than you do.

Then, (unless you're a conflicted cleric) act like you think your deity is the best thing in the multiverse. Do everything in his or her name and feel best about yourself when you're emulating your god's divine characteristics.

It's important to choose a deity that is easy for you to love, that likes the things you want to do and would approve of the direction you want your cleric to go.

It's tempting to pick a deity based solely on domain spells and features, and for some campaigns that's perfectly acceptable. But if you want a rewarding roleplay experience, it will be much more enjoyable if you choose a deity based on character.

IN THE MORNING I WAKE UP...

Remember that, unlike some other spellcasters, you can prepare an entirely different set of spells after each long rest. (Cantrips can't be swapped however.)

As you prepare spells, look over the cleric spell list and think about what you are most likely to face in your adventures that day, and choose accordingly. Swap out spells that you tend not to use or haven't produced desired results or try new ones until you discover your favorites.

Bear in mind that ritual spells must be prepared but can be cast without expending a spell slot if you're willing to invest some extra time to cast it.

BEST OF THE BEST

At 17th level, you gain your first and only 9th-level spell slot. There are just four 9th-level cleric spells, which together compose the apex of your spellcasting ability.

These four spells in order of my preference are as follows: *mass heal*, *true resurrection*, *gate*, and *astral projection*. Just as before, you will be able to prepare one additional spell at this level and each new level until 20th.

HALF-ELF CLERIC 1

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	16 (+3)	14 (+2)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +5, Cha +4; advantage on saves against being charmed

Skills Athletics +4, Intimidation +4, Medicine +5, Perception +5, Persuasion +4, Religion +1

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 15

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 2 piercing damage, or 1d8 + 2 piercing damage if used with two hands to make a melee attack.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *mending*, *spare the dying*, *word of radiance*

1st level (2 slots): *bless* *, *ceremony*, *cure wounds* *, *healing word*, *protection from good and evil*, *sanctuary*
* domain spell (Life domain)

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), chain mail, common clothing, hempen rope (50 feet), insignia of rank, mace, mess kit, rations (10 days), set of bone dice, shield with emblem of Helm, spear, tinderbox, torches (10), waterskin, 10 gp.

HALF-ELF CLERIC 5

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 25 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 15 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	18 (+4)	14 (+2)

Proficiencies (+3 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +7, Cha +5; advantage on saves against being charmed

Skills Athletics +5, Intimidation +5, Medicine +7, Perception +7, Persuasion +5, Religion +2

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 17

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 2 piercing damage, or 1d8 + 2 piercing damage if used with two hands to make a melee attack.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*

1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*

2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *

3rd level (2 slots): *beacon of hope* *, *life transference, revivify* *

* domain spell (Life domain)

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), chain mail, common clothing, healer's kit, hempen rope (50 feet), insignia of rank, mace, mess kit, *periapt of wound closure*, rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), spear, tinderbox, torches (10), waterskin, 10 gp.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

HALF-ELF CLERIC 11

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so twice.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 55 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 19 (splint, shield)
Hit Points 69 (Hit Dice 11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	20 (+5)	14 (+2)

Proficiencies +4 proficiency bonus)

Armor all armor, shields
Saving Throws Wis +9, Cha +6; advantage on saves against being charmed
Skills Athletics +6, Intimidation +6, Medicine +9, Perception +9, Persuasion +6, Religion +3
Tools dice set, vehicles (land)
Weapons simple weapons
Senses darkvision, passive Perception 19
Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following attacks (see Divine Strike):
+1 Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 1d6 + 3 piercing damage, or 1d8 + 3 piercing damage if used with two hands to make a melee attack.
Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 1d6 + 2 bludgeoning damage.

Divine Intervention. Cleric feature

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 17; +9 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*
1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*
2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *
3rd level (3 slots): *beacon of hope* *, *life transference, mass healing word, revivify* *
4th level (3 slots): *banishment, death ward* *, *freedom of movement, guardian of faith* *, *stone shape*
5th level (2 slots): *greater restoration, hallow, mass cure wounds* *, *raise dead* *
6th level (1 slot): *heal*
* domain spell (Life domain)

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 17 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention. As your action, you pray, describing the assistance you seek, and roll percentile dice. If you roll 10 or lower, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessed Healer. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), common clothing, healer's kit, hempen rope (50 feet), holy water (3), insignia of rank, mace, mess kit, *periapt of wound closure*, *potions of healing* (3), rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), *+1 spear*, splint armor, tinderbox, torches (10), waterskin, 20 gp, 3 pp.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

HALF-ELF CLERIC 17

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

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Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so twice.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 85 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 20 (plate, shield)
Hit Points 156 (Hit Dice 17d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	8 (-1)	20 (+5)	14 (+2)

Proficiencies (+6 proficiency bonus)

Armor all armor, shields
Saving Throws Wis +11, Cha +8; advantage on saves against being charmed
Skills Athletics +10, Intimidation +8, Medicine +11, Perception +11, Persuasion +8, Religion +5
Tools dice set, vehicles (land)
Weapons simple weapons
Senses darkvision, passive Perception 21
Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following attacks (see Divine Strike):
+1 Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 1d6 + 5 piercing damage, or 1d8 + 5 piercing damage if used with two hands to make a melee attack.
Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 bludgeoning damage.

Divine Intervention. Cleric feature

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 19; +11 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*
1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*
2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *
3rd level (3 slots): *beacon of hope* *, *life transference, mass healing word, revivify* *
4th level (3 slots): *banishment, death ward* *, *freedom of movement, guardian of faith* *, *stone shape*
5th level (2 slots): *greater restoration, hallow, mass cure wounds* *, *raise dead* *
6th level (1 slot): *heal, heroes' feast*
7th level (1 slot): *regenerate, resurrection*
8th level (1 slot): *antimagic field, holy aura*
9th level (1 slot): *mass heal*
* domain spell (Life domain)

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 19 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 4 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention. As your action, you pray, describing the assistance you seek, and roll percentile dice. If you roll 10 or lower, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessed Healer. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing. When you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Amulet of health, backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), common clothing, healer's kit, hempen rope (50 feet), holy water (3), insignia of rank, mace, mess kit, *periapt of wound closure*, plate armor, *potions of healing* (3), rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), +1 *spear*, tinderbox, torches (10), waterskin, 20 gp, 3 pp.

AMULET OF HEALTH

Wondrous Item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher without it.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

FIGHTER

A MASTER OF MARTIAL COMBAT, SKILLED
WITH A VARIETY OF WEAPONS AND ARMOR

HIT DIE:

1d10

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



CHOOSE

ARCANE ARCHER

IF YOU WANT TO IMBUE YOUR ARROWS WITH
MAGICAL EFFECTS



CHOOSE

BATTLE MASTER

IF YOU WANT TO SPECIALIZE IN STRATEGY AND
ADVANCED COMBAT MANEUVERS



CHOOSE

CHAMPION

IF YOU WANT TO FOCUS ON RAW PHYSICAL
POWER



PROFICIENCIES

Armor

You can effectively wear **any armor** and wield **shields**. You suffer none of the disadvantages that those without these proficiencies experience.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple** or **martial weapons**. You can expertly wield any weapon you pick up.

Saving Throws

Add your proficiency bonus when making a Strength or Constitution saving throws.

+2

FEATURE

Second Wind (PHB 72): Take a second to catch your breath and regain some of your hit points. That way, there's still time to attack or perform another action on your turn.

CHOOSE

BANNERET

IF YOU WANT TO INSPIRE YOUR ALLIES AND
STRENGTHEN THEIR RESOLVE



CHOOSE

CAVALIER

IF YOU WANT TO EXCEL IN MOUNTED COMBAT
AND SAFEGUARDING OTHERS



CHOOSE

ELDRITCH KNIGHT

IF YOU WANT BOTH ARMOR AND ARCANE WARDS,
BOTH ARMS AND MAGICAL EXPLOSIVES



CHOOSE

SAMURAI

IF YOU WANT TO FIGHT TO THE LAST BREATH
WITH IMPLACABLE RESOLVE



1ST LEVEL



Ability Scores

Dexterity should be your highest score in order to improve your aim and Armor Class. **Constitution** should be your next highest score to keep you in the fight longer. Don't neglect **Intelligence** since some arcane shots depend on it.

Skills

You have special training or a certain knack in two skills. Consider choosing **Acrobatics** and **Perception**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a rapier and a shield, (b) two scimitars, or (c) two shortswords
- (a) a dungeoneer's pack or (b) an explorer's pack
- leather armor, a longbow and 20 arrows, and a light crossbow and 20 bolts.

Fighting Style

Your specialty should definitely be the bow and arrow. Choose **Archery** as your fighting style.

(PHB 72) Doing so improves your aim with ranged weapons.

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge

Once between rests, push yourself to perform one additional action on your turn.

(PHB 72)

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Arcane Shot

This feature is the bread and butter of the arcane archer archetype. Twice between rests, when wielding a longbow or shortbow, you imbue your arrows with magic. You choose two magical effects from a list of eight. Consider starting with two of the following: shadow arrow, banishing arrow, enfeebling arrow, or grasping arrow.

Arcane Archer Lore

You choose to gain proficiency in either the **Arcana** or the **Nature** skill, and you choose to learn either the *prestidigitation* or the *druidcraft* cantrip.

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elven Accuracy (if elf or half-elf), Magic Initiate, Medium Armor Master, or Sharpshooter.

1ST LEVEL



Ability Scores

Strength or **Dexterity** should be your highest score in order to strengthen your swing or improve your aim. **Constitution** should be your second-highest score to keep you in the fight longer. Since your role is that of natural-born leader, don't neglect your **Charisma** score.

Skills

You have special training or a certain knack in two skills. Consider choosing **Insight** and **Intimidation**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a longsword or (b) a rapier
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) two handaxes or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a dungeoneer's pack
- a shield

Fighting Style

(PHB 72)

You are a warlord, so choose **Defense** to take the hits or **Protection** to defend your warriors.

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge

(PHB 72)

Once between rests, push yourself to perform one additional action on your turn.

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Rallying Cry

(SCAG 128)

When you heal yourself with the Second Wind feature, you also heal up to three allies a bit.

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase

(PHB 72)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Heavy Armor Master, Inspiring Leader, Orcish Fury (if half-orc), Sentinel, or Shield Master.

1ST LEVEL



Ability Scores

Strength or **Dexterity** should be your highest score in order to strengthen your swing or improve your aim. **Constitution** should be your second-highest score to keep you in the fight longer. For role-playing purposes, you might not want to neglect your **Intelligence** score.

Skills

You have special training or a certain knack in two skills. Consider choosing **History** and either **Acrobatics** or **Athletics**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a longsword or (b) a rapier
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) an explorer's pack or (b) a dungeoneer's pack
- a shield

Fighting Style (PHB 72) If you primarily use ranged weapons, choose **Archery** to improve your aim. Otherwise, choose **Defense** or **Dueling**.

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge (PHB 72)

Once between rests, push yourself to perform one additional action on your turn.

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Combat Superiority (PHB 73)

This feature is the heart of the Battle Master archetype. You have studied and trained to learn combat maneuvers, which usually provide a tactical advantage while delivering extra damage. You start with four superiority dice, d8s, that fuel the maneuvers.

If you are a melee fighter, consider the following:

- **Trip Attack**, to give you advantage on subsequent attacks.
- **Disarming Attack**. Don't forget to kick away the enemy's weapon.
- **Precision Attack**, for when you miss but really don't wanna.

If you are a ranged fighter, consider switching Disarming Attack out for **Parry**. It's a nice option to bolster your lighter defenses.

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase (PHB 72)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do and you're a ranged fighter, consider taking **Athlete**, **Crossbow Expert**, **Mobile**, or **Sharpshooter**. If you're a melee fighter, consider **Charger**, **Heavy Armor Master**, **Orcish Fury** (if half-orc), **Sentinel**, or **Shield Master**. Any battle master benefits from **Martial Adept**.

1ST LEVEL



Ability Scores Cavaliers can be jousters or horsebowmen and women. Make **Strength** or **Dexterity** your highest score. **Constitution** should be your second-highest score to keep you in the fight longer.

Skills You have special training or a certain knack in two skills. Consider choosing **Animal Handling** and either **Acrobatics** or **Athletics**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a lance or (b) a rapier
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) an explorer's pack or (b) a dungeoneer's pack
- a shield

Fighting Style If you're a horsebowman or woman, choose **Archery** to improve your aim. Otherwise, choose **Defense** or **Protection**. (PHB 72)

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge Once between rests, push yourself to perform one additional action on your turn. (PHB 72)

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Bonus Proficiency Grab proficiency in **Insight** or **Persuasion** or learn a new language. (XGtE 30)

Born to the Saddle You never fall off your mount. You land on your feet and hit the ground running. (XGtE 30)

Unwavering Mark Harry and harass a single opponent, drawing their attention and attacks and punishing them when they harm anyone else. (XGtE 30)

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do consider taking Athlete, Charger, Mobile, Mounted Combatant, Polearm Master, or Sentinel. (PHB 72)

1ST LEVEL



Ability Scores

Strength or **Dexterity** should be your highest score to strengthen your swing or improve your aim. **Constitution** should be your second-highest score to keep you in the fight longer.

Skills

You have special training or a certain knack in two skills. Consider choosing **Intimidation** and either **Acrobatics** or **Athletics**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a greatsword or (b) a rapier and a shield
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) two handaxes or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a dungeoneer's pack

Fighting Style

(PHB 72)

If you wield a bow, choose **Archery** to improve your aim. If you prefer the rapier, choose **Dueling** for more damage. Otherwise, pick up **Great Weapon Fighting** so your hits always pack a punch.

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge

(PHB 72)

Once between rests, push yourself to perform one additional action on your turn.

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Improved Critical

(PHB 72)

Double your chances of a critical hit.

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase

(PHB 72)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do and you're a ranged or finesse fighter, consider taking Athlete, Crossbow Expert, Mobile, or Sharpshooter. If you're a strength-based fighter, consider Charger, Heavy Armor Master, Orcish Fury (if half-orc), Sentinel, or Shield Master.

1ST LEVEL



Ability Scores **Strength** or **Dexterity** should be your highest score to strengthen your swing or improve your aim. Your second-highest should be **Intelligence** for your spellcasting, followed by **Constitution** to keep you in the fight longer.

Skills You have special training or a certain knack in two skills. Consider choosing **Insight** and **Perception**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a longsword, (b) a battleaxe, or (c) a rapier
- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) two handaxes or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a dungeoneer's pack
- a shield

Fighting Style Choose **Defense** to improve your Armor Class or **Dueling** to deal more damage per hit. (PHB 72)

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge (PHB 72) Once between rests, push yourself to perform one additional action on your turn.

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Spells (PHB 75) You can cast wizard spells. You learn two cantrips and three 1st-level spells, two of which must be abjuration or evocation spells. You can cast only two 1st-level wizard spells of your choice between rests and cantrips as often as you want.

For your cantrips, consider *booming blade*, *green-flame blade*, or *lightning lure*. For your 1st-level spells, consider *absorb elements*, *shield*, and *Tasha's hideous laughter*.

Weapon Bond (PHB 75) Bond with up to two weapons. After bonding, you cannot be disarmed and can summon your weapons to your hand.

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase (PHB 72) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do and you're a ranged fighter, consider taking Athlete, Crossbow Expert, Mobile, or Sharpshooter. If you're a melee fighter, consider Charger, Heavy Armor Master, Orcish Fury (if half-orc), Sentinel, or Shield Master. Any eldritch knight benefits from Ritual Caster or War Caster.

Spells You learn another 1st-level abjuration or evocation spell from the wizard spell list. You also gain an extra 1st-level spell slot.

1ST LEVEL



Ability Scores **Strength** or **Dexterity** should be your highest score to strengthen your swing or improve your aim. Your second-highest should be **Constitution** to keep you in the fight longer. Don't neglect **Wisdom**, which will help in social situations once you reach 7th level.

Skills You have special training or a certain knack in two skills. Consider choosing **Athletics** and **Intimidation**. When you make a skill check using either of these skills, add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a greatsword (*nodachi*) and longsword (*katana*) or (b) two scimitars (*wakizashi*)
- (a) chain mail or (b) leather armor, longbow (*daikyu*), and 20 arrows
- (a) two handaxes (*ono*) or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a dungeoneer's pack

Fighting Style Choose **Great Weapon Fighting** if you wield a greatsword. **Archery** or **Dueling** if you have a higher Dexterity score. (PHB 72)

2ND LEVEL



Your hit points increase by 1d10 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (6). You gain another Hit Die (total of 2d10).

Action Surge (PHB 72) Once between rests, push yourself to perform one additional action on your turn.

3RD LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 3d10).

Fighting Spirit (XGtE 31) Three times between long rests, boost your stamina and your fighting prowess. Your increased stamina is represented in game terms as temporary hit points.

4TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 4d10).

Ability Score Increase (PHB 72) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do and you're a ranged fighter, consider taking Athlete, Crossbow Expert, Elven Accuracy (if elf or half-elf), Mobile, or Sharpshooter. If you're a melee fighter, consider Charger, Heavy Armor Master, Orcish Fury (if half-orc), Sentinel, or Shield Master.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Magic Arrow
(XGtE 28)

Creatures resistant or immune to nonmagical weapons still take the full brunt of your arrows' damage.

Curving Shot
(XGtE 28)

If you miss your intended target, you can redirect your arrow to target a different creature or object.

Arcane Shot

You gain an additional Arcane Shot option of your choice.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Royal Envoy
(SCAG 128)

People trust you and listen to you. Gain proficiency in Persuasion and double your proficiency bonus whenever you use it. If you already are proficient in this skill, choose one from the list of four alternate skills.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Know Your Enemy
(PHB 73)

You can quickly size up another creature, deducing whether it is superior or inferior to you.

Combat Superiority

Learn two additional combat maneuvers and you gain another superiority die.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Warding Maneuver
(XGE 30)

As a reaction, protect your mount and other allies from oncoming attacks.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Remarkable Athlete
(PHB 72)

You can better perform mighty deeds of physical prowess. Your running long jump is incredible.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength**, **Dexterity**, or **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

War Magic
(PHB 75)

Cast a cantrip *and* attack in the same turn.

Spells

You gain two 2nd-level spell slots and one additional 1st-level spell slot. You also learn one new abjuration or evocation wizard spell. Consider learning one of the following 2nd-level spells: *darkness*, *scorching ray*, or *shatter*.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You learn one new 1st- or 2nd-level wizard spell from any school of magic. Consider learning one of the following 2nd-level spells: *blindness/deafness*, *mirror image*, or *misty step*.

5TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 5d10).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Extra Attack
(PHB 72)

This is one of the best fighter features. Attack twice, instead of once, whenever you take the Attack action on your turn.

6TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 6d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

7TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 7d10).

Elegant Courtier
(XGtE 31)

Your experience has made you wise. And your wisdom helps in social situations.

8TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 8d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Arcane Shot

You gain an additional Arcane Shot option of your choice.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Inspiring Surge
(SCAG 128)

Once between rests, push not only yourself, but also a nearby ally, to perform an extra action on your turn.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Improved Combat Superiority
(PHB 74)
Learn two additional combat maneuvers and your superiority dice turn into d10s.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase
Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Hold the Line
(XGtE 30)

Any foe standing next to you will find it has no room to maneuver.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Additional Fighting Style You're a more well-rounded fighter now. You can choose a second option from the Fighting Style class feature.
(PHB 73)

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable (PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Eldritch Strike (PHB 75)

Your weapon attacks make enemies more susceptible to your spell attacks.

Spells

You learn another abjuration or evocation wizard spell and another cantrip. You gain another 2nd-level spell slot.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

Spells

You learn another abjuration or evocation spell from the wizard spell list.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 9d10).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable
(PHB 72)

You get a second chance to resist spells, traps, poison, disease, or similar threats.

10TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 10d10).

Tireless Spirit
(XGtE 31)

You always have some fighting spirit as battle begins. Also, the temporary hit points you receive when using the Fighting Spirit class feature increases.

11TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 11d10).

Extra Attack

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

12TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 12d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Arcane Shot

You gain an additional Arcane Shot option of your choice.

Ever-Ready Shot (XGtE 29)

You always have at least one magic-infused arrow in your quiver when battle begins.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Bulwark
(SCAG 128)

Share your Indomitable feature with a nearby ally. It's what friends do.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Relentless You always have at least one combat maneuver up (PHB 74) your sleeve when battle begins.

Combat Superiority

Learn two additional combat maneuvers and you gain another superiority die.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Ferocious Charger (XGtE 30)

Run or ride up to enemies and knock them flat on their backs.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Superior Critical (PHB 73)

You just keep getting better and better. Increase your chance of a critical hit.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

Spells

You gain two 3rd-level spell slots. You also learn another abjuration or evocation wizard spell. Consider learning one of the following 3rd-level spells: *counterspell*, *fireball*, or *Melf's minute meteors*.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 3rd-level spells: *fly* or *haste*.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Arcane Charge (PHB 75)

Stab, stab, bamf. Now you can take two actions and teleport when you use your Action Surge class feature.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain another 3rd-level spell slot. You also learn another abjuration or evocation wizard spell.

13TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 13d10).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Indomitable

Now you can use the Indomitable feature twice between long rests.

14TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 14d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

15TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 15d10).

Fighting Spirit

The temporary hit points you receive when using the Fighting Spirit class feature increases.

Rapid Strike (XGtE 31)

Turn advantage into an extra attack.

16TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 16d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Arcane Shot

You gain an additional Arcane Shot option of your choice. Also, all of your arcane shots become more powerful.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Inspiring Surge Another nearby ally can be spurred to action.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Improved Combat Superiority Your superiority dice turn into d12s.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Vigilant Defender Punish several enemies in the same round should they try to move away from you.
(XGtE 30)

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Survivor (PHB 73) You could do this all day. Take a beating and still stay on your feet.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Improved War Magic Cast a spell and attack in the same turn.

(PHB 75)

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one 4th-level spell slot. You also learn another abjuration or evocation wizard spell. Consider learning one of the following 4th-level spells: *fire shield*, *storm sphere*, or *wall of fire*.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 4th-level spells: *greater invisibility* or *polymorph*.

17TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 17d10).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Action Surge

Now you can use the Action Surge feature twice between rests.

Indomitable

Now you can use the Indomitable feature three times between long rests.

18TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 18d10).

Strength before Death

(XGtE 31)

Even at death's door, you are still plenty dangerous.

19TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 19d10).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d10 + your Constitution modifier. You gain another Hit Die (total of 20d10).

Extra Attack

You can attack four times, instead of three, whenever you take the Attack action on your turn.

FIGHTER TRAINING GROUND

CHOOSE YOUR WEAPON

More so than any other class, a fighter is defined by the weapon he or she wields. Each fighter archetype can choose any type of weapon, except Arcane Archers who should strictly stick to bows.

Sword and Board. You're an iconic fighter, wielding a one-handed melee weapon, such as a longsword, in one hand and a shield in the other. Your highest ability score should be Strength, and your fighting style should be Defense, Dueling, or Protection. Wear the best heavy armor you can afford, up to plate when you've saved up 1,500 gold pieces.

Heavy Hitter. You are sometimes mistaken for a barbarian because you heft the largest, heaviest-hitting weapon you can get. That usually means a greataxe or greatsword, which must be wielded with two hands. Obviously, Strength is your most important ability score. Choose the Defense or Great Weapon Fighting style. Like the sword-and-board build, purchase the best armor your money can buy, topping out at plate armor. Small races, such as gnomes and halflings are ineffective in this role.

Pikeman. Much like the heavy hitter, this fighter uses a weapon that requires two hands. But yours has the reach property, such as the glaive, lance, or pike. Invest in heavy armor because you are going to draw enemies' attacks. Your job is to wade into the horde and pin them all down, raining pain down on anyone trying to escape. Strength should be your highest ability score. The Sentinel feat is a good fit, as is the Great Weapon Fighting or Defense fighting style. Small races, such as gnomes and halflings are ineffective in this role.

Two-Weapon Finesse Fighter. You wield two light weapons, one in each hand. Dexterity should be your highest score. Choose weapons with the finesse property, such as a pair of scimitars or shortswords. Pick up the Two-Weapon Fighting style at 1st level. Because your highest score is Dexterity, purchase light armor. Consider medium armor only if you get the Medium Armor Master feat.

Two-Weapon Strength Fighter. You're like a two-weapon finesse fighter, except Strength is your highest ability score, you wield handaxes or light hammers, and you go for heavy armor.

Archer. Arcane Archers should always choose this build, but any fighter can be an archer. Your Dexterity is your highest ability score, you wear light armor only, and you use ranged weapons. Choose Archery as your fighting style.

Finesse Fighter. You wield a shield, but you're quick on your feet and your weapon is a light, slender weapon. Make Dexterity your highest ability score and pick up a rapier. Your armor should be light, so your Dexterity can contribute to your Armor Class. Take the Defense, Dueling, or Protection fighting style.

HIT 'EM AGAIN

Starting at 5th level, the fighter can attack more than once with the Attack action. This simple feature is your greatest strength. It means you get more attacks per round than any other character class, making you a reliable damage-dealer.

TAKE A BREATH

Your Second Wind feature is powerful when timed right. Use it no later than the moment you suspect that suffering a critical hit might lay you out. Otherwise, it can be frustrating dropping to 0 hit points without having used your Second Breath feature.

MIGHTY FEATS OF VALOR

Most fighter archetypes are single-ability dependent. That means that their features and role only depend on a single ability score, such as Strength or Dexterity. On top of that, fighters get more Ability Score Increases than any other class. It's entirely possible to build a fighter using Point Buy that maxes out Strength or Dexterity at 6th level and Constitution too at 12th level. After that there are still three Ability Score increases to go.

If your Dungeon Master allows the optional feat rule, invest in feats. Look at the recommendations for your archetype in the preceding level-up cards and round out your fighter's abilities with feats.

If feats aren't an option, you can diversify your character. Boosting Wisdom makes your fighter more observant and discerning. A higher Charisma can make your fighter more capable in social situations, perhaps even taking on a leadership or negotiator role.

READS HIS SCROLLS UPSIDE DOWN

It's possible to create an effective Eldritch Knight that has lower Intelligence. Simply choose spells that do not rely on a spell saving save DC or spell attack modifier. Naturally, this limits the spells you may choose. So you sacrifice spell diversity in order to free up ability scores and Ability Score Improvements that can be used elsewhere or traded for feats.

ARMOR UPGRADE

No matter your build, whether Strength or Dexterity, there is better armor out there than what you probably started with.

Dexterity-based fighters should, as soon as they acquire 45 gold pieces, upgrade their armor to studded leather. It has a higher AC than the leather armor they probably started with and no disadvantages to Stealth checks.

Strength-based fighters should go all the way to plate armor. It costs a small fortune: 1,500 gold pieces. But short of magical armor, it's the best.

I would avoid medium armor unless you have no more than a +2 Dexterity modifier (or a +3 Dexterity modifier and the Medium Armor Master feat). In that case, a breastplate or half plate is best.

ODDS ARE BETTER THAN EVEN

When a new level calls for an Ability Score Increase, look at your two most important ability scores. If both are an odd number, consider boosting both scores by 1. By so doing, you can increase both ability score modifiers!

HALF-ELF FIGHTER 1

"I do whatever I need to do to help others. Even if it means skirting the law and thumbing my nose at those in power."

You came from a city caught in the vice grip of a tyrannical leader. You turned to smuggling weapons and money into and out of the city to arm and assist resistance fighters. After a hard-fought victory, the resistance prevailed. But the city's new leaders turned their back on the resistance and threw out those who hadn't obeyed the rule of law in the past. Now in exile, you have pledged your talents to work for those who still struggle under the thumb of tyranny and fear.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the regulations of society.

Your expertise is smuggling. You are unmatched at getting illegal goods in and out of cities.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are always calm, no matter what the situation. You never raise your voice or let your emotions control you. And you would rather make a new friend than a new enemy.

Ideal. You're loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. Someone you loved died because of a mistake you made. That will never happen again.

Flaw. You have a "tell" that reveals when you're lying.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: 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.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), chaotic good

Armor Class 16 (leather, shield)

Hit Points 12 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	14 (+2)

Proficiencies (+2 proficiency bonus)

Armor all, shields

Saving Throws Str +1, Con +4; advantage on saves against being charmed

Skills Athletics +1, Deception +4, Intimidation +4, Perception +3, Sleight of Hand +5, Stealth +5

Tools dice set, thieves' tools +5

Weapons simple, martial

Senses darkvision, passive Perception 13

Languages Common, Elvish, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 1d8 + 3 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Fey Ancestry. Half-elf trait

EQUIPMENT

Backpack, bedroll, crowbar, dark common clothes with hood, hempen rope (50 feet), leather armor, light crossbow and case with 20 bolts, longbow and quiver with 20 arrows, mess kit, rapier, rations (10 days), shield, tinderbox, torches (10), waterskin, pouch with money (15 gp).

HALF-ELF FIGHTER 5

"I do whatever I need to do to help others. Even if it means skirting the law and thumbing my nose at those in power."

You came from a city caught in the vice grip of a tyrannical leader. You turned to smuggling weapons and money into and out of the city to arm and assist resistance fighters. After a hard-fought victory, the resistance prevailed. But the city's new leaders turned their back on the resistance and threw out those who hadn't obeyed the rule of law in the past. Now in exile, you have pledged your talents to work for those who still struggle under the thumb of tyranny and fear.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the regulations of society.

Your expertise is smuggling. You are unmatched at getting illegal goods in and out of cities.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are always calm, no matter what the situation. You never raise your voice or let your emotions control you. And you would rather make a new friend than a new enemy.

Ideal. You're loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. Someone you loved died because of a mistake you made. That will never happen again.

Flaw. You have a "tell" that reveals when you're lying.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: 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.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Medium humanoid (half-elf), chaotic good

Armor Class 18 (studded leather, shield)

Hit Points 44 (Hit Dice 5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	10 (+0)	13 (+1)	14 (+2)

Proficiencies (+3 proficiency bonus)

Armor all, shields

Saving Throws Str +2, Con +5; advantage on saves against being charmed

Skills Athletics +2, Deception +5, Intimidation +5, Perception +4, Sleight of Hand +7, Stealth +7

Tools dice set, thieves' tools +7

Weapons simple, martial

Senses darkvision, passive Perception 14

Languages Common, Elvish, Halfling

ACTIONS

Attack. You can attack twice when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 6 piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target.

Hit: 1d8 + 4 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 5 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Fey Ancestry. Half-elf trait

Improved Critical. Champion feature.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

EQUIPMENT

Backpack, *bag of holding*, bedroll, crowbar, dark common clothes with hood, dice set, hempen rope (50 feet), longbow and quiver with 20 arrows, mess kit, rapier, rations (10 days), shield, studded leather armor, thieves' tools, tinderbox, torches (10), waterskin, pouch with money (33 gp and 5 sp).

HALF-ELF FIGHTER 11

"I do whatever I need to do to help others. Even if it means skirting the law and thumbing my nose at those in power."

You came from a city caught in the vice grip of a tyrannical leader. You turned to smuggling weapons and money into and out of the city to arm and assist resistance fighters. After a hard-fought victory, the resistance prevailed. But the city's new leaders turned their back on the resistance and threw out those who hadn't obeyed the rule of law in the past. Now in exile, you have pledged your talents to work for those who still struggle under the thumb of tyranny and fear.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the regulations of society.

Your expertise is smuggling. You are unmatched at getting illegal goods in and out of cities.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are always calm, no matter what the situation. You never raise your voice or let your emotions control you. And you would rather make a new friend than a new enemy.

Ideal. You're loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. Someone you loved died because of a mistake you made. That will never happen again.

Flaw. You have a "tell" that reveals when you're lying.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: 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.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 11 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Medium humanoid (half-elf), chaotic good

Armor Class 19 (studded leather, shield)

Hit Points 103 (Hit Dice 11d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	17 (+3)	10 (+0)	13 (+1)	14 (+2)

Proficiencies (+4 proficiency bonus)

Armor all, shields

Saving Throws Str +3, Con +7; advantage on saves against being charmed

Skills Athletics +3, Deception +6, Intimidation +6, Perception +5, Sleight of Hand +9, Stealth +9

Tools dice set, thieves' tools +9

Weapons simple, martial

Senses darkvision, passive Perception 15

Languages Common, Elvish, Halfling

ACTIONS

Attack. You can attack three times when you take this action, using the following:

+1 Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 1d8 + 8 piercing damage.

Longbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target.

Hit: 1d8 + 5 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 11 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Fey Ancestry. Half-elf trait.

Improved Critical. Champion feature.

Remarkable Athlete. Champion feature.

Indomitable. Fighter feature.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

EQUIPMENT

Backpack, *bag of holding*, bedroll, crowbar, dark common clothes with hood, dice set, hempen rope (50 feet), longbow and quiver with 20 arrows, mess kit, *potions of healing* (3), +1 rapier, rations (10 days), shield, studded leather armor, thieves' tools, tinderbox, torches (10), waterskin, pouch with money (33 gp and 5 sp).

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

HALF-ELF FIGHTER 17

"I do whatever I need to do to help others. Even if it means skirting the law and thumbing my nose at those in power."

You came from a city caught in the vice grip of a tyrannical leader. You turned to smuggling weapons and money into and out of the city to arm and assist resistance fighters. After a hard-fought victory, the resistance prevailed. But the city's new leaders turned their back on the resistance and threw out those who hadn't obeyed the rule of law in the past. Now in exile, you have pledged your talents to work for those who still struggle under the thumb of tyranny and fear.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the regulations of society.

Your expertise is smuggling. You are unmatched at getting illegal goods in and out of cities.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are always calm, no matter what the situation. You never raise your voice or let your emotions control you. And you would rather make a new friend than a new enemy.

Ideal. You're loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. Someone you loved died because of a mistake you made. That will never happen again.

Flaw. You have a "tell" that reveals when you're lying.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: 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.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 17 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature twice, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Medium humanoid (half-elf), chaotic good

Armor Class 21 (+2 studded leather, shield)

Hit Points 191 (Hit Dice 17d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Proficiencies (+6 proficiency bonus)

Armor all, shields

Saving Throws Str +5, Con +11; advantage on saves against being charmed

Skills Athletics +5, Deception +9, Intimidation +9, Perception +8, Sleight of Hand +11, Stealth +11

Tools dice set, thieves' tools +11

Weapons simple, martial

Senses darkvision, passive Perception 18

Languages Common, Elvish, Halfling

ACTIONS

Attack. You can attack three times when you take this action, using the following:

+1 Rapier. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

Hit: 1d8 + 8 piercing damage.

Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target.

Hit: 1d8 + 5 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 17 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Fey Ancestry. Half-elf trait.

Superior Critical. Champion feature.

Remarkable Athlete. Champion feature.

Indomitable. Fighter feature.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll. Once you use this feature three times, you must finish a long rest before you can use it again.

MARTIAL ARCHETYPE: CHAMPION

Superior Critical. Your weapon attacks score a critical hit on a roll of 18-20.

Remarkable Athlete. You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

EQUIPMENT

Backpack, *bag of holding*, bedroll, crowbar, dark common clothes with hood, dice set, hempen rope (50 feet), longbow and quiver with 20 arrows, mess kit, *potions of healing* (3), +1 rapier, rations (10 days), shield, +2 studded leather armor, thieves' tools, tinderbox, torches (10), waterskin, pouch with money (33 gp and 5 sp).

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

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.



PROFICIENCIES

Armor

You can effectively wear **light armor**. If you are wielding 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 shortwords**.

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.

+2

FEATURE

Thieves' Cant (PHB 96): An overlooked 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

ASSASSIN

IF YOU WANT TO GET THE JUMP ON YOUR
ENEMIES



CHOOSE

INQUISITIVE

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



CHOOSE

MASTERMIND

IF YOU WANT TO MASTER INTRIGUE AND WIELD
WORDS AS WEAPONS



CHOOSE

SCOUT

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



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



1ST LEVEL



Ability Scores **Dexterity** should be your highest score because you're a rogue first. But you're also a spellcaster and your spellcasting ability is **Intelligence**, which should be your second highest score.

Skills You have special training or a certain knack in four skills. Consider choosing **Investigation**, **Perception**, **Sleight of Hand**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a burglar's pack or (b) an explorer's pack
- leather armor, a rapier, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Spells (PHB 98) You can cast wizard spells. You learn three cantrips and three 1st-level spells, two of which must be enchantment or illusion spells. You can cast only two 1st-level wizard spells of your choice between rests and cantrips as often as you want.

One of your cantrips must be *mage hand*. Consider also *friends*, *message*, *minor illusion*, or *prestidigitation*. For your 1st-level spells, consider *charm person*, *disguise self*, *sleep*, *shield*, or *Tasha's hideous laughter*.

Mage Hand Legerdemain (PHB 98) This ability makes the cantrip *mage hand* much more useful. The spectral hand is now invisible and it can stow, pickpocket, disarm traps, and pick locks, all without being detected. What's more, these become part of the repertoire of your Cunning Action.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Intelligence**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elven Accuracy (if elf or half-elf), Fade Away (if gnome), Resilient (Constitution), Ritual Caster, or War Caster. You might also consider Magic Initiate with spell selections like *booming blade*, *hex*, and *magic stone* from the warlock spell list or *bless*, *guidance*, and *resistance* from the cleric spell list.

Spells You learn another 1st-level enchantment or illusion spell from the wizard spell list. You also gain an extra 1st-level spell slot.

1ST LEVEL



Ability Scores **Dexterity** should be your highest score, helping you strike more accurately. Make **Constitution** second in case your enemy survives to retaliate. Choose **Charisma** instead if you lie to get close to your mark.

Skills You have special training or a certain knack in four skills. Consider choosing **Deception**, **Perception**, **Sleight of Hand**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a burglar's pack or (b) dungeoneer's pack
- leather armor, a shortsword, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Bonus Proficiencies (PHB 97) You gain proficiency with the **disguise kit** and the **poisoner's kit**. This lets you add your proficiency bonus to any ability checks you make to create a visual disguise or to craft or use poisons.

Assassin (PHB 97) If you get the drop on your enemies, you can strike true and deliver crippling blows.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Crossbow Expert, Elven Accuracy (if elf or half-elf), Fade Away (if gnome), Resilient, Skulker, or Sharpshooter.

1ST LEVEL



Ability Scores As with any rogue, **Dexterity** should be your highest score. **Intelligence** or **Wisdom** should be second highest to help in your sleuthing.

Skills You have special training or a certain knack in four skills. Consider choosing **Insight**, **Investigation**, **Perception**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- leather armor, a rapier, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Ear for Deceit (XGtE 45) You can usually tell when someone is lying.

Eye for Detail (XGtE 45) Your keen sleuthing skills reveal hidden creatures, objects, or clues.

Insightful Fighting (XGtE 45) Use your Insight skill to Sneak Attack a target even when you don't have advantage.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Keen Mind, Observant, or Prodigy (if half-elf, half-orc, or human).

1ST LEVEL



Ability Scores **Dexterity** should be your highest score because it improves your aim. Because of your social role, **Charisma** should be second highest for deception and persuasion. **Intelligence** is also important because you're a bit of a brainiac.

Skills You have special training or a certain knack in four skills. Consider choosing **Arcana**, **Deception**, **Investigation**, and **Persuasion**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a rapier or (b) a shortsword
- leather armor, a shortbow and quiver of 20 arrows, a burglar's pack, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Master of Intrigue (SCAG 135) You learn two languages of your choice. You also gain proficiency in the **disguise kit**, the **forgery kit**, and one gaming set of your choice. This lets you add your proficiency bonus to any ability checks you make to create a visual disguise, to make a physical forgery of a document, or to play a game with that set.

Master of Tactics (XGE 45) Your instructions and insights on the battlefield can give advantage to an ally who hears you and heeds your advice.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Crossbow Expert, Keen Mind, Linguist, Prodigy (if half-elf, half-orc, or human), Skilled, or Sharpshooter.

1ST LEVEL



Ability Scores

Dexterity should be your highest score because it improves your aim and swing. Your next highest should be **Wisdom** to improve your awareness, or **Constitution** to keep you fighting.

Skills

You have special training or a certain knack in four skills. Consider choosing **Acrobatics**, **Athletics**, **Perception**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a dungeoneer's pack or (b) an explorer's pack
- leather armor, a shortsword, a shortbow and quiver of 20 arrows, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack

(PHB 96)



Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action

(PHB 96)

Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Skirmisher

(XGtE 47)

If an enemy gets too close, you can move away a little without provoking reprisals.

Survivalist You gain proficiency in the **Nature** and **Survival** (XGtE 47) skills. And your proficiency bonus is doubled when using either of these skills.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase

(PHB 96)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Dungeon Delver, Fade Away (if gnome), Elven Accuracy (if elf or half-elf), Fey Teleportation (if high elf), Mobile, Observant, or Sharpshooter.

1ST LEVEL



Ability Scores

Dexterity should be your highest score because it improves your skill with the blade. Make **Charisma** your next-highest score to improve your initiative rolls and make use of your panache.

Skills

You have special training or a certain knack in four skills. Consider choosing **Acrobatics**, **Deception**, **Perception**, and **Persuasion**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- An explorer's pack, leather armor, a rapier, a shortsword, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96)



Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96)

Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Fancy Footwork (SCAG 135)

Other characters must use an action to Disengage if they want to escape a melee, but not you. This ability allows you to use your bonus action to fight with two weapons, and then safely evade each foe you hit.

Rakish Audacity (SCAG 136) Add your Charisma modifier to your initiative rolls. In addition, your Sneak Attack applies whether an ally is next to your target or not.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Charisma**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Dual Wielder, Inspiring Leader, Lucky, Mage Slayer, or Martial Adept.

1ST LEVEL



Ability Scores **Dexterity** is paramount for thieves. Your next highest score should be **Wisdom** for heightened awareness or **Charisma** for deceiving.

Skills You have special training or a certain knack in four skills. Consider choosing **Acrobatics**, **Athletics**, **Sleight of Hand**, and **Stealth**. When you make a skill check using any of your four skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a rapier or (b) a shortsword
- (a) a shortbow and a quiver of 20 arrows or (b) a shortsword
- leather armor, a burglar's pack, two daggers, and thieves' tools.

Expertise This feature makes your already versatile rogue (PHB 96) legendarily gifted in a couple areas.

Sneak Attack (PHB 96) Your keen eye can spot chinks in armor and lowered defenses. Then your subtle, swift movements can slash or pierce vulnerable spots, dealing **1d6** extra damage. You can sneak attack whenever you have advantage on the attack roll or when an ally is standing next to and therefore distracting your target.



2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Cunning Action (PHB 96) Your Armor Class is not very high, so the trick is to deliver sneak attack damage and then get away. This ability allows you to retreat, run away, or hide after your regular action.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).



Your sneak attack damage increases to **2d6**.

Fast Hands (PHB 97) Like an upgrade to Cunning Action, now you can use a bonus action to disable traps, pick locks and pockets, and other nimble-fingered feats.

Second-Story Work (PHB 97) You can climb as fast as you can walk. And you can jump much farther than a typical person of your stature.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 96) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Fade Away (if gnome), Healer, Lucky, Observant, or Resilient.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient. Remember that this affects your Expertise ability.



Your sneak attack damage increases to **3d6**.

Uncanny Dodge
(PHB 96)

Once per turn, if you're aware of your attacker, you can halve the damage of any attack it deals!

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Expertise This is the upgrade to your Expertise feature. (PHB 96) Two more skill proficiencies of your choice (or thieves' tools) receive double your proficiency bonus.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).



Your sneak attack damage increases to **4d6**.

Evasion
(PHB 96)

Your reflexes are astonishing. When you make a Dexterity saving throw, you only take half damage if you fail and you take no damage if you succeed!

Spells

You gain two 2nd-level spell slots and one additional 1st-level spell slot. You also learn one new enchantment or illusion wizard spell. Consider learning one of the following 2nd-level spells: *invisibility*, *mirror image*, or *suggestion*.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You learn one new 1st- or 2nd-level wizard spell from any school of magic. Consider learning one of the following 2nd-level spells: *enlarge/reduce*, *levitate*, *misty step*, *rope trick*, or *spider climb*.

5TH LEVEL



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Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Charisma**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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(PHB 96)

Your reflexes are astonishing. When you make a Dexterity saving throw, you only take half damage if you fail and you take no damage if you succeed!

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Magical Ambush (PHB 98) If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You learn another enchantment or illusion wizard spell and another cantrip. You gain another 2nd-level spell slot.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent (PHB 96) You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

Spells You learn another enchantment or illusion spell from the wizard spell list.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Infiltration Expertise You can establish false identities that are totally believable.
(PHB 97)

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!
(PHB 96)

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Steady Eye
(XGtE 45)

Slow down and you get advantage on Perception and Investigation checks.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96)

You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Insightful Manipulator
(SCAG 135)

After a minute in a creature's company, you can tell whether you're dealing with someone superior or inferior. You might also glean something of its history and personality.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96)

You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Superior Mobility
(XGtE 47) Walk faster, climb higher, swim better!

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96) You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Panache
(SCAG 136)

If you win a contest of bravado, you can rattle your enemies. Doing so shakes their confidence and makes them fight poorly. Alternatively, your charisma can charm a bystander so long as you don't hurt it.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent
(PHB 96)

You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **5d6**.

Supreme Sneak (PHB 97) Being a thief, you're generally a stealthy individual. Slow your pace and you're supremely sneaky.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).



Your sneak attack damage increases to **6d6**.

Reliable Talent (PHB 96) You cannot roll lower than a 10 on an ability check in which you are proficient. No more uncharacteristic fumbles!

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Versatile Trickster
(PHB 98)

Turn your *mage hand* into a distraction or annoyance to your enemy, giving you advantage on attack rolls.

Spells

You gain two 3rd-level spell slots. You also learn another enchantment or illusion wizard spell. Consider learning one of the following 3rd-level spells: *fear*, *hypnotic pattern*, or *major image*.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 3rd-level spells: *fly* or *haste*.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain another 3rd-level spell slot. You also learn another enchantment or illusion wizard spell.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Imposter (PHB 98) If you spend three hours observing someone, you can talk, write, and behave just like him or her.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense (PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind (PHB 96) You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x7

Your sneak attack damage increases to **7d6**.

Unerring Eye

(XGtE 45)

Your uncanny senses detect illusions and shape-changers.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense (PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



x8

Your sneak attack damage increases to **8d6**.

Slippery Mind

(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Misdirection
(SCAG 135)

If you can keep a creature between you and an enemy, you can make the enemy hit that creature instead of you.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Ambush Master
(XGtE 47)

Get the jump on enemies in combat and mark the first creature you hit as easy prey.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Elegant Maneuver
(SCAG 136)

If you expend a bonus action, you get advantage on Acrobatics and Athletics checks that same turn.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind
(PHB 96)

You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **7d6**.

Use Magic Item You can use any magic item you encounter, no matter its restrictions.
(PHB 97)

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Blind-sense
(PHB 96)

Your hearing is so acute, you can “see” hidden and invisible creatures near you.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).



Your sneak attack damage increases to **8d6**.

Slippery Mind You gain proficiency in Wisdom saving throws. Add your proficiency bonus when you make a Wisdom saving throw.
(PHB 96)

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x9

Your sneak attack damage increases to **9d6**.

Spell Thief
(PHB 98)

You can magically steal the knowledge of a spell from another spellcaster and retain it for the next eight hours.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



x10

Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one 4th-level spell slot. You also learn another enchantment or illusion wizard spell. Consider learning one of the following 4th-level spells: *confusion*, *greater invisibility*, or *phantasmal killer*.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

Spells

You learn another wizard spell from any school of magic. Consider learning one of the following 4th-level spells: *dimension door* or *Evard's black tentacles*.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x9

Your sneak attack damage increases to **9d6**.

Death Strike
(PHB 97)

On a hit, a surprised enemy that fails its save takes double the damage.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



x10

Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

Eye for Weakness
(XGtE 45)

Your Insightful Fighting feature becomes a pressure-point-punching powerhouse of pain.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x9

Your sneak attack damage increases to **9d6**.

Soul of Deceit
(SCAG 135)

Your ability to lie becomes supernatural.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



x10

Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



x9

Your sneak attack damage increases to **9d6**.

Sudden Strike

As a bonus action, make one additional attack, even dealing sneak attack damage. Fast and furious. (XGtE 47)

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive (PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



x10

Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check. (PHB 67)

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

Master Duelist
(SCAG 136)

Once between rests, if you miss with an attack, you can roll it again with advantage.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Stroke of Luck
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.



Your sneak attack damage increases to **9d6**.

**Thief's
Reflexes**
(PHB 96)

You take two turns on the first round of combat.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Elusive
(PHB 96)

No attack roll has advantage against you while you aren't incapacitated.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).



Your sneak attack damage increases to **10d6**.

**Ability
Score
Increase**

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Stroke of
Luck**
(PHB 67)

Your capstone ability. Once between rests, you can turn a miss into a hit or automatically succeed an ability check.

ROGUE TRAINING GROUND

DOUBLE THE PAIN, DOUBLE THE FUN

Wielding two finesse weapons, such as two shortswords, doubles your chance to apply sneak attack damage. (Don't add your ability modifier to the damage of your second attack.)

But bear in mind that doing so will use up your bonus action so you cannot use your Cunning Action ability afterward.

TRICKY SPELLS

Unlike wizards, arcane tricksters do not carry spellbooks. They simply know their spells. Spells can also be unlearned and replaced.

Whenever you gain a level in rogue, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

GET IN, GET OUT

In combat, you are best served by darting in and out of combat or firing attacks from a distance. You have neither the Armor Class nor the hit points to stand toe-to-toe with enemies.

There are two common ways to deliver sneak attack damage without putting yourself too much in harm's way. Both methods employ your Cunning Action ability. One, dash away after melee attacking or, two, hide after using a ranged weapon when an ally is within 5 feet of your target.

I HAVE THE HIGH GROUND

In combat, you want to always be looking for ways to gain advantage on your attack roll. Having advantage on the attack roll is one of two ways to apply sneak attack damage on a successful hit.

Some of the most common ways to gain advantage are the following:

- attacking while hidden from the target
- attacking a prone target within 5 feet
- expending an inspiration point
- attacking while invisible
- attacking a target that has certain conditions (paralyzed, petrified, restrained, stunned, blinded, or unconscious)
- attacking in darkness if you have darkvision and your target does not.

IT'S A TRAP!

With proficiency in thieves' tools and Dexterity saves, you are probably the best person to detect and disable traps. To do so, roll a Wisdom (Perception) check. If detected, you will need an Intelligence (Investigation) check (or Arcana if the trap is magical) to deduce how to disable the trap.

Then make a Dexterity check with thieves' tools, adding your proficiency bonus, (which is doubled if you chose thieves' tools for your Expertise ability). If you succeed, it's safe to proceed.

ODDS ARE BETTER THAN EVEN

When a new level calls for an Ability Score Increase, look at your two most important ability scores. If both are an odd number, consider boosting both scores by 1. By so doing, you can increase both ability score modifiers!

ARE THERE ROCKS AHEAD?

One of the tasks rogues perform very well is that of reconnaissance. To do so, go ahead of the rest of the party, hiding and sneaking as much as possible. Your DM will probably ask you to roll one or more Dexterity (Stealth) checks. A high Perception will help you and, if not, your proficiency in Dexterity saving throws certainly will.

If you spot a trap, disable it. If you encounter an enemy, you can sneak back to the party.

Another option is to attempt to kill or wound the enemy. Assassins are especially good at dealing damage alone to a single threat, but all rogues, because of Sneak Attack do this well. Remember that hiding grants you advantage on your attack roll and qualifies for Sneak Attack damage.

Thereafter, use Cunning Action to keep one step ahead of the enemy, perhaps even taking shots at it, until you rejoin the group.

ARMOR UPGRADE

As soon as you acquire 45 gp, by legal means or otherwise, upgrade your armor to studded leather. It has a higher AC than the leather armor you probably started with and no disadvantages to Stealth checks.

The only reason why you might want to keep leather armor is if it's somehow magical in nature. If you started with a shortbow, you should probably switch it out for a light crossbow.

HAVE ON HAND

Do not forget to have on your person at all times caltrops, ball bearings, rope, a climber's kit, and any other kits you are proficient with.

Caltrops and ball bearings can slow pursuing creatures or serve as simple traps. A rope and climber's kit are a must for heists and Underdark adventures.

ELF ROGUE 1

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Medium humanoid (high elf), neutral

Armor Class 14 (leather)

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Dex +5, Int +4; advantage on saves against being charmed

Skills Acrobatics +5, Athletics +1, History +4, Perception +4, Persuasion +2, Sleight of Hand +5, Stealth +7

Tools dragonchess set, thieves' tools +7

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 14

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mage Hand. *Cantrip:* Range 30 ft., up to 1 minute. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Sneak Attack. Rogue feature

EQUIPMENT

Backpack, ball bearings (bag of 1,000), bell, candle, fine clothes, crowbar, daggers (2), hammer, hooded lantern, hempen rope (50 ft), leather armor, oil (2 flasks), pitons (10), rapier, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), thieves' tools, waterskin, belt pouch with 25 gp.

ELF ROGUE 5

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Medium humanoid (high elf), neutral

Armor Class 16 (studded leather)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light

Saving Throws Dex +7, Int +5; advantage on saves against being charmed

Skills Acrobatics +7, Athletics +2, History +5, Perception +5, Persuasion +3, Sleight of Hand +7, Stealth +10

Tools dragonchess set, thieves' tools +10

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d8 + 4 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 4 piercing damage.

Mage Hand. *Cantrip:* Range 30 ft., up to 1 minute. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Fey Ancestry. Elf trait

Trance. Elf trait

Sneak Attack. Rogue feature

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, daggers (2), dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potion of healing*, rapier, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), studded leather, thieves' tools, waterskin, belt pouch with 25 gp.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

ELF ROGUE 11

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Medium humanoid (high elf), neutral

Armor Class 17 (studded leather)
Hit Points 69 (Hit Dice 11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	14 (+2)	17 (+3)	10 (+0)

Proficiencies (+4 proficiency bonus)

Armor light

Saving Throws Dex +9, Int +6; advantage on saves against being charmed

Skills Acrobatics +9, Athletics +3, History +6, Perception +11, Persuasion +4, Sleight of Hand +13, Stealth +13

Tools dragonchess set, thieves' tools +13

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses darkvision, passive Perception 21

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

+1 Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 1d8 + 6 piercing damage.

Light Crossbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 5 piercing damage.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mage Hand. Cantrip: Range 30 ft., up to 1 minute. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Fey Ancestry. Elf trait

Trance. Elf trait

Reliable Talent. Rogue feature

Sneak Attack. Rogue feature

Supreme Sneak. Rogue feature

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EQUIPMENT

Antitoxin, backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, daggers (2), dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potions of healing* (3), *+1 rapier*, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), studded leather, thieves' tools, waterskin, belt pouch with 25 gp.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

ELF ROGUE 17

"I don't steal for the money. I steal for notoriety and cheap thrills. Life is too short to live under the thumb of one's family, even an elf's life."

You were born into a noble elven family. Your entire life, every last century, was planned out for you before you were born. But no one anticipated how privilege would rankle you. You felt smothered and let everyone know it. Not able to wholly escape elven nobility, you rebelled, becoming a thief at night, pulling off ever more dangerous heists. You became acquainted with the seedy underbelly of your hometown. Since you do nothing all day, your family thinks you are merely lazy; they have no idea you are on your way to becoming a legendary thief.

BACKGROUND (NOBLE)

You were raised in privilege and can't fathom what it would be like to steal to survive. You steal for thrills.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Personality Trait. No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses, and you take great pains to always look your best and follow the latest fashions.

Ideal. You must prove that you can handle yourself without the coddling of your family.

Bond. You are in love with the heir of a family that your family despises.

Flaw. By your words and actions, you often bring shame to your family.

HIGH ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Medium humanoid (high elf), neutral

Armor Class 18 (+1 studded leather)

Hit Points 105 (Hit Dice 17d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	13 (+1)	14 (+2)	20 (+5)	10 (+0)

Proficiencies (+6 proficiency bonus)

Armor light

Saving Throws Dex +11, Int +8, Wis +11; advantage on saves against being charmed

Skills Acrobatics +11, Athletics +5, History +8, Perception +17, Persuasion +6, Sleight of Hand +17, Stealth +17

Tools dragonchess set, thieves' tools +17

Weapons hand crossbow, longbow, longsword, rapier, shortsword, simple weapons

Senses blindsense 10 ft., darkvision, passive Perception 27

Languages Common, Dwarvish, Elvish, Halfling, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

+2 Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.

Hit: 1d8 + 7 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target.

Hit: 1d8 + 5 piercing damage.

Dagger of Warning. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 5 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Evasion. Rogue feature

Fey Ancestry. Elf trait

Trance. Elf trait

Reliable Talent. Rogue feature

Sneak Attack. Rogue feature

Supreme Sneak. Rogue feature

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Cantrip. You know the *mage hand* cantrip.

ROGUE FEATURES

Blindsense. If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief's Reflexes. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device. You ignore all class, race, and level requirements on the use of magic items.

EQUIPMENT

Antitoxin, backpack, ball bearings (bag of 1,000), bell, caltrops, candle, fine clothes, crowbar, *dagger of warning*, dagger, dark common clothes with a hood, hammer, hooded lantern, light crossbow and case with 20 bolts, oil (2 flasks), pitons (10), *potions of healing* (3), +2 rapier, *rope of climbing*, scroll of pedigree, shortbow and quiver with 20 arrows, signet ring, string (10 feet), +1 *studded leather*, thieves' tools, waterskin, belt pouch with 25 gp.

DAGGER OF WARNING

Weapon (dagger), uncommon (requires attunement)

This magic dagger warns you of danger. While the dagger is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The dagger magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

ROPE OF CLIMBING

Wondrous Item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

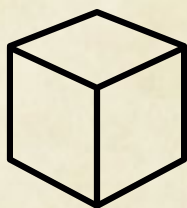
WIZARD

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.



PROFICIENCIES

+2

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.

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
CHARM AND BEGUILF



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



1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution**, for more hit points and to better maintain concentration, followed by **Dexterity** to boost your Armor Class.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Medicine**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. The only abjuration cantrip is highly circumstantial. Instead consider cantrips from other schools, such as *chill touch*, *dancing lights*, *fire bolt*, *minor illusion*, or *prestidigitation*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding abjuration spells to it, such as *absorb elements*, *alarm*, *mage armor*, *shield*, and *snare*. Round out your selection with *find familiar* or *magic missile*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Abjuration Savant The gold and time you must spend to copy an abjuration spell into your spellbook is halved. (PHB 115)

Arcane Ward When you cast an abjuration spell, a magical ward appears to sop up damage. (PHB 115)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. There are no good 2nd-level abjuration spells. Instead consider *flaming sphere*, *mirror image*, *misty step*, or *pyrotechnics*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Healer, Svirfneblin Magic (if deep gnome), Resilient, or War Caster. (PHB 67)

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Unlike most wizards, your **Dexterity** is just as or slightly more important than your **Intelligence**. They should be your highest ability scores. Your third-highest score should be **Constitution** to compensate for your relatively few hit points.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Insight**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, an explorer's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. The cantrips in *Sword Coast Adventurer's Guide* were made for you. Consider *booming blade*, *green-flame blade*, *lightning lure*, *minor illusion*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding to your spellbook spells such as *absorb elements*, *detect magic*, *find familiar*, *grease*, *shield*, and *Tasha's hideous laughter*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

War and Song (SCAG 142) You gain proficiency with **light armor** and one type of **one-handed melee weapon**, and in the **Performance** skill. As soon as possible, acquire a rapier and studded leather armor.

Bladesong (SCAG 142) You can sing the Bladesong for one minute, which grants you supernatural speed, agility, and focus.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level spells such as *misty step*, *phantasmal force*, *shadow blade*, or *suggestion*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Unlike most other wizards, **Dexterity** is just as, if not more, important than **Intelligence**. Your Ability Score Increases should almost certainly be added to one of those two, or both if it increases both modifiers. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elven Accuracy (if elf or half-elf), Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution** to better maintain concentration on your summoning spells, followed by **Dexterity** to avoid damage.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Medicine**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider conjuration cantrips, such as *create bonfire* or *mage hand*. You might also consider cantrips from other schools of magic, such as *chill touch*, *fire bolt*, or *minor illusion*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding conjuration spells to your spellbook, such as *find familiar*, *fog cloud*, *grease*, *ice knife*, *Tenser's floating disk*, and *unseen servant*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Conjuration Savant (PHB 116) The gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration (PHB 116) You can conjure a small light glowing inanimate object that disappears after one hour.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level conjuration spells such as *cloud of daggers*, *flaming sphere*, *misty step*, or *web*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Dwarven Fortitude (if dwarf), Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to dodge oncoming blows, followed by **Constitution** to boost your hit points and maintain concentration.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. The one divination cantrip is terrible. Instead consider cantrips from other schools, such as *dancing lights*, *fire bolt*, *minor illusion*, *prestidigitation*, or *toll the dead*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding divination spells to it, such as *comprehend languages*, *detect magic*, and *identify*. Also consider *find familiar*, *mage armor*, and *thunderwave*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Divination Savant The gold and time you must spend to copy a divination spell into your spellbook is halved. (PHB 116)

Portent Because you can see glimpses of the future, you (PHB 116) can change a couple of outcomes per day.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider the 2nd-level divination spells *mind spike* and *see invisibility*. Also consider *misty step* or *suggestion*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Lucky, Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, followed by **Constitution**. You're good at playing mind games so also give some consideration to **Charisma**.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, an explorer's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider the enchantment cantrip *friends*. You might also consider cantrips from other schools, such as *dancing lights*, *fire bolt*, *message*, or *minor illusion*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding enchantment spells to it, such as *charm person*, *sleep*, and *Tasha's hideous laughter*. Round out your selection with *find familiar*, *mage armor*, and *thunderwave*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Enchantment Savant (PHB 117) The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze (PHB 117) You can charm a person you're standing next to and maintain the enchantment from round to round indefinitely.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider the 2nd-level enchantment spells *hold person* and *suggestion*. Also consider *misty step* or *phantasmal force*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Inspiring Leader, Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider evocation cantrips, such as *dancing lights*, *fire bolt*, *frostbite*, *shocking grasp*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding evocation spells to it, such as *burning hands*, *chromatic orb*, *earth tremor*, *magic missile*, and *thunderwave*. Round out your selection with *find familiar*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Evocation Savant The gold and time you must spend to copy an evocation spell into your spellbook is halved. (PHB 117)

Sculpt Spells You can spare at least two allies from the effect of your area spells. (PHB 117)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level evocation spells such as *darkness*, *scorching ray*, *shatter*, or *Snilloc's snowball swarm*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elemental Adept, Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Pick up *minor illusion*, the trademark illusion cantrip. Also consider cantrips from other schools such as *chill touch*, *create bonfire*, *fire bolt*, or *toll the dead*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding illusion spells to it, such as *color spray*, *disguise self*, *illusory script*, and *silent image*. Round out your selection with *sleep* and *Tasha's hideous laughter*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Illusion Savant The gold and time you must spend to copy an illusion spell into your spellbook is halved. (PHB 118)

Improved Minor Illusion Most wizards must choose between sound or image when casting *minor illusion*. You get both. (PHB 118)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level illusion spells such as *invisibility*, *mirror image*, *Nystul's magic aura*, or *phantasmal force*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Actor, Alert, Fade Away (if gnome), Keen Mind, Resilient, or War Caster. (PHB 67)

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider the two necromancy cantrips *chill touch* and *toll the dead*. Also consider other cantrips, such as *fire bolt*, *minor illusion*, or *prestidigitation*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding necromancy spells to it, such as *cause fear* and *false life*. Round out your selection with *find* with *familiar*, *shield*, *sleep* and *Tasha's hideous laughter*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Necromancy Savant (PHB 118) The gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest (PHB 118) You steal life when you kill a creature with one of your spells.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level necromancy spells such as *blindness/deafness* and *gentle repose*. Also consider *invisibility* or *suggestion*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution** to better maintain concentration, followed by **Dexterity** to avoid damage.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider transmutation cantrips such as *control flames*, *mending*, *message*, and *prestidigitation*. Also a cantrip from another school, such as *find familiar*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding transmutation spells to it, such as *expeditious retreat*, *feather fall*, and *longstrider*. Round out your selection with *find familiar*, *shield*, and *sleep*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Transmutation Savant (PHB 119) The gold and time you must spend to copy a transmutation spell into your spellbook is halved.

Minor Alchemy (PHB 119) You can change one object's substance to another. The alteration lasts one hour or until you lose concentration.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level transmutation spells such as *dragon's breath*, *Maximilian's earthen grasp*, *pyrotechnics*, or *rope trick*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution** to better maintain concentration and bolster hit points, followed by **Dexterity** to avoid damage.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Medicine**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a quarterstaff or (b) a dagger
- an arcane focus, an explorer's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider cantrips such as *fire bolt*, *frostbite*, *ray of frost*, *shocking grasp*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider including spells such as *absorb elements*, *earth tremor*, *mage armor*, *magic missile*, *shield*, and *snare*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Arcane Deflection Shield yourself from attack if you don't mind waiting to cast spells other than cantrips until your next turn. (XGtE 59)

Tactical Wit Your keen mind scans the battleground quickly, getting you into the fight faster. (XGtE 59)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level spells such as *scorching ray*, *shatter*, *Snillloc's snowball swarm*, or *warding wind*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Defensive Duelist, Fade Away (if gnome), Healer, Lucky, Resilient, or War Caster. (PHB 67)

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level abjuration spells such as *counterspell*, *dispel magic*, *magic circle*, or *protection from energy*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Projected Ward (PHB 115) You can momentarily expand your arcane ward to protect nearby allies.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level abjuration spells such as *banishment*, *Mordenkainen's private sanctum*, and *stoneskin*. Round out your selection with *greater invisibility*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level spells such as *fireball*, *haste*, *Melf's minute meteors*, or *vampiric touch*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Extra Attack
(SCAG 142)

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level spells such as *Evard's black tentacles*, *greater invisibility*, *storm sphere*, and *wall of fire*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase
(PHB 67)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Unlike most other wizards, **Dexterity** is just as, if not more, important than **Intelligence**. Your Ability Score Increases should almost certainly be added to one of those two, or both if it increases both modifiers. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level conjuration spells such as *stinking cloud*, *summon lesser demons*, and *thunder step*. Round out your selection with *fireball*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Benign Trans- position (PHB 116)

You can teleport up to thirty feet away or swap places with a willing creature within that range.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level spells such as *conjure minor elementals*, *Evard's black tentacles*, *summon greater demon*, and *watery sphere*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level divination spells such as *clairvoyance* and *tongues*. Round out your selection with *counterspell* or *hypnotic pattern*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Expert Divination

(PHB 116)

Cast a divination spell, regain a spent lower spell slot.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level divination spells such as *arcane eye* and *locate creature*. Round out your selection with *charm monster* and *greater invisibility*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider the 3rd-level enchantment spell *enemies abound*. Round out your selection with *counterspell*, *fireball*, and *hypnotic pattern*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Instinctive Charm You can divert an enemy's attack, making it hit the creature closest to you. (PHB 117)

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider the 4th-level enchantment spell *charm monster*. Round out your selection with *arcane eye*, *greater invisibility*, and *summon greater demon*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level evocation spells such as *fireball*, *Leomund's tiny hut*, *lightning bolt*, and *Melf's minute meteors*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Potent Cantrip (PHB 117)

Even when a creature evades your cantrip attack, it takes some damage.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level evocation spells such as *sickening radiance*, *storm sphere*, *vitriolic sphere*, and *wall of fire*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level illusion spells such as *fear*, *hypnotic pattern*, and *major image*. Round out your selection with *charm monster*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Malleable Illusions Your illusions can continue to change over time. (PHB 118)

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level illusion spells such as *greater invisibility* and *hallucinatory terrain*. Round out your selection with *arcane eye* and *polymorph*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level necromancy spells such as *animate dead*, *feign death*, *life transference*, and *vampiric touch*. (If you don't choose *animate dead*, it will automatically be added to your spellbook next level.) Also consider *erupting earth*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Undead Thralls

Add the spell *animate dead* to your spellbook if it's not there already. Also, your skeletons and (PHB 119) zombies are harder and deadlier than normal.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider the 4th-level necromancy spell *blight*. Round out your selection with *greater invisibility*, *summon greater demon*, and *polymorph*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level transmutation spells *blink*, *erupting earth*, *fly*, and *haste*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Transmuter's Stone

(PHB 119)

You can create the fabled *transmuter's stone*, a magical item that stores transmutation magicks.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level transmutation spells such as *control water*, *elemental bane*, *fabricate*, and *polymorph*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level spells such as *counterspell*, *dispel magic*, *fireball*, and *Leomund's tiny hut*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Power Surge

(XGtE 67)

When you shut down an enemy's spell with *counterspell* or *dispel magic*, you store magical energy and release it in a destructive surge later.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level spells such as *banishment*, *Mordenkainen's private sanctum*, *sickening radiance*, and *vitriolic sphere*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider the 5th-level abjuration spell *planar binding*. Round out your selection with *animate objects*, *geas*, and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Improved Abjuration Your abjuration spells become harder to resist. (PHB 116)

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level abjuration spells such as *globe of invulnerability* and *guards and wards*. Round out your selection with *contingency* or *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level spells such as *animate objects*, *steel wind strike*, *transmute rock*, and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Song of Defense (SCAG 142)

Your bladesong can sop up some of the damage you would have taken, but at the cost of a spell slot.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level spells such as *contingency*, *globe of invulnerability*, *investiture of ice*, and *investiture of stone*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase (PHB 67)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Unlike most other wizards, **Dexterity** is just as, if not more, important than **Intelligence**. Your Ability Score Increases should almost certainly be added to one of those two, or both if it increases both modifiers. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level conjuration spells such as *conjure elemental*, *infernal calling*, *steel wind strike*, and *teleportation circle*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Focused Conjuration

(PHB 116)

While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level conjuration spells such as *arcane gate*, *Drawmij's instant summons*, and *scatter*. Round out your selection with *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level divination spells such as *contact other plane*, *legend lore*, *Rary's telepathic bond*, *screaming*, and *teleportation circle*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

The Third Eye See in the dark, gaze upon the Ethereal Plane, read any language, or see invisible creatures. (PHB 116)

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider the 6th-level divination spell *true seeing*. Round out your spell selection with *contingency*, *mass suggestion*, and *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level enchantment spells such as *dominate person*, *geas*, *hold monster*, and *synaptic static*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Split Enchantment

(PHB 117)

Hit two creatures with a single-target enchantment spell.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level enchantment spells such as *mass suggestion* and *Otto's irresistible dance*. Round out your spell selection with *magic jar*, and *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level evocation spells such as *Bigby's hand*, *cone of cold*, *dawn*, and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Empowered

Evocation
(PHB 117)

Increase the damage of your evocation spells.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level evocation spells such as *chain lightning*, *contingency*, *Otiluke's freezing sphere*, and *sunbeam*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level illusion spells such as *dream* and *seeming*. Round out your selection with *animate objects* and *geas*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Illusory Self (PHB 118)

When an attack would hit you, make an illusory duplicate of yourself that takes the hit.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider the 6th-level illusion spell *mental prison*. Round out your selection with *contingency*, *mass suggestion*, and *Otto's irresistible dance*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level necromancy spells such as *danse macabre* and *enervation*. Round out your selection with *animate objects* and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Inured to Undeath You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects. (PHB 119)

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level necromancy spells such as *create undead*, *magic jar*, and *soul cage*. Round out your selection with *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level transmutation spells such as *animate objects*, *control winds*, *telekinesis*, and *transmute rock*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Shape-changer

(PHB 119)

You can cast *polymorph* without expending a spell slot.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level transmutation spells such as *disintegrate*, *flesh to stone*, *move earth*, and *Tenser's transformation*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level spells such as *Bigby's hand*, *planar binding*, *wall of force*, and *wall of stone*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Durable Magic (XGtE 67)

Focusing on a spell increases your defenses.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level spells such as *chain lightning*, *contingency*, *globe of invulnerability*, and *Otiluke's freezing sphere*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider the 7th-level abjuration spell *symbol*. Round out your selection with *etherealness*, *force cage*, or *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Spell

Resistance You have advantage on saving throws against spells and resistance against the damage of (PHB 116) spells.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level abjuration spells such as *antimagic field* and *mind blank*. Round out your selection with *clone* or *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level spells such as *etherealness*, *Mordenkainen's magnificent mansion*, *plane shift*, and *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Song of Victory

(SCAG 142)

Your keen mind makes your blade even keener.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level spells such as *antipathy/sympathy*, *clone*, *illusory dragon*, or *sunburst*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level conjuration spells such as *Mordenkainen's magnificent mansion*, *plane shift*, and *teleport*. Round out your selection with *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Durable Summons Your summoned creatures are unusually hardy. (PHB 116)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level conjuration spells such as *demiplane*, *maze*, and *mighty fortress*. Round out your selection with *clone*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. There are no 7th-level divination spells. Consider instead *etherealness*, *Mordenkainen's magnificent mansion*, *simulacrum*, and *teleport*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Greater Portent The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Your Portent ability grows stronger. (PHB 117)

Spells Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. There are no 8th-level conjuration spells. Consider instead *antipathy/sympathy*, *clone*, *illusory dragon*, and *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. There are no good 7th-level enchantment spells. Consider instead *etherealness*, *Mordenkainen's magnificent mansion*, *reverse gravity*, and *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Alter

Memories You can alter a creature's memory so that it forgets what happened when it was charmed by (PHB 117) you.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level enchantment spells such as *antipathy/sympathy*, *dominate monster*, and *feeblemind*. Round out your selection with *illusory dragon*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability

Score

Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.

You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level evocation spells such as *crown of stars*, *delayed blast fireball*, *forcecage*, and *whirlwind*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Over-channel

You can deal maximum damage with lesser evocation spells, but possibly at a cost to your own health. (PHB 118)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level evocation spells such as *maddening darkness* and *sunburst*. Round out your selection with *antipathy/sympathy* and *illusory dragon*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level illusion spells such as *mirage arcane* and *simulacrum*. Round out your selection with *plane shift* or *reverse gravity*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Illusory Reality (PHB 118)

You can make one inanimate, nonmagical part of your illusion real for 1 minute.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider the 8th-level illusion spell *illusory dragon*. Round out your selection with *antipathy/sympathy*, *clone*, or *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider the 7th-level necromancy spell *finger of death*. Round out your selection with *etherealness*, *plane shift*, or *reverse gravity*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Command Undead You can sway the allegiance of undead creatures, even those controlled by another (PHB 119) wizard.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level necromancy spells such as *Abi-Dalzim's horrid wilting* and *clone*. Round out your selection with *antipathy/sympathy* or *clone*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level transmutation spells such as *etherealness*, *reverse gravity* and *sequester*. Round out your selection with *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Master Transmuter You can cannibalize the power contained in your transmuter's stone to restore youth, transform, (*PHB* 119) cure, or revive.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider the 8th-level transmutation spell *control weather*. Round out your selection with *clone*, *illusory dragon*, or *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level spells such as *crown of stars*, *forcecage*, *symbol*, and *whirlwind*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Deflecting Shroud When you almost get hit by an attack, take that energy and throw it back into your enemies' faces. (XGtE 67)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level spells such as *antimagic field*, *maddening darkness*, *mind blank*, or *sunburst*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level abjuration spells such as *imprisonment*, *invulnerability*, or *prismatic wall*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level spells such as *foresight*, *invulnerability*, or *prismatic wall*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level conjuration spells such as *gate* and *wish*. Round out your selection with *astral projection* or *meteor swarm*. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level divination spell *foresight*. Round out your selection with *astral projection* or *psychic scream*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level enchantment spell *psychic scream*. Round out your selection with *foresight* or *true polymorph*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

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Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level evocation spell *meteor swarm*. Round out your selection with *prismatic wall* or *shapechange*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



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Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. There is no good 9th-level illusion spell. Consider instead *foresight*, *prismatic wall*, or *true polymorph*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

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Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

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Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level necromancy spell *astral projection*. Round out your selection with *invulnerability*, *psychic scream*, or *true polymorph*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

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You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

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17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level transmutation spells such as *shapechange* and *true polymorph*. Round out your selection with *prismatic wall* or *wish*. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

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You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

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Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level spells such as *invulnerability*, *meteor swarm*, or *prismatic wall*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

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Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

WIZARD TRAINING GROUND

SPELLBOOKS

Every wizard has a spellbook in their possession. From it, you prepare your spells each day. You can prepare a number of spells equal to your wizard level + your Intelligence modifier.

At 1st level, your spellbook has six 1st-level spells. You learn two more spells each time you gain a level. Also, be on the lookout for scrolls and enemy wizards' spellbooks while you adventure. Given a little time and money, you can copy found spells into your own spellbook.

Should you ever lose or have your book stolen, you can replace it by crafting a new spellbook the same way you copy spells but at a reduced price and with a shorter time investment.

PLAYING GOD

Dealing damage is just one of many talents wizards have. In fact, wizards could leave damage-dealing to the rest of the party.

The party might be better served by a wizard who controls the battlefield with spells such as *wall of force*, weakens powerful enemies with spells like *counterspell*, or aids allies with spells such as *haste* or *fly*. Doing so gives the wizard's party enormous advantage over enemies in combat, even if the wizard personally never deals a single point of damage.

CONCENTRATE ON YOUR SPELLS

When selecting and preparing spells, pay special attention to their concentration and ritual tags and what happens on a miss or when the target succeeds on its saving throw.

First, ritual spells are great to have in your spellbook. There's no need to prepare them, if you're willing to put in extra time casting them.

Second, bear in mind that you can only maintain one concentration spell at a time.

And, third, try to choose spells that have some effect even if the target succeeds on its saving throw.

MY MIND IS MY WEAPON

Wizards should not fight with mundane weapons much. Even most bladesingers should use ranged spells before closing ranks.

That's not to say a wizard should ever be totally unarmed. But when purchasing a weapon, look for a ranged weapon or thrown weapon with the finesse property, as undoubtedly your Dexterity will be higher than your Strength.

Invest early in a light crossbow (or longbow, if proficient), since it's the deadliest weapon you can expertly wield.

I CAST ANALOGY

One of the hardest things for novice players to understand is the difference between the spells in their spellbook, prepared spells, and spell slots.

Try to think of it this way: wizards are to spells as chefs are to recipes. Just as chefs have recipe books, so too do wizards have spellbooks. And just as a chef cannot simply conjure whatever is in the recipe book, a wizard cannot simply cast any spell out of his or her spellbook. In both instances one must first prepare.

How much a chef can prepare depends on his or her budget. Wizards too have a fixed number (wizard level + Intelligence modifier) that determines how many spells they may prepare.

The final determination for chefs is plates. A chef can only serve as much food for which he or she has plates. Similarly, a wizard has a fixed number of spell slots. Big meals go on big dishes. Powerful spells require high-level spell slots.

Of course, one could always put small meals on big plates. Accordingly, wizards can always use high-level spell slots for even their weakest spells.

PLAYING A GENERALIST

This class guide assumes that players will want the spells that correspond to their chosen arcane school. However, it is a completely viable build to choose from other schools of magic with nearly every spell selection. In that case, notice that there are many spells which should be considered no matter one's preferred school of magic.

GNOME WIZARD 1

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 8 (Hit Dice 1d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +5, Wis +2; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +5, Deception +3, Investigation +5, Stealth +4

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target.

Hit: 1d10 fire damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

OPTIONS

Spellcasting. Wizard feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 4 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 1.

SPELLS KNOWN

Cantrips (at will): *fire bolt, light, prestidigitation*

1st-level spells: *burning hands, chromatic orb, earth tremor, find familiar, magic missile, thunderwave*

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, dagger, ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), small knife, spellbook, wand (arcane focus), money pouch (15 gp).

GNOME WIZARD 5

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 32 (Hit Dice 5d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	18 (+4)	10 (+0)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Int +7, Wis +3; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +7, Deception +4, Investigation +7, Stealth +5

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target.

Hit: 2d10 fire damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

OPTIONS

Sculpt Spells. Arcane Tradition feature.

Spellcasting. Wizard feature.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 9 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 3.

ARCANE TRADITION: SCHOOL OF EVOCATION

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

SPELLS KNOWN

Cantrips (at will): fire bolt, frostbite, light, prestidigitation

1st-level spells: burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave

2nd-level spells: darkness, scorching ray, shatter, Snilloch's snowball swarm

3rd-level spells: fireball, Leomund's tiny hut

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, dagger, *elemental gem* (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), *potions of healing* (2), small knife, spellbook, wand (arcane focus), money pouch (15 gp), diamond worth 50 gp.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

GNOME WIZARD 11

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

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One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

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Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 68 (Hit Dice 11d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	20 (+5)	10 (+0)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Int +9, Wis +4; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +9, Deception +5, Investigation +9, Stealth +6

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target.

Hit: 3d10 fire damage.

+1 Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

OPTIONS

Sculpt Spells. Arcane Tradition feature.

Spellcasting. Wizard feature.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 16 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1)

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 5.

ARCANE TRADITION: SCHOOL OF EVOCATION

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

Potent Cantrip. Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation. You can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

SPELLS KNOWN

Cantrips (at will): dancing lights, fire bolt, frostbite, light, prestidigitation

1st-level spells: burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave

2nd-level spells: darkness, scorching ray, shatter, Snilloc's snowball swarm

3rd-level spells: fireball, Leomund's tiny hut, lightning bolt, Melf's minute meteors

4th-level spells: sickening radiance, storm sphere, vitriolic sphere, wall of fire

5th-level spells: Bigby's hand, cone of cold, dawn, wall of force

6th-level spells: chain lightning, contingency

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, +1 dagger, elemental gem (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), potions of healing (2), small knife, spellbook, wand (arcane focus), money pouch (15 gp), diamond worth 50 gp, carved ivory and gem crusted statuette of yourself worth 1500 gp.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

GNOME WIZARD 17

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 14

Hit Points 104 (Hit Dice 17d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	20 (+5)	10 (+0)	12 (+1)

Proficiencies (+6 proficiency bonus)

Saving Throws Int +11, Wis +6; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +11, Deception +7, Investigation +11, Stealth +10

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target.

Hit: 4d10 fire damage.

+1 Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 5 piercing damage.

OPTIONS

Sculpt Spells. Arcane Tradition feature.

Spellcasting. Wizard feature.

Spell Save DC: 19

Spell Attack Modifier: +13

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1), 7th-level (1), 8th-level (1), 9th-level (1)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 22 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 19

Spell Attack Modifier: +13

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1), 7th-level (1), 8th-level (1), 9th-level (1)

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 8.

ARCANE TRADITION: SCHOOL OF EVOCATION

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

Potent Cantrip. Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation. You can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

Overchannel. You can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

SPELLS KNOWN

Cantrips (at will): dancing lights, fire bolt, frostbite, light, prestidigitation

1st-level spells: burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave

2nd-level spells: darkness, scorching ray, shatter, Snilloc's snowball swarm

3rd-level spells: fireball, Leomund's tiny hut, lightning bolt, Melf's minute meteors

4th-level spells: sickening radiance, storm sphere, vitriolic sphere, wall of fire

5th-level spells: Bigby's hand, cone of cold, dawn, wall of force

6th-level spells: chain lightning, contingency, Otiluke's freezing sphere, sunbeam

7th-level spells: crown of stars, delayed blast fireball, forcecage, whirlwind

8th-level spells: antipathy/sympathy, illusory dragon, maddening darkness, sunburst

9th-level spells: meteor swarm, wish

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, +1 dagger, elemental gem (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), potions of healing (2), small knife, spellbook, wand of the war mage +2 (arcane focus), money pouch (15 gp), diamond worth 50 gp, a carved ivory and gem crusted statuette of yourself worth 1500 gp, ruby dust worth 1500 gp.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

WAND OF THE WAR MAGE

Wand, rare (+2) (requires attunement by a spellcaster)

While holding this wand, you gain a +2 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.