

DUNGEONS & DRAGONS

5.0 - EZ

version 6

**A supplement to fifth edition for those who prefer simpler rules or want an easy way to introduce the game to new players. These rules can be used with published 5th edition adventures.**

**REQUIRES THE USE OF THE FIFTH EDITION PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE AND MONSTER MANUAL**



# Dungeon & Dragons 5.0-EZ

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## Disclaimer

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The following is a document of House Rules. In this document are alternatives to the normal fifth edition Dungeons & Dragons rules.

For the core portion of these rules you will need a copy of Dungeons and Dragons Rules available for free here:

<http://dnd.wizards.com/articles/features/basicrules?x=dnd/basicrules>

For rules in the **Advanced** sections you will need a copy of the fifth edition Player's Handbook.

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## Copyrights

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This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

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## Introduction:

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This document is intended as a supplement to the Player's Handbook rather than a replacement for it. I have attempted to strip the rules down to their basic components, with an eye to making it as easy as possible for a new player to create a character and advance that character to higher levels. To accomplish this, I have eliminated many of the decisions that a player would normally make when creating or advancing a character. I have given each character what, in my opinion, are the most typical options for each race and class.

You can use these rules for all of your games, or you can use them as an introduction to the game for new players who can later move on to the full version of the game should they decide to.

The free Dungeons and Dragons Rules contains a subset of the rules that are included in the Player's Handbook, Monster Manual, and Dungeon Master's Guide. The core rules in this document have modifications to the rules that are available in the Dungeons and Dragons Rules. The sections of this document that are indicated as **Advanced** have modifications to rules found in Player's Handbook. Whenever reference is made to the Player's Handbook the same information may be available in the Dungeons and Dragons Rules although the page numbers may be different.

Many of the rules from the Player's Handbook have been repeated here for convenience. Wherever something is mentioned for which I haven't provided adequate information refer to the Player's Handbook.

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## Overview

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To simplify the rules and to speed up play we will use the Player's Handbook with some modifications. The major changes are:

### Races

The race features have been modified.

### Classes

All class features have been modified somewhat along with the features they get as they advance in levels.

### Ability Scores replaced by Ability Modifiers

The ability modifiers are used directly.

### No Proficiency Bonus

It is replaced by 5 level tiers. For checks that you are skilled in, add 1 + your tier to the ability check.

### No Alignments

### No Feats or Multiclassing

### Saving Throws

Your tier + 1 is added to all saving throws.

### Passive Perception

Passive perception is no longer on the character sheet. That is one less thing to explain to new players. The DM can easily write it on a sheet he keeps. After all, it is the DM that uses it.

### Common Speed and Hit Dice

All characters have a move rate of 30 feet.  
The hit dice for all characters is d8.

### Equipment

Each class has a beginning equipment list. Or they can purchase their equipment from the provided lists.

### Background

Players add two proficiencies to their character to represent their character's background – that's it.

### Experience Points

Got rid of experience points. You gain a level at points determined by the DM (typically after finishing an adventure.)

### Healing

You recover half your lost hit points after a short rest. You recover all of your hit points and all of your spell slots after a long rest.

### Spells

There is a spell list for each damage type and each domain and school. You can cast any spell of a level you can cast that is on one of your spell lists. Spell slots are simplified. Material components are simplified.

## SECTION 1 – Character Creation

There are 9 steps to character creation.

### Step 1: Ability modifiers.

A strong, muscled warrior. A dexterous rogue. An alert tracker. This game represents the various aspects of a character with ability modifiers.

Take these six numbers 2, 2, 1, 1, 0, -1 and assign them to the following abilities, in whatever order you wish (write these in pencil, some of them will change based on your character's race). An ability modifier of 0 indicates that your character is neither good nor bad with that ability. A positive number indicates better than normal and a negative score is below normal.

**Strength (STR)** - Your ability to apply brute force and muscles to problems

**Dexterity (DEX)** - Your reflexes, light-footedness, and general physical reaction time

**Constitution (CON)** - Your hardiness and ability to withstand physical punishment

**Intelligence (INT)** - Your raw brainpower and analytical thinking

**Wisdom (WIS)** - Your natural ability to grasp knowledge; quick-wittedness and street smarts

**Charisma (CHA)** - Your ability to negotiate with and influence other people

Alternately, you can generate ability scores using any method presented in the [Player's Handbook](#) and then use the rules there to calculate the ability modifiers.

Note that we are using the ability **modifiers** and not the ability **scores**.

Here is the list of skills your character will choose from later. Each skill is associated with an ability.

**Skills:** (STR) Athletics; (DEX) Acrobatics, Sleight of Hand, Stealth; (INT) Arcana, History, Investigation, Nature, Religion; (WIS) Animal Handling, Insight, Medicine, Perception, Survival; (CHA) Intimidation, Performance, Persuasion

### Dice

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

### Rounding Fractions

In general, if you end up with a fraction, round down, even if the fraction is one-half or larger.

### Step 2: Choose a race

Your Player Character (also called a PC) can be human or some other race. Read the descriptions and select a race for your PC. The common races are : Human, Dwarf, Elf, and Halfling. You might want to choose a common race if you are new to the game because they are the easiest to play, but there are also some uncommon races that you could choose from that are a little more complicated. These are: Dragonborn, Gnome, Half-Elf, Half-Orc, and Tiefling. The uncommon races below are listed as an **Advanced Race**.

**Speed:** Play is typically on a 1 inch square grid. Each square represents 5 feet. Each character, regardless of race, occupies one square and can move 30 feet (6 squares) each round.

**Darkvision:** If your race has 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.





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## Dwarf

Dwarves are short and stout, grumpy but loyal, love digging, and tough as an old boot.

**Ability Modifiers:** add +1 to CON and STR

**Size, medium (M):** 3'-9" to 4'-8" tall, 132 to 178 lbs

**Languages:** Common and Dwarfish

**Weapon proficiencies:** battleaxe, handaxe, light hammer, and warhammer

**Other Dwarf Abilities:**

- Darkvision
- Advantage on poison saves
- Take half damage from poison



## Elf

Elves are slender and graceful.

**Ability Modifiers:** add +1 to DEX and WIS

**Size, medium (M):** 4'-8" to 6'-2", 102 to 140 lbs.

**Languages:** Common and Elvish

**Weapon proficiencies:** longsword, shortsword, shortbow, and longbow

**Skill:** Perception

**Other Elf Abilities:**

- Darkvision
- Advantage on charm saves
- Immune to sleep spells
- Can attempt to hide when lightly obscured by natural phenomena

## Halfling

Small, cheerful, practical creatures, halflings try to make friends with anybody. They usually don't have any greater goal beyond a simple, pleasant life.

**Ability Modifiers:** add +1 to DEX and to CON

**Size, small (S):** 2'-9" to 3'-3", 37 to 45 lbs.

**Languages:** Common and Halfling

**Other Halfling Abilities:**

Can reroll attack roll, ability check, or saving throw when you roll a 1

- Advantage against being frightened
- Can move through other creature's space, if they are medium size (M) or larger.
- Advantage on poison saves
- Take half damage from poison



## Human

Humans are a versatile race. They are extremely prolific and common among all environments. Their flexibility and adaptability giving them certain advantages over the other races.

**Ability Modifiers:** add +1 to 3 ability modifiers (your choice)

**Size, medium (M):** 4'-10" to 6'-4", 114 to 270 lbs.

**Language:** Common and one other Standard Language of your choice (refer to Step 4: Languages)





### **Dragonborn (Advanced Race)**

Dragonborn do not have wings or a tail, but their feet end with three strong talon-like claws with a fourth claw in the back, and their hands are similar with three claws with a thumb replacing the rear claw. A dragonborn's head has a blunt snout, a strong brow, and reptilian frills on the cheeks and ears. Dragonborn eyes are usually red or gold in hue.

**Ability Modifiers:** add +1 to STR and CHA.

**Size, medium (M):** 5'-8" to 6'-2", 187 to 367 lbs.

**Languages:** Common and Draconic

**Dragonborn ancestry:** Choose a dragon type that is your ancestor from this list; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, or White.

**Breath Weapon:** Once after completing a short or long rest, as an action, you can attack with your breath weapon. The size, shape and area it effects is determined by your draconic ancestry (refer to table below).

When you use your breath weapon, each creature in the area of effect must make a saving throw (refer to the table below for the save type). The DC for this save equals 9 + your CON + your tier. Your character's tier determines the potential damage. A creature takes 1d6 damage per tier on a failed save, and half as much damage on a successful one.

**Damage Resistance:** You have resistance to the damage type associated with your draconic ancestry.

Dragon Ancestry			
Dragon	Damage Type	Breath Weapon	Save
Black	Acid	30 ft. line	DEX
Blue	Lightning	30 ft. line	DEX
Brass	Fire	30 ft. line	DEX
Bronze	Lightning	30 ft. line	DEX
Copper	Acid	30 ft. line	DEX
Gold	Fire	15 ft. cone	DEX
Green	Poison	15 ft. cone	CON
Red	Fire	15 ft. cone	DEX
Silver	Cold	15 ft. cone	CON
White	Cold	15 ft. cone	CON

### **Gnome (Advanced Race)**

Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

**Ability Modifiers:** add +1 to INT and DEX

**Size, small (S):** 3'-0" to 3'-7", 35 to 40 lbs.

**Languages:** Common and Gnomish

**Other Gnome Abilities:**

- Advantage on all INT, WIS and CHA saving throws against magic.
- Darkvision
- Advantage on poison saves
- You know the *Minor Illusion* cantrip
- You can talk with small animals. [If it has stats, its type must be "beast" and its size must be small or tiny.]





### **Half-Elf (Advanced Race)**

Half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves.

**Ability Modifiers:** add +1 to CHA and one other ability of your choice.

**Size, medium (M):** 4'-10" to 6'-2", 114 to 238 lbs.

**Languages:** Common, Elvish and one other of your choice.

**Skills:** Select two skills of your choice.

#### **Other Half-Elf Abilities:**

- Darkvision
- Advantage on charm saves
- Immune to sleep spells

### **Half-Orc (Advanced Race)**

Half-orcs have powerful builds and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths, and these "tusks," combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance.

**Ability Modifiers:** add +1 to STR and CON

**Size, medium (M):** 6'-0" to 6'-10", 144 to 284 lbs.

**Languages:** Common and Orc

**Skill:** Intimidation

#### **Other Hal-Orc Abilities:**

- 1 time between long rests, when reduced to 0 hit points, you can drop to 1 hit point instead.
- When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.







### **Tiefling (Advanced Race)**

Tieflings are derived from human bloodlines, but their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes. They have thick tails, four to five feet long. Their canine teeth are sharply pointed, and their eyes are solid colors – black, red, white, silver, or gold – with no visible pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.

**Ability Modifiers:** add +1 to INT and CHA

**Size, medium (M):** 4'-10" to 6'-4", 114 to 270 lbs.

**Languages:** Common and Infernal

**Other Tiefling Abilities:**

- Darkvision
- Resistance to fire damage
- You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day with 2 mana points. Once you reach 5th level, you can also cast the *darkness* spell once after a long rest. Your spell save DC for these spells is 9 + your tier + your CHA.

### **Step 3: Choose a class**

Your class is the primary definition of what your character can do. Will you be a courageous fighter, a skulking rogue, a fervent cleric, a flamboyant wizard, or some other class?

Read the description at the top of each class as it is presented here and make your choice.

The basic classes are the Fighter, Cleric, Wizard and Rogue. If you are new to the game, you should choose one of those four basic classes. The other available classes are more complex and therefore a little more difficult to play. These additional classes are: Barbarian, Bard, Druid, Monk, Paladin, Ranger, Sorcerer and Warlock. These additional classes will be listed as an **Advanced Class**.

### **Leveling Up**

You will see that each class description lists features that the character has access to as he advances in level.

Your character advances to the next level at the end of each adventure (or whenever the DM decides you have reached a milestone). Each time you advance to the next level your character adds the features listed under that level.

Each time you advance to a higher level your hit points will also increase, making you harder to kill. Roll 1d8 and add your CON score. Add that to your current and maximum hit points.

When your CON increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, when a character reaches 8th level as a fighter, if his CON was 3, he might increase his CON from 3 to 4. His hit point maximum would then increase by 8.

When your character reaches levels 5, 9, 13, and 17 you also add one to your tier.

Any feature description that ends with "(1 per rest)" indicates that after you use it once, you can't use that feature again until after you complete a short or long rest. "(1 per long rest)" means you must finish a long rest before you can use it again. Larger numbers mean that you can use it more times between rests. (Refer to "Healing" in Section 2 for information regarding short rest and long rest.)

At certain levels you will be allowed to add points to ability modifiers. You can't increase any ability modifier above 5.



## Barbarian (Advanced Class)

The barbarian is a primal warrior who prefers to charge in to engage foes in melee.

**Weapon proficiencies:** Simple weapons, martial weapons

**Armor proficiencies:** Light armor, Medium armor and Shields

**Skills:** Select two skills from this list: Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

### Barbarian's starting equipment

**Armor:** None

**Weapons:** Greataxe and two handaxes

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 8 gp.

### Barbarian – Features

**RAGE:** You can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

You have advantage on STR checks and saves. You add rage damage to attacks which is equal to your tier. You have resistance against bludgeoning, piercing, and slashing damage.

The rage ends after 1 minute or if knocked unconscious, if you make no attack against an enemy, or if you have not taken damage. Or you can end it as bonus action. Once you have raged a number of times equal to your Tier+1, you can't rage again until after you complete a long rest.

#### Level 1

While not wearing armor (except shield) AC becomes 10 + DEX + CON

#### Level 2

- Before making your first attack, you can declare it a reckless attack to gain advantage on all attacks using STR. When you reckless attack, until your next turn all attacks against you have advantage.

- If not blinded, deafened or incapacitated, you have advantage on all DEX saves against effects you can see, e.g. traps, spells.

#### Level 3

You can go into a frenzy when you rage. If you do so, you can make a single melee weapon attack as a bonus action while raging. When the frenzied rage ends, you suffer one level of exhaustion.

#### Level 4

Increase one Ability Modifier by 1

#### Level 5

You can attack twice, instead of once, whenever you take the attack action on your turn.

#### Level 6

You can't be charmed or frightened while raging. If you are charmed or frightened when you enter rage, the effect is suspended for the duration of the rage.

#### Level 7

You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

#### Level 8

Increase one Ability Modifier by 1

#### Level 9

You can roll one additional weapon damage die when determining the extra damage for a critical hit in a melee attack.

#### Level 10

As an action, you can choose one creature that can see and hear you within 30 feet. It must make a WIS save or be frightened until the end of your next turn. You can use your action each round to extend the duration until the end of your next turn. The effect ends if the creature ends its turn out of sight or over 30 feet away from you. If the creature succeeds on its saving throw, you can't use this feature again on this creature for 24 hours.

#### Level 11

If you drop to 0 HP, you can attempt to make a DC 10 CON save to drop to 1 HP instead. The DC increases by +5 after each success. The DC resets to 10 after a short or long rest.

#### Level 12

Increase one Ability Modifier by 1

#### Level 13

The number of additional weapon damage die you can roll when determining the extra damage for a critical hit in a melee attack increases to two.

#### Level 14

When you take damage from a creature within 5 feet, you can use your reaction to make a melee weapon attack against him.

#### Level 15

Your rage ends early only if you fall unconscious or if you choose to end it.

#### Level 16

Increase one Ability Modifier by 1

#### Level 17

The number of additional weapon damage die you can roll when determining the extra damage for a critical hit in a melee attack increases to three.

#### Level 18

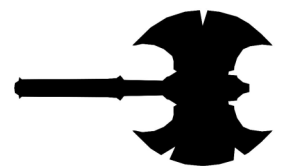
When you make a STR check, multiply your STR by 2 and then add 10. If the total for your STR check is lower than that number, you can use that number instead.

#### Level 19

Increase one Ability Modifier by 1

#### Level 20

Your STR and CON each increase by 2.





## **Bard** (Advanced Class)

Bards learn that words and music are not just vibrations of air, but vocalizations with power all their own. They learn to untangle and reshape the web of magic in harmony with their music.

**Weapon proficiencies:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Armor proficiencies:** Light armor

**Skills:** Select any three skills

**Additional Ability:** proficient with three musical instruments of your choice

### **Bard's starting equipment**

**Armor:** Leather armor

**Weapons:** Rapier, Dagger, light crossbow, case with 10 crossbow bolts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches. One lyre. 5 candles.

**Gold:** 8 gp.

## **Bard – Features**

**Spells:** Refer to SECTION 4: Spellcasting.

**Bardic Inspiration:** You get a bardic inspiration die that can be used for different features as you increase in level. The type of die you use for bardic inspiration increases as you advance in level. You can use your bardic inspiration a number of times equal to your CHA (a minimum of once). You regain spent uses after completing a long rest.

### **Level 1**

- You can grant your bardic inspiration dice to a creature within 60ft. of you that can hear you. Once in the next 10 minutes, he can add the dice to one attack or ability check. he can wait until after initial roll, but before success or failure is announced.

- Your bardic inspiration die is a d6.

### **Level 2**

- Add half your tier rounded down (minimum 1) to ability checks for things that you are not proficient in. This also applies to initiative checks.

- **Song of Rest** - Your music can provide extra healing for your party members that can hear you, and that spend a Hit Dice during short rest. The die that you roll for hit points gained is a d6.

### **Level 3**

- Select one ability. From now on, add double your tier to ability checks made to use this ability.

- You can use a bardic Inspiration die to add to weapon damage or to add to AC. Can wait until after initial roll, but before success or failure is announced.

### **Level 4**

Increase one Ability Modifier by 1

### **Level 5**

- Regain all uses of Bardic Inspiration after short or long rest.

- Your bardic inspiration die becomes a d8.

### **Level 6**

- As an action, until end of your next turn, you can grant all friendly creatures within 30ft. that can hear you advantage against being frightened or charmed. This ability stops if you are incapacitated, silenced or voluntarily end it.

- You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Level 7** — no new features this level

### **Level 8**

Increase one Ability Modifier by 1

### **Level 9**

Your Song of Rest die becomes a d8.

### **Level 10**

- You learn two spells of your choice from any energy type, clerical domain, or wizard school. They must be of level 10 or lower.

- Your bardic inspiration die becomes a d10.

**Level 11** — no new features this level

### **Level 12**

Increase one Ability Modifier by 1

### **Level 13**

Your Song of Rest die becomes a d10.

### **Level 14**

- You learn two spells of your choice from any energy type, clerical domain, or wizard school. They must be of level 14 or lower.

- When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

### **Level 15**

Your bardic inspiration die becomes a d12.

### **Level 16**

Increase one Ability Modifier by 1

### **Level 17**

Your Song of Rest die becomes a d12.

### **Level 18**

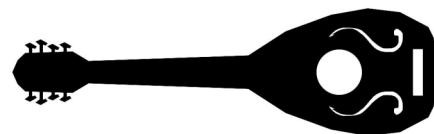
You learn two spells of your choice from any energy type, clerical domain, or wizard school. They must be of level 18 or lower.

### **Level 19**

Increase one Ability Modifier by 1

### **Level 20**

When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.



## Cleric

A priestly champion who wields divine magic in service of a higher power.

**Weapon proficiencies:** all simple weapons

**Armor proficiencies:** Light armor, medium armor, shields

**Skills:** Select two skills from this list: History, Insight, Medicine, Persuasion, Religion

### Cleric's starting equipment

**Armor:** Scale mail & Shield

**Weapons:** Mace & Light crossbow. Case with 20 crossbow bolts.

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, and tinder box, with flint & steel. Wooden holy symbol. Three torches.

**Gold:** 1d4 gp.

### Cleric – Features

At 2nd level, you can use **Channel Divinity** to *Turn Undead* or *Preserve Life*.

*Turn Undead:* All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed.

*Preserve Life:* As an action, all creatures of your choosing within 30 feet of you heal hit points = 5 times your level (divided between them). Can restore up to half their hit points maximum.

**Spells:** Refer to SECTION 4: Spellcasting.

#### Level 1

Select one Clerical Domain

Select 2 energy spell types

add +1 to all WIS checks and saves

#### Level 2

Channel Divinity (1 per rest)

**Level 3** – no new features this level

#### Level 4

Increase one Ability Modifier by 1

#### Level 5

Roll 1 extra die for Cantrip damage

#### Level 6

Channel Divinity (2 per rest)

**Level 7** – no new features this level

#### Level 8

Increase one Ability Modifier by 1

*Turn Undead* will Destroy Undead of CR 1

#### Level 9

Cantrip damage increase

#### Level 10

Select a second Clerical Domain

#### Level 11

*Turn Undead* will Destroy Undead of CR 2

#### Level 12

Increase one Ability Modifier by 1

#### Level 13

Roll 2 extra die for Cantrip damage

#### Level 14

*Turn Undead* will Destroy Undead of CR 3

**Level 15** – no new features this level

#### Level 16

Increase one Ability Modifier by 1

#### Level 17

Roll 3 extra die for Cantrip damage

*Turn Undead* will Destroy Undead of CR 4

heal spells do maximum healing

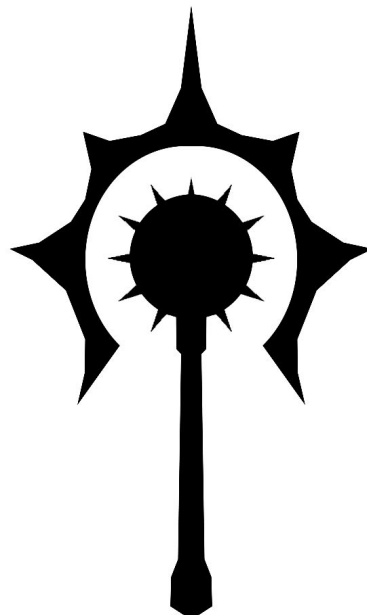
#### Level 18

Channel Divinity (3 per rest)

#### Level 19

Increase one Ability Modifier by 1

**Level 20** – no new features this level





## Druid (Advanced Class)

Druids of second level and higher can transform into animals. Druids revere nature above all, and can draw mana from the land, gaining their spells and other magical powers either from the mana that flows through nature itself or from a nature deity

**Weapon proficiencies:** Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

**Armor proficiencies:** Light armor, Medium armor and Shields (druids will not wear armor or use shields made of metal)

**Skills:** Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

**Additional Abilities:** Herbalism - you are good with identifying or applying herbs. You can create antitoxins and potions of healing, if you have the needed tools and ingredients.

### Druid's starting equipment

**Armor:** Leather armor and a wooden shield

**Weapons:** a Scimitar, sling, pouch with 10 sling bullets

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches. Sprigs of holly and mistletoe

**Gold:** 6 gp.

## Druid – Features

**Spells:** Refer to SECTION 4: Spellcasting.

### Level 1

You know Druidic, the secret language of druids.

### Level 2

**Wild Shape:** As a bonus action you can assume the shape of a beast that you have seen before for a number of hours = 1/2 your level. You can cancel this with a bonus action, It is also canceled if you become unconscious, fall to 0 HP, or die. You can Wild Shape two times between short of long rests.

You gain the beasts Hit Points, stats and abilities, except you keep your alignment, personality, INT, WIS, CHA and your skills and saving throws.

You can't cast spells or speak. Your equipment either falls off, merges with the new form, or is worn by it.

When its over, you have the same hit points you had before transforming less any excess HP damage the creature received below 0.

While you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

The beast must be of CR 1 or less and cannot have a flying or swimming speed.

**Level 3 – no new features this level**

### Level 4

- Increase one Ability Modifier by 1
- Wild Shape improvement: The beast must be of CR 1 or less and cannot have a flying speed.

**Level 5 – no new features this level**

### Level 6

- Wild Shape improvement: You can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down and cannot have a flying speed.

- Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

**Level 7 – no new features this level**

### Level 8

- Increase one Ability Modifier by 1

- Wild Shape improvement: You can transform into a beast with a flying speed.

**Level 9 – no new features this level**

### Level 10

Wild Shape improvement: You can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

**Level 11 – no new features this level**

### Level 12

Increase one Ability Modifier by 1

**Level 13 – no new features this level**

### Level 14

You can cast the *alter self* spell at will.

**Level 15 – no new features this level**

### Level 16

Increase one Ability Modifier by 1

**Level 17 – no new features this level**

### Level 18

- For every 10 years that pass, your body ages only 1 year.
- You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

### Level 19

Increase one Ability Modifier by 1

### Level 20

You can use your Wild Shape an unlimited number of times.



## **Fighter**

A master of martial combat, skilled with a variety of weapons and armor.

**Weapon proficiencies:** Simple weapons, martial weapons

**Armor proficiencies:** all armor and shields

**Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

### **Fighter's starting equipment**

**Armor:** Chain mail & Shield

**Weapons:** Longsword, two handaxes, longbow and quiver with 20 arrows.

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel.

**Gold:** 4d4 gp.

## **Fighter – Features**

### **Level 1**

add 2 to all weapon attack rolls  
as a bonus action, heal 1d10+your level (1per rest)

### **Level 2**

take 2 Actions in one round (1 per rest)

### **Level 3**

critical hit on a 19 or 20

### **Level 4**

Increase one Ability Modifier by 1

### **Level 5**

attack 2 times with each Attack Action

### **Level 6**

Increase one Ability Modifier by 1

### **Level 7**

Add your +1 to all STR, DEX and CON checks

### **Level 8**

Increase one Ability Modifier by 1

### **Level 9**

reroll a failed saving throw (1 per long rest)

### **Level 10**

add +2 to all melee weapon damage rolls

### **Level 11**

attack 3 times with each Attack Action

### **Level 12**

Increase one Ability Modifier by 1

### **Level 13**

can reroll a failed saving throw (2 per long rest)

### **Level 14**

Increase one Ability Modifier by 1

### **Level 15**

critical hit on 18, 19 or 20

### **Level 16**

Increase one Ability Modifier by 1

### **Level 17**

take 2 actions in one round (2 per rest)  
reroll a failed saving throw (3 per long rests)

### **Level 18**

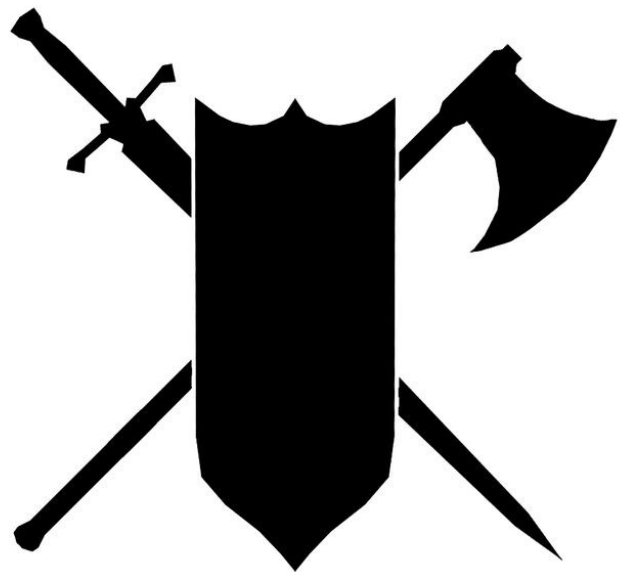
when down half, regain 5+CON Hit Points (1 per turn)

### **Level 19**

Increase one Ability Modifier by 1

### **Level 20**

attack 4 times with each Attack Action





## Monk (Advanced Class)

Monks seek personal perfection through contemplation and rigorous training. The monk is a fighting character whose whole body serves as a weapon.

**Weapon proficiencies:** Simple weapons and short swords

**Armor proficiencies:** none

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

### Monk's starting equipment

**Armor:** None

**Weapons:** Quarterstaff, sling, 10 darts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 8 gp.

### Monk – Features

**Martial Arts:** When not wearing armor or shield, when you make an unarmed or monk weapon attack:

1. You can use DEX instead of STR for attack and damage.
2. You can roll 1d4 in place of normal damage. This increase as you advance in tier. It becomes 1d4 at tier 1, 1d6 at tier 2, 1d8 at tier 3, 1d10 at tier 4 and 1d12 at tier 5.
3. You can make one unarmed strike as a bonus action.

#### Level 1

Without armor or a shield your AC is 10 + DEX + WIS

#### Level 2

- Without armor or shield your speed increases to 40
- As a bonus action after an action, you can make 2 unarmed strikes.
- As a bonus action, you can take the Dodge, Disengage or Dash action.

#### Level 3

- As a reaction, you can deflect or catch a missile when you are hit. Reduce damage taken by 1d10 + DEX + LVL. Catch it if damage is reduced to 0 (if small enough to hold in 1 hand and you have a free hand). As part of the same reaction, if caught, can make ranged attack with it - range 20/60 ft.
- When you hit with an unarmed strike, you can impose one of these on your target:
  - It must make a DEX save or be knocked prone.
  - It must make a STR save or be pushed it up to 15 feet away from you.
  - It can't take reactions until the end of your next turn.

#### Level 4

- Increase one Ability Modifier by 1
- As a reaction, reduce falling damage by 5 x your level

#### Level 5

- When you take an attack action, you can attack twice instead of once.
- On a hit with a melee weapon attack, target makes CON save or is stunned until the end of your next turn.

#### Level 6

- Without armor or shield your speed increases to 45
- Your unarmed strikes count as magical to those immune or resistant to nonmagical attacks or damage.
- (1/long rests) As an action, regain HP = 3 X your level.

#### Level 7

- On a DEX save for half damage, instead take no damage on a save, or half if you fail.
- As an action, end one charmed or frightened effect on yourself.

#### Level 8

Increase one Ability Modifier by 1

#### Level 9

Without armor or shield, you can move along vertical surfaces and across liquids.

#### Level 10

- Without armor or shield your speed increases to 50
- You are immune to disease and poison.

#### Level 11

(1/long rest) You gain the effect of a *sanctuary* spell that lasts until the start of your next long rest. The spell ends if you make an attack or cast a spell that affects an enemy creature. The saving throw DC for the spell equals 9 + your WIS + your tier.

#### Level 12

Increase one Ability Modifier by 1

#### Level 13

You understand all spoken languages. Any creature that can understand a language can understand what you say.

#### Level 14

- Without armor or shield your speed increases to 55
- You have proficiency in all saving throws.
- You can reroll a save and take the second result.

#### Level 15

You don't need food or water. You don't suffer the frailty of old age. You can't be aged magically.

#### Level 16

Increase one Ability Modifier by 1

#### Level 17

On a hit with an unarmed strike, you start vibrations in target's body that last number of days = your level. If you use an action to end the vibrations the target makes a CON save (DC = 9 + your WIS + your tier) to take 10d10 necrotic damage on a save or drop to 0 HP if it fails. You can end the vibrations harmlessly without using an action.

#### Level 18

As an action, you can become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

#### Level 19

Increase one Ability Modifier by 1

**Level 20 – no new features this level**



## Paladin (Advanced Class)

A paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they lurk.

**Weapon proficiencies:** Simple weapons and martial weapons

**Armor proficiencies:** All armor and Shields

**Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

### Paladin's starting equipment

**Armor:** Chain mail armor and shield

**Weapons:** Longsword, shortbow, quiver with 20 arrows

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel, hooded lantern, three pints of oil, wooden holy symbol

**Gold:** 24 gp.

## Paladin – Features

**Spells:** Refer to SECTION 4: Spellcasting.

**Divine Sense:** As an action, until the end of your next turn, in a radius of 60 feet, you know the location of any celestial, fiend, undead, or any place or object that has been consecrated or desecrated, that is not behind total cover. You can do this a number of times = 1+CHA after completing a long rest.

### Level 1

You can touch a creature and heal it of lost hit points. The number of hit points you can restore is drawn from a pool of hit points that you have available that renews itself after a long rest. The number of points available is equal to 5 times your level. You can also spend 5 hit points from the pool to cure one disease or neutralize one poison.

### Level 2

- You can use a reaction to give opponents disadvantage on attacks to targets adjacent to you.
- **Divine Smite:** When you hit with a melee weapon, you can expend spell slot to deal an extra 2d8 radiant damage (+1d8 for each spell slot higher than 1st, to a maximum of 5d8). And you do an additional +1d8 damage to an undead or a fiend.

### Level 3

- You are immune to disease.
- **Turn Unholy:** As an action, present your holy symbol and speak a prayer, all fiends or undead within 30 ft make a WIS save or flee for 1 minute or until it takes damage. You can do this one time after a short or long rest.

### Level 4

Increase one Ability Modifier by 1

### Level 5

You can attack twice, instead of once, whenever you take the attack action on your turn.

### Level 6

You and Friends within 10 ft, gain a saving throw bonus = your CHA (min +1).

### Level 7

You and Friends within 10 feet can't be charmed.

### Level 8

Increase one Ability Modifier by 1

### Level 9 – no new features this level

### Level 10

You and Friends within 10 ft can't be frightened.

### Level 11

Whenever you hit with a melee weapon, it deals an extra 1d8 radiant damage. Also add this damage to Divine Smite attacks.

### Level 12

Increase one Ability Modifier by 1

### Level 13 – no new features this level

### Level 14

As an action, end one spell on yourself or on one willing creature that you touch.

(After completing a long rest, you can do this a number of times = your CHA)

### Level 15

You are always under the effects of a *protection from evil and good* spell.

### Level 16

Increase one Ability Modifier by 1

### Level 17 – no new features this level

### Level 18

You and Friends within 30 feet can't be charmed or frightened and gain a saving throw bonus = your CHA (min +1).

### Level 19

Increase one Ability Modifier by 1

### Level 20

• (1/long rest) As an action, for 1 minute, light shines from you (bright 30 ft, dim 30 ft beyond that); an enemy that starts its turn in the bright light takes 10 radiant damage.

• You have advantage on saves against spells cast by fiends or undead.





## Ranger (Advanced Class)

The ranger is a warrior and a woodsman. He is skilled with weapons and is knowledgeable in tracking and woodcraft. The ranger often protects and guides lost travelers and honest peasant-folk. The abilities of the ranger make him particularly good at tracking, woodcraft, and spying.

**Weapon proficiencies:** Simple weapons, martial weapons

**Armor proficiencies:** Light armor, Medium armor and Shields

**Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

### Ranger's starting equipment

**Armor:** Leather armor

**Weapons:** two shortswords, a longbow and 20 arrows

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 6 gp.

## Ranger – Features

**Spells:** Refer to SECTION 4: Spellcasting.

**Favored Enemy:** You select a favored enemy at levels 1, 6 and 14. You have advantage on WIS (Nature) checks to track, and on INT checks to recall information about them. You also learn 1 language spoken by your favored enemies.

**Favored Terrain:** You select a favored terrain at levels 1, 6 and 10. You can add double your tier to INT or WIS skill checks related to this terrain.

When traveling here for an hour or more: Difficult terrain doesn't slow your group. Your group can't become lost except by magical means. You remain alert to danger. When alone, you can move at normal pace while being stealthily. When you forage, you find twice as much food. While tracking, you learn their exact number, sizes, and how long ago they passed here.

### Level 1

- **Favored Enemy:** Select one creature type from this list: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead or select 2 humanoid races.

- **Favored Terrain:** select one natural environment from this list: arctic, coast, desert, forest, grassland, mountain, swamp, underdark.

### Level 2

When fighting with a light weapon in each hand you add Ability Modifier to damage of off-hand attack.

### Level 3

You get an **Animal Companion**. This can be a Medium or smaller, CR 1/4 or lower beast; Acts on your initiative; You tell it where to move to; As your action, you can command it to take the Attack, Dash, Disengage, Dodge, or Help action. If it dies, you can get another by spending 8 hours magically bonding with another that isn't hostile to you.

### Level 4

Increase one Ability Modifier by 1

### Level 5

- You can attack twice with an attack action
- You can make one weapon attack and command your animal companion to take the Attack action.

### Level 6

- Add another favored enemy
- Add another favored terrain

### Level 7

As a bonus action, when your animal companion doesn't attack, you can command it to take the Dash, Disengage, Dodge, or Help action on its turn.

### Level 8

- Increase one Ability Modifier by 1
- You can move through difficult terrain and plants at normal speed and no damage from thorns, etc.

**Level 9 – no new features this level**

### Level 10

- Add another favored terrain
- If you spend 1 minute creating camouflage for yourself you get +10 to your DEX (Stealth) checks as long as you remain up against a surface without moving or taking actions.

### Level 11

When you command your animal companion to take the Attack action, the beast can attack twice or take the Multiattack action if it has that action.

### Level 12

Increase one Ability Modifier by 1

**Level 13 – no new features this level**

### Level 14

- Add another favored enemy
- As a bonus action, you can use the Hide action.
- You can't be tracked by nonmagical means.

### Level 15

When you cast a spell targeting yourself, you can also affect your animal companion with the spell if it is within 30 feet of you.

### Level 16

Increase one Ability Modifier by 1

**Level 17 – no new features this level**

### Level 18

You don't have disadvantage on attack rolls vs. creatures you can't see. You know the location of invisible creatures within 30 ft. (unless the creature is hidden, or if you are blinded or deafened)

### Level 19

Increase one Ability Modifier by 1

### Level 20

Once per turn you can add your WIS to an attack or damage roll against one of your favored enemies.



## Rogue

A scoundrel who uses stealth and trickery to overcome obstacles and enemies

**Weapon proficiencies:** Simple weapons, hand crossbow, longswords, rapiers, shortswords

**Armor proficiencies:** light armor

**Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

**Additional Ability:** proficient with thieves' tools.

### Rogue's starting equipment

**Armor:** Leather

**Weapons:** Short sword, two daggers, shortbow and quiver with 20 arrows.

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, and tinder box, with flint & steel. Thieves' tools. Hooded lantern and three flasks of oil.

**Gold:** 4d4 gp.

### Rogue – Features

*Sneak attack:* Once per turn, if you attack with advantage, or if another of your group is within 5 feet of your target, you deal extra damage with the attack. The attack must use a light, light-thrown, or light-ranged weapon. The amount of extra damage increases as you advance in levels as indicated on below.

#### Level 1

sneak attack extra damage is 1d6

you know thieves' cant

add +1 to all DEX checks and saves

#### Level 2

can Dash, Disengage, or Hide as a bonus action

#### Level 3

sneak attack extra damage increases to 2d6

can make DEX (Stealth) check to pick pockets as a bonus action

can use thieves' tools as a bonus action

can use an object as a bonus action

climbing doesn't cost extra movement

#### Level 4

Increase one Ability Modifier by 1

#### Level 5

sneak attack extra damage increases to 3d6

can use a reaction to halve damage received

#### Level 6

Select one of your skills, from now on you use it with advantage

#### Level 7

sneak attack extra damage increases to 4d6

on DEX saves, take no damage on a save or half damage on a fail

#### Level 8

Increase one Ability Modifier by 1

#### Level 9

sneak attack extra damage increases to 5d6

advantage on DEX (Stealth) checks if you move 15 feet or less

#### Level 10

Increase one Ability Modifier by 1

#### Level 11

sneak attack extra damage increases to 6d6

on ability checks for things you are proficient at, treat 1-9 as a 10

#### Level 12

Increase one Ability Modifier by 1

#### Level 13

sneak attack extra damage increases to 7d6

can ignore class, race and level requirements to use a magic item.

#### Level 14

can locate hidden or invisible creatures within 10' (if you can hear)

#### Level 15

sneak attack extra damage increases to 8d6

make Wisdom saving throws with advantage

#### Level 16

Increase one Ability Modifier by 1

#### Level 17

sneak attack extra damage increases to 9d6

take 2 turns on first round, first on your initiative & then on your initiative -10 (if not surprised)

#### Level 18

attacks against you can't have advantage (if you are not incapacitated)

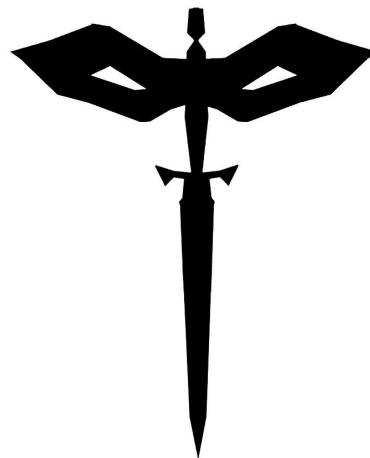
#### Level 19

sneak attack extra damage increases to 6d6

Increase one Ability Modifier by 1

#### Level 20

treat a miss as a hit, or any ability roll as a 20 (1 per long rest)





## Sorcerer (Advanced Class)

Sorcerers have a natural talent for casting spells, thanks to the draconic blood flowing in their veins. Sorcerers learn to harness and channel their own inborn magical abilities. They gather mana to them from force of will.

**Weapon proficiencies:** Daggers, darts, slings, quarterstaves, light crossbows

**Armor proficiencies:** None

**Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

### Sorcerer's starting equipment

**Armor:** None

**Weapons:** Two daggers, one light crossbow and a case with 20 crossbow bolts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. hooded lantern, and 5 pints of oil

**Gold:** 12 gp.

## Sorcerer – Features

**Spells:** Refer to SECTION 4: Spellcasting.

**Dragon Ancestor:** Somewhere in your family tree there is a dragon.

- Choose one type of dragon as your ancestor. If your character's race is Dragonborn this dragon type will be the same as our Dragonborn ancestor, otherwise you can select from the Dragonborn "Dragon Ancestry" table found in Section 1 - Races.
- You can speak, read, and write Draconic.
- Your proficiency bonus is doubled on CHA checks when interacting with dragons.
- Parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your DEX.

**Sorcery Points:** Starting at 2nd level, you have a number of sorcery points equal to your level. You regain all spent sorcery points when you finish a long rest.

### Level 1

Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level.

**Level 2** – no new features this level

### Level 3

- **Distant Spell:** (cost 1 sorcery point) Double the range of the spell you cast. Touch spells will have a range of 30 ft.
- **Extended Spell:** (cost 1 sorcery point) Double the duration of the spell you cast, up to 24 hours.

### Level 4

Increase one Ability Modifier by 1

**Level 5** – no new features this level

### Level 6

When you cast a spell that deals damage of the type associated with your draconic ancestry, add your CHA to one damage roll of that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

**Level 7** – no new features this level

### Level 8

Increase one Ability Modifier by 1

**Level 9** – no new features this level

### Level 10

**Heightened Spell:** (cost 2 sorcery points) Give one target of a spell you cast disadvantage on its first saving throw against this spell.

**Level 11** – no new features this level

### Level 12

Increase one Ability Modifier by 1

**Level 13** – no new features this level

### Level 14

As a bonus action, you can sprout wings and gain a flying speed equal to your current speed. You can dismiss them as a bonus action. You can't be wearing armor that hasn't been modified to accommodate the wings, and clothing not made to accommodate your wings might be destroyed.

**Level 15** – no new features this level

### Level 16

Increase one Ability Modifier by 1

### Level 17

**Quickened Spell:** (cost 2 sorcery points) Cast a spell that has a casting time of 1 action as a bonus action.

### Level 18

**Draconic Presence:** (cost 5 sorcery points) As an action, you exude an aura of awe or fear (your choice) out to 60 feet. Each hostile creature that starts its turn in this aura must succeed on a WIS save or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. Duration: concentration up to 1 minute. A creature that succeeds on this saving throw is immune for 24 hours.

### Level 19

Increase one Ability Modifier by 1

### Level 20

Regain 4 expended sorcery points whenever you finish a short rest.



## Warlock (Advanced Class)

A warlock is a student of an eldritch being, shaped and changed by the very arcane forces they are taught to channel. The problem is those very arcane forces tend to be rather on the dark side. Learning Pact Magic requires much sacrifice and dedication as any paladin's Oath, and the prices always have teeth. Warlocks embody every dark rumor of witches burned at the stake and occultists dabbling in knowledge no one was meant to know

**Weapon proficiencies:** Simple weapons

**Armor proficiencies:** Light armor

**Skills:** Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

### Warlock's starting equipment

**Armor:** Leather armor

**Weapons:** Quarterstaff, two daggers, a light crossbow and 20 bolts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 4d4 gp.

## Warlock – Features

**Spells:** Refer to SECTION 4: Spellcasting.

**Otherworldly Patron:** You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you.

### Level 1

When you reduce a hostile creature to 0 hit points, you gain temporary hit points = your CHA + your level (minimum of 1)

### Level 2

You can cast *mage armor* and *levitate* at will, without expending any spell points.

### Level 3

You get a familiar. Choose a normal familiar, or choose an imp, pseudodragon, quasit, or sprite.

### Level 4

Increase one Ability Modifier by 1

### Level 5

You can cast *speak with animals* at will, without expending any spell points.

### Level 6

(1/long rest) Add 1d10 to any ability check or a saving throw

### Level 7

You can see normally 120 feet in darkness

### Level 8

Increase one Ability Modifier by 1

### Level 9

You can read all writing

### Level 10

Gain resistance of one damage type of your choice, except from magical or silvered weapons. This lasts until you use this feature to choose a different damage type, which you can do after a long rest.

### Level 11

Select one spell that you can cast. From now on you can cast this spell without spending any spell points.

### Level 12

Increase one Ability Modifier by 1

### Level 13

Select one more spell that you can cast. From now on you can cast this spell without spending any spell points.

### Level 14

(1/long rest) When you hit with an attack, the creature disappears and instantly transports to the lower planes. At the end of your next turn, the target returns. If the target is not a fiend, it takes 10d10 psychic damage.

### Level 15

- You can speak through your familiar
- Select one more spell that you can cast. From now on you can cast this spell without spending any spell points.

### Level 16

Increase one Ability Modifier by 1

### Level 17

Select one more spell that you can cast. From now on you can cast this spell without spending any mana points.

### Level 18

You can see the true form of creatures

### Level 19

Increase one Ability Modifier by 1

### Level 20

(1/long rest) Spend 1 minute, regain all expended spell points.





## Wizard

A scholarly magic-user capable of manipulating the structures of reality.

**Weapon proficiencies:** Daggers, darts, slings, quarterstaves and medium crossbows

**Armor proficiencies:** none

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

### Wizard's starting equipment

**Armor:** None

**Weapons:** Quarterstaff, Medium crossbow and a case with 20 crossbow bolts.

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, tinder box, with flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen, spellbook.

**Gold:** 3d6 gp.

## Wizard – Features

**Spells:** Refer to SECTION 4: Spellcasting.

### Level 1

Select one Wizard School

Select energy spell types = INT (min 2)

add +1 to all INT checks and saves

### Level 2

can choose to not effect 1+spell's level creatures in area of effect spells

### Level 3 – no new features this level

### Level 4

Increase one Ability Modifier by 1

### Level 5

Roll 1 extra die for Cantrip damage

### Level 6

creatures that save against cantrips take 1/2 damage

### Level 7 – no new features this level

### Level 8

Increase one Ability Modifier by 1

### Level 9

Roll 2 extra dice for Cantrip damage

### Level 10

Select a second Wizard School

add your INT to spell damage rolls

### Level 11 – no new features this level

### Level 12

Increase one Ability Modifier by 1

### Level 13

Roll 3 extra dice for Cantrip damage

### Level 14

≤10th level spells do maximum damage  
(one per long rests)

### Level 15 – no new features this level

### Level 16

Increase one Ability Modifier by 1

### Level 17

Roll 4 extra die for Cantrip damage

### Level 18

choose two 3rd level or lower spells you know to now cast as cantrips

### Level 19

Increase one Ability Modifier by 1

### Level 20

choose two 6th level or lower spells you know to now cast as cantrips



## Step 4: Languages

**This is different from the rules in the Player's Handbook.** Your character knows the languages listed for his race. In addition, if his INT modifier is 2 or higher, he can know a total number of languages equal to his INT modifier selected from the following list of standard languages. With your DM approval you can also select from the list of exotic languages.

**Standard Languages:** Common, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc  
**Exotic Languages:** Abyssal, Celestial, Draconic, Deep Speech, Infernal, Primordial, Sylvan, Undercommon

## Step 5: Tiers

**These are different from the "Tiers of Play" that are in the Player's Handbook.**

Your character starts out at first level and advances in level as he adventures, from level 1 to a maximum of level 20. The levels are divided into 5 tiers of 4 levels each. Write down your level and your tier number, which for now are both 1. If you attempt an activity that you are proficient in, you add one plus your tier to any ability check you make to accomplish that activity. Your race, and your class will determine what skills you are proficient in.

**Tier 1 - Champion** - your character is already a hero, set apart from the common people by your natural talents, learned skills.

**Tier 2 - Hero** - your character is a shining example of heroism, set well apart from the masses.

**Tier 3 - Exemplar** - your character is an exceptional example of a hero with truly amazing abilities.

**Tier 4 - Paragon** - your character is practically unmatched in his abilities.

**Tier 5 - Epic** - your character has extreme, near-superhuman abilities.

Level tiers		
Levels	Tier	
1-4	1	Champion
5-8	2	Hero
9-12	3	Exemplar
13-16	4	Paragon
17-20	5	Epic

## Step 6: Hit Points

Characters in combat will trade blows without immediate injury or death. Hit Points represent your character's ability to withstand physical combat, either absorbing wounds or avoiding them. You begin the game with a number of Hit Points equal to 8 + your constitution modifier. As you adventure, you may lose and regain Hit Points, but you may never have more current Hit Points than your Hit Point maximum. Each time you gain a level after the first, add 1d8+CON to your Hit Point maximum.

## Step 7: Background

Think of what your character may have done before becoming an adventurer. It's up to you. Your background gives your character proficiency in two additional skills of your choice, try to explain why you have these skills.

## Step 8: Equipment

The starting equipment for your character is determined by his class.

Alternately, you can roll 4d10 and multiply the result by 10. These are your starting gold pieces. Purchase your equipment from the weapons, armor, and equipment tables here or those in the Player's Handbook. Your character has clothing, including footwear, appropriate to his race and class and to the weather. You can buy anything else you want from the tables.

All wealth is measured in gold pieces.  
 There are also Copper, Silver, Electrum, and Platinum coins.  
 10 Copper pieces (cp) = 1 Silver piece  
 10 Silver pieces (sp) = 1 Gold piece  
 10 Gold pieces (gp) = 1 Platinum piece (pp)

Adventuring Gear			
Item	cost	Item	cost
<i>Ammunition</i>		Lantern, hooded	5 gp
Arrows (20)	1 gp	Mirror, small, steel	5 gp
Crossbow bolts (20)	1 gp	Oil, flask of	1 sp
Sling bullets (20)	4 cp	Pole, 10'	5 cp
Backpack, leather	2 gp	Pouch, belt, component	5 sp
Bedroll	1 gp	Pouch, belt, large	5 sp
Blanket	1 gp	Quiver, holds 20 arrows	1 gp
Candle	1 cp	Rations, iron, 1 day	5 sp
Case, crossbow bolts (20)	1 gp	Rope, 50'	1 gp
Case, map or scroll	1 gp	Sack, large	2 cp
Healer's kit	5 gp	Sack, small	1 cp
Holy Symbol, iron	2 gp	Skin for water or wine	2 sp
Holy Symbol, silver	5 gp	Spike, iron, large	1 sp
Holy Symbol, wooden	1 gp	Tinder Box, with flint & steel	5 sp
Holy Water, flask	25 gp	Torch	1 cp
Thieves' tools	25 gp		

## Weapons

The weapons that your character is proficient in are listed for each class and additional weapon types are listed for some races. Add your tier and a +1 weapon bonus to all attack rolls that you make with a weapon that you are proficient with.

**Unarmed Attack:** You can use your fists (or head, or foot, etc.) to make an unarmed melee attack. Add your tier and a +1 weapon bonus to the attack roll. An unarmed attack deals a number of points of damage equal to 1+your STR. [Whenever any rule mentions a weapon attack, an unarmed attack will count as a weapon attack.]





**The Weapons Table:**

**Weapon damage**— This indicates the number and dice type to roll for damage followed by the type of damage for the weapon. “b” is for bludgeoning damage, “p” is for piercing and an “s” is for slashing.

**Weapon Properties**

**(SM) = Simple Melee**

**(SR) = Simple Ranged**

**(MM) = Martial Melee**

**(MR) = Martial Ranged**

Most people can use **Simple weapons**. **Martial weapons** require more specialized training to use effectively.

**Melee weapons** are held in one or two hands and used to attack a target within 5 feet of you. Use STR modifier on attack and damage rolls.

**Ranged weapons** are used to attack a target at a distance. The range lists two numbers. The first is the weapon’s normal range in feet and the second is the weapon’s maximum range. You have disadvantage on an attack to hit a target beyond the weapon’s normal range. You can’t attack a target beyond the weapon’s maximum range. Use DEX modifier on attack and damage rolls.

Armor			
Armor	Cost	Armor Class (AC)	Weight
<b>Light Armor</b>			
Padded	5 gp	11 + Dex	8 lb.
Leather	10 gp	11 + Dex	10 lb.
Studded leather	45 gp	12 + Dex	13 lb.
<b>Medium Armor</b>			
Hide	10 gp	12 + Dex (max 2)	12 lb.
Chain shirt	50 gp	13 + Dex (max 2)	20 lb.
Scale mail	50 gp	14 + Dex (max 2)	45 lb.
Breastplate	400 gp	14 + Dex (max 2)	20 lb.
Half plate	750 gp	15 + Dex (max 2)	40 lb.
<b>Heavy Armor</b>			
Ring mail	30 gp	14	40 lb.
Chain mail	75 gp	16	55 lb.
Splint	200 gp	17	60 lb.
Plate	1,500 gp	18	65 lb.
<b>Shield</b>			
Shield	10 gp	Adds +2 to your armor class	6 lb.

**2-Handed** = Requires two hands to use

**A = Ammunition.** You can only use this weapon if you have ammunition to fire. Each time you fire it, you use one piece of ammunition. You can recover half of the used ammunition at the end of a battle. Drawing the ammunition is part of the attack.

**F = Finesse.** You can use your choice of your STR or DEX modifier on attack and damage rolls.

**H = Heavy.** Small characters have disadvantage when attacking with heavy weapons.

**Light** = Small and easy to handle.

**R = Reach.** This weapon adds 5 feet to your reach when you attack with it and also determines your reach for opportunity attacks.

**T = Thrown.** You can throw this weapon to make a ranged attack. Use the same ability to make the ranged attack as you would for a melee attack.

**V = Versatile.** Can be used one or two handed. The damage it does when used two handed is listed.

**Armor**

The types of armor you are proficient with is listed for each class. If you wear armor that you are not proficient with you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can’t cast spells.

**No Armor:** You are not required to wear armor and may choose not to. When not wearing armor, your armor class is 10 + your Dexterity .

**Light Armor:** For light armor, you add your Dexterity to the base number listed on the armor table to determine your Armor Class.

**Medium Armor:** For medium armor, you add your Dexterity, to a maximum of +2, to the base number listed on the armor table to determine your Armor Class.

**Heavy Armor:** For heavy armor, your Armor Class becomes the number listed for that armor on the armor table. You do not add your Dexterity to the number.

**Step 9: Name your Character**

If you can’t think of a name ask the DM for advice.

Weapons					
Name (Damage)	Cost	Properties	Name (Damage)	Cost	Properties
Battleaxe (1d8 s)	10 gp	(MM) V (1d10)	Longsword (1d8 s)	15 gp	(MM) V (1d10)
Club (1d4 b)	1 sp	(SM) Light	Mace (1d6 b)	5 gp	(SM)
Crossbow, hand (1d6 p)	75 gp	(MR) A 30/120, Light	Maul (1d6 b)	10 gp	(MM) H, 2-handed
Crossbow, heavy (1d10 p)	50 gp	(MR) A 100/400, H, 2-handed	Morningstar (1d8 p)	15 gp	(MM)
Crossbow, light (1d8 p)	25 gp	(SR) A 80/320, 2-handed	Pike (1d10 p)	5 gp	(MM) H, R, 2-handed
Dagger (1d4 p)	2 gp	(SM) F, T 20/60, Light	Quarterstaff (1d6 b)	2 sp	(SM) V (1d8)
Dart (1d4 p)	5 cp	(SR) F, T 20/60	Rapier (1d8 p)	25 gp	(MM) F
Greataxe (1d8 s)	30 gp	(MM) H, 2-handed	Scimitar (1d6 s)	25 gp	(MM) F, Light
Greatclub (1d8 b)	2 sp	(SM) 2-handed	Shortbow (1d6 p)	25 gp	(SR) A 80/320, 2-handed
Greatsword (2d6 s)	50 gp	(MM) H, 2-handed	Shortsword (1d6 p)	10 gp	(MM) F, Light
Halberd (1d10 s)	20 gp	(MM) H, R, 2-handed	Sickle (1d4 s)	1 gp	(SM) Light
Handaxe (1d6 s)	5 gp	(SM) T 20/60, Light	Sling (1d4 b)	1 sp	(SR) A 30/120
Javelin (1d6 p)	5 sp	(SM) T 30/120	Spear (1d6 p)	1 gp	(SM) T 20/60, V (1d8)
Light Hammer (1d4 b)	2 gp	(SM) T 20/60, Light	Trident (1d6 p)	5 gp	(MM) T 20/60, V (1d8)
Longbow (1d8 p)	50 gp	(MR) A 150/600, H, 2-handed	Warhammer (1d8 b)	15 gp	(MM) V (1d10)



## SECTION 2: Adventuring

### Ability Checks

D&D's core mechanic: **To resolve an action roll a 20-sided die (1d20) and add modifiers. If the result is greater than or equal to a target number then the action succeeds.**

When your character attempts something, the Dungeon Master (DM) may require you to make an ability check. To make an ability check, roll 1d20 and add the relevant ability modifier. If it is an ability or a skill that you are proficient in, you also add 1 + your tier. If the total is greater than or equal to the target difficulty number, you succeed; otherwise, you fail.

### Hiding

You can attempt to make yourself difficult to detect by some creatures. To hide, make a DEX check. If you are proficient in stealth, you can add 1 + your tier to the roll. Compare that to a WIS check by the target. If he is proficient in perception, he adds 1 + his tier to his check. If your check is equal to or higher than the target, you are hidden from that creature.

You cannot hide from a creature that can already see you.

### Jumping

**Running Jump** (move at least 10 ft before jump)

| STR modifier, Jump distance |

|-4, 2 ft. |-3, 4 ft. |-2, 6 ft. |-1, 8 ft. |0, 10 ft. |

|+1, 12 ft. |+2, 14 ft. |+3, 16 ft. |+4, 18 ft. |+5, 20 ft. |

**Standing jump** is 1/2 that

**Running high jump** is 3 + STR modifier

**Standing high jump** is 1/2 that

**Max reach** is Jump height plus 1 1/2 character's height.

Attempting to jump further might require a STR(athletics) check.

### Saving Throws

When your character reacts to a (usually dangerous) situation in-game, your DM may ask you to roll a saving throw.

To make a saving throw, roll 1d20 and add 1+ the relevant Ability Modifier + your tier to the roll.

### Advantage and Disadvantage

Sometimes, a character is in a particularly positive or negative situation. This puts the character at advantage or disadvantage when making attack rolls, ability checks, or saving throws.

If your character makes a roll with advantage, roll two d20s and only use the highest number rolled.

If your character makes a roll with disadvantage, roll two d20s and only use the lowest of the two numbers.

Advantage and disadvantage do not stack and cancel each other out. So, if two abilities give you advantage, you still only roll two d20s. If you have both advantage and disadvantage, only roll one d20.

Advantage and disadvantage never apply to damage rolls.

## SECTION 3: Combat

Combat takes place in a series of rounds. Each combatant gets one turn in each round.

### Roll Initiative

For each creature in the combat, roll 1d20 and add the character's DEX. The creature with the highest initiative takes its turn first, followed by the creature with the next highest initiative, etc.

If two creatures have the same initiative, they can choose who goes first.

### Surprise

Begin combat as usual, rolling initiative and proceeding through combat, but for the first round, any creatures that are surprised can do nothing on their turns. This includes use of any reaction from the beginning of combat until the start of his turn on round two. After the first round, combat continues as normal.

### Actions in Combat

Each creature in combat can do the following during its turn:

#### One primary action

**Attack** – Make one melee or ranged attack

**Dash** – Move up to 6 squares (30 feet), in addition to your regular movement below

**Disengage** – Your movement does not provoke opportunity attacks this round.

**Dodge** – Until the start of your next turn, any attack against you is made with disadvantage (if you can see the attacker) and you make Dexterity saving throws with advantage

**Heal** – Tend to one dying creature (see Dying and Death below)

**Help** – Choose one creature within 5 feet of you; it gains advantage on its next attack or ability check before the start of your next turn

**Hide** – Make a Dexterity check to hide

**Ready** – Choose an action (such as an attack), and a trigger for that action. Until the start of your next turn, when that trigger occurs, you can take that action

**Recall Lore** – Make an Intelligence check to recall useful information about a creature or environment

**Search** – Investigate your environment for clues and/or hidden items

**Use an Object** – Interact with an object

**One movement**, You can move up to 6 squares (30 feet) during your turn.

**One bonus action**, only if made available by a rule (as in two-weapon fighting)

**One reaction**, only if made available by a rule (as in opportunity attacks)

**One minor activity**, such as opening an unlocked door, picking up a rock, or calling out a brief order

You can perform these actions in any order you choose. Movement can be split up, so you could choose to move 10 feet, perform an attack action, then move another 20 feet.

## Making an Attack

You can make a melee attack against any creature within one square (5 feet) of your character, or within two squares (10 feet) if you are using a weapon with the reach property. You can attack with a range weapon if the target is within the weapon's range (refer to the weapon section above). To do so, roll 1d20 and add either your Strength or Dexterity (depending on the weapon type), and add your tier and add an additional +1 weapon bonus. [If the weapon is not one that you are proficient with, you do not add your tier or your weapon bonus.] Apply advantage or disadvantage if necessary.

If the result is equal to or greater than the enemy's Armor Class, the attack hits.

## Critical Hits And Fails

When making an attack, if the die rolls 20, before any bonuses or penalties, you score a critical hit. In this case, the attack automatically hits (no matter the target's Armor Class), and you roll twice as many damage dice as you normally would. So, if you score a critical hit with a handaxe, instead of rolling 1d6, roll 2d6.

When making an attack, if you roll a 1 on the d20, you score a critical failure and the attack automatically misses.

## Taking Damage

If an attack hits, roll the weapon's damage die, and add either your Strength or your Dexterity depending on the weapon. Reduce the target creature's Hit Points by the amount of damage. If the creature falls to 0 Hit Points or fewer, it is dying. (However, most DMs kill monsters outright at 0 or fewer Hit Points.)

## Dying and Death

A creature reduced to 0 or fewer Hit Points is dying. A creature reduced to as many Hit Points below 0 as the character's Hit Point maximum dies outright. A dying creature makes a death saving throw on its turn; no other action, movement, or activity. There are no modifiers to this roll.

<u>Roll</u>	<u>Result</u>
20	Creature stabilizes.
10-19	Mark 1 success.
2-9	Mark 1 failure.
1	Mark 2 failures.

On the 3rd failure, the creature dies. On the 3rd success, the creature stabilizes. A stabilized creature is unconscious, has 0 Hit Points, and does not roll death saving throws. Successes and failures reset as soon as a dying creature stabilizes.

You can make a Wisdom ability check to give first aid to a dying creature to stabilize it, and succeed if you roll a 10 or more. You can add Your tier +1 to your roll if you are skilled in Medicine.

## Opportunity Attacks

Opportunity attacks are provoked if two combatants are within 5 feet of each other and one of them moves away from the other. The creature not acting can use its reaction

to make one free melee attack against the creature that is moving away. The creature's movement is interrupted while the reacting creature attacks before it moves away. Because it's using its reaction, a creature can make only one opportunity attack per round.

## Two-Weapon Fighting

If you hold a light melee weapon in each hand, you can attack with them both. Choose which weapon you're using as your primary weapon, and which as your secondary weapon. You can attack with your secondary weapon by using your bonus action, and you don't add your ability modifier to the damage on that attack.

## Healing

If your character spends at least one hour performing no strenuous activity — this means no fighting, no bargaining, and otherwise no activity that would invoke a die roll — the character has just completed a **Short Rest**. If your character sleeps and performs no other heavy activities for at least 8 hours, he or she has just completed a **Long Rest**.

When you complete a **Short Rest**, you regain half of your lost hit points.

When you complete a **Long Rest**, you regain all your lost Hit Points. You can only benefit from one long rest per day.





## Conditions

A creature can be affected by any of the following conditions, possibly even several conditions at once.

A **blinded** creature can't see, and fails any ability check involving sight. A blinded creature has disadvantage on its attack rolls, and attacks against it are made with advantage.

A **charmed** creature won't attempt to harm the creature that charmed it. The creature that charmed it has advantage on any social ability check involving the charmed creature.

A **deafened** creature can't hear, and fails any ability check involving hearing.

A **frightened** creature has disadvantage on attack rolls and ability checks while it can see the source of its fear. The frightened creature won't willingly move closer to the source of its fear.

A **grappled** creature has a movement of 0. The grapple ends if the grappler becomes incapacitated, or if the grappled creature makes a successful Strength or Dexterity check against the grapping creature's Strength check. The grapping creature can drag its grappled creature at half speed.

An **incapacitated** creature can't take actions (it can move, though).

An **invisible** creature cannot be seen (but can be heard, smelled, etc.). An invisible creature has advantage on its attack rolls, and attacks against it are made with disadvantage.

A **paralyzed** creature is incapacitated and can neither move nor speak. The paralyzed creature fails Dexterity- and Strength-based saving throws, attacks against it have advantage, and any melee attack against it that hits is an automatic critical hit.

A **petrified** creature, along with any nonmagical object it is wearing or carrying, is turned to stone. It gets 10 times heavier, is incapacitated, unaware of its surroundings and can't move or speak. Attacks against it have advantage. It fails all Strength and Dexterity saving throws. It takes half damage from all attacks and is immune to poison and disease, but any already in its system is only suspended.

A **poisoned** creature takes disadvantage on ability checks and attack rolls.

A **prone** creature can crawl at half speed, or use half its speed to stand up. A prone creature takes disadvantage on attack rolls; melee attacks against it have advantage, and ranged attacks against it have disadvantage.

A **restrained** creature has a movement of 0. The creature attacks and makes Dexterity checks with disadvantage, and attacks against it are made with advantage.

A **stunned** creature is incapacitated, can't move, and can barely speak. It fails Strength and Dexterity saving throws, and attacks against it are made with advantage.

An **unconscious** creature is incapacitated, can't move, can't speak, and is not aware of its surroundings. It drops whatever it's holding, falls prone, and fails Strength and Dexterity saving throws. Attacks against it have advantage, and any melee attack against it that hits is an automatic critical hit.



## SECTION 4: Spellcasting

This section provides the rules for casting spells.

**Note regarding using these spell rules:** Rather than using the spell rules presented here, the DM may want to use the spell rules as presented in the Player's Handbook. The optional rules presented here provide a different way to determine which spells you can cast, but for the spells descriptions you must refer to the Player's Handbook. The advantage to these rules is that a PC can cast any spell that is in any spell lists he has available. This way he doesn't have to select spells to add at each level and doesn't have to prepare the spells he may want to cast each day.

### What Is a Spell?

Behind reality as the player-characters know it, there is a sort of internal "skeleton", over which reality exists like skin atop muscle and bone. This "skeleton" can best be envisioned as an unseen essence that pervades all parts of the multiverse, directly linking everything to every other thing. This is the source of all magic. When you cast a spell, you actually create a specific alteration in the local essence, which then causes the spell effect you wanted in the 'real' world. In the Forgotten Realms it is called the "Weave". All the physical laws of the universe are simply reflections of the true, background laws that govern this universal essence.

### Spell Levels

Each spell has a level from 0 to 9. A spell's level is a general indication of how powerful it is.

- Cantrips - simple spells that casters can cast with almost no restriction - are level 0.
- A spell's level does not correspond directly to your character's level.
- The highest spell level that you can cast depends on your class and your class level.

Max Spell Level (sl) by class level (LVL) Bards, Clerics, Druids, Sorcerers and Wizards									
Tier 1		Tier 2		Tier 3		Tier 4		Tier 5	
LVL	sl	LVL	sl	LVL	sl	LVL	sl	LVL	sl
1	1	5	3	9	5	13	7	17	9
2	1	6	3	10	5	14	7	18	9
3	2	7	4	11	6	15	8	19	9
4	2	8	4	12	6	16	8	20	9

Max Spell Level (sl) by class level (LVL) Paladins and Rangers									
Tier 1		Tier 2		Tier 3		Tier 4		Tier 5	
LVL	sl	LVL	sl	LVL	sl	LVL	sl	LVL	sl
1	-	5	2	9	3	13	4	17	5
2	1	6	2	10	3	14	4	18	5
3	1	7	2	11	3	15	4	19	5
4	1	8	2	12	3	16	4	20	5

Max Spell Level (sl) by class level (LVL) Warlocks									
Tier 1		Tier 2		Tier 3		Tier 4		Tier 5	
LVL	sl	LVL	sl	LVL	sl	LVL	sl	LVL	sl
1	1	5	3	9	5	13	5	17	5
2	1	6	3	10	5	14	5	18	5
3	2	7	4	11	5	15	5	19	5
4	2	8	4	12	5	16	5	20	5

### Spell Lists

The spells available to your spellcaster are collected into lists. Each list contains spells that relate in some way to each other. For example they may belong to the same school of magic, or they do the same type of damage. Your spellcaster will have one or more spell lists that represent his specializing in that type of magic spell. The individual spells on each lists are of different levels.



## Spell Slots

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots	4	3	3	3	3	2	2	1	1

The above table indicates the number of spell slots you have available for each spell level. [Warlocks don't use this table. Refer to Warlocks under "Spellcasting by Class".]

You can cast any spell of a spell level that your character is allowed to cast if it is on one of your spell lists.

- When you cast a spell you deduct (or "spend") a spell slot that is available for that spell's level.
- You can cast the same spell over and over, as long as you have a spell slot available for it.
- You can cast a spell by spending a spell slot for that level or higher.
- You can't use a spell slot of a level that is a higher than the highest spell level you are allowed to cast.
- You can cast cantrips without spending a spell slot.

## Casting Spells at a Higher Level

Spells that are cast using a higher level spell slot are considered as having been cast at that higher level.

Some spells have more powerful effects when cast at a higher level, as detailed in the spell's description.

## Regaining Spell Slots

Warlocks regain all used spell slots at the end of a short rest or a long rest. All other spellcasters regain their used spell slots at the end of a long rest.

## Primary Ability

Your character's primary spell casting ability is used to calculate your spell save DC and your spell attack modifier. Your primary ability depends on your class.

- Bard CHA
- Cleric WIS
- Druid WIS
- Paladin CHA
- Ranger WIS
- Sorcerer CHA
- Warlock CHA
- Wizard INT

## Spell Save DC

Some spells require the target of the spell to make an ability save against a number called the spell DC (or Difficulty Class).

- The target of the spell rolls 1d20 + his Ability Modifier + 1 + his tier to take only half damage (or take no damage if it is a cantrip).
- The spell description will say which Ability Modifier is used.
- Your spell save DC is 9 + your tier + your primary ability.

## Spell attack Modifier

Some spells require you to make a spell attack.

- When you make a spell attack you roll 1d20 + your spell attack modifier. The total of your roll must equal the target's AC or better for the spell to effect it.
- Your spell attack modifier is your tier + 1 + your primary ability modifier.

## Concentration

Some spells last as long as you maintain concentration.

Conditions under which concentration ends are:

- 1) You cast another spell that requires concentration
- 2) You are incapacitated or killed
- 3) If you take damage you must make a CON save to maintain concentration. You roll 1d20 + CON + 1 + your Tier. The results of your roll must be at least 10 or 1/2 the damage you took, whichever is higher.

## Spell components

Casting a spell normally requires verbal, somatic, and material components.

- You must say the magic words (the verbal component) in a clear and forceful voice that can be heard from at least 20 feet away.
- You must have at least one hand free to make the proper physical gestures (the somatic component) to focus the magical energies that the spell releases.
- If the spell requires a material component that doesn't have a price listed, you may use a spellcasting focus instead.
- A spellcasting focus must be boldly presented to channel the power of your spell.
  - ⇒Bard's spellcasting focus is his musical instrument.
  - ⇒Cleric's spellcasting focus is his holy symbol.
  - ⇒Druid's spellcasting focus is a twig of holly or mistletoe.
  - ⇒Paladin's spellcasting focus is his holy symbol.
  - ⇒Rangers don't require a specific spellcasting focus.
  - ⇒Sorcerers don't require a specific spellcasting focus.
  - ⇒Warlocks don't require a specific spellcasting focus.
  - ⇒Wizards don't require a specific spellcasting focus.
- If your class doesn't require a specific spellcasting focus, you may still elect to use one. You can use an orb, a crystal, a rod, a staff, or a wand. It will cost your character 10gp to purchase one of these.

## Overlapping Spells

The effects of the same spell cast multiple times don't combine. Instead, the most potent effect - such as the highest bonus - from those castings applies while their durations overlap.

## Spellcasting by Class

At first level you will select which lists of spells you want to specialize in. Each list contains spells of different levels. As your character advances in level he will be able to cast any of the spells on any of his lists that are of a level he is allowed to cast depending on his character level.

Refer to the Player's Handbook for the spell descriptions.

### Bards:

Bards learn that words and music are not just vibrations of air, but vocalizations with power all their own. They learn to untangle and reshape the essence in harmony with their wishes and music.

At first level you select two energy spell types of your choice. You can also select one additional spell list. This additional spell list can be Nature Magic or one from the Clerical Domain spell lists, or one from the Wizard School spell lists. You can add another domain or school at 10th level.

You also start with the *Vicious Mockery* cantrip plus one more cantrip of your choice from any list.

### Clerics:

Clerics are conduits for Divine magic, the power of the gods. Divine casting is done by channeling the essence provided by their deities and forming spells out of that.

At first level you select two energy spell types of your choice except for *force* or *lightning*. Clerics cannot choose either of those two energy spell types.

In addition to your energy spell lists, you can also cast the spells on a clerical domain spell list. A first level cleric must choose either the **Positive Energy** or the **Negative Energy** domain. He adds a second domain of his choice at 10th level.



### Druids:

Druids revere nature above all, and can draw essence from the land, gaining their spells and other magical powers either from the essence that flows through nature itself or from a nature deity.

At first level you will select two energy spell types of your choice. As your character advances in level he will be able to cast any spell on these lists, or on the **Nature Spells** list, that is of a spell level that he is allowed to cast.



### Paladins:

Paladins cast Divine magic the same way that a cleric does.

Starting at second level, a Paladin cast spells as a Cleric of half the Paladin's level. Paladins can't cast cantrips.

At second level you select two energy spell types of your choice except for *force* or *lightning*. You can also cast the spells on the **Positive Energy** clerical domain spell list.

### Rangers:

Rangers cast magic associated with nature, the way druids do.

Starting at second level, a Ranger cast spells as a Druid of half the Ranger's level. Rangers can't cast cantrips.

At second level you select two energy spell types of your choice. You can also cast the spells on the **Nature Spells** list.

### Sorcerers:

Sorcerers learn to harness and channel their own inborn magical abilities. They gather the essence to them from force of will.

At first level you know the a spell list associated with the damage type related to your draconic ancestor. That damage type is either listed on the energy types list or it is *acid* or *poison*.

You can also select one additional energy spell type list of your choice.

In addition to these energy/damage type spell lists, you can also select one clerical domain or wizard school of your choice. You can add another domain or school at 10th level.



## Warlocks:

Warlocks receive their magical abilities from a pact they made with an otherworldly being. This is similar to the way gods channel essence through divine casters

At first level you select a number of energy spell types of your choice equal to your CHA (minimum of two). One of these energy types must be *fire*. If a warlock's charisma modifier is increased his number of energy spell types can also increase. You can also select a wizard school spell list.

All of your spell slots are the same level. They are the level of the highest level spell you are allowed to cast. The table below shows how many spell slots you have. To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Warlock Spell Slots				
Warlock Level	1	2-10	11-16	17-20
Number of spell slots	1	2	3	4

## Wizards:

Wizards create elaborate mental structures within the mazes of their own minds, traps which funnel magical essence like a roof collects rainwater for a barrel, stored and ready to be used over the course of a day.

At first level you select a number of energy spell types of your choice equal to your INT (minimum of two). One of the spell types you select must be *force*. If a wizard's intelligence modifier is increased his number of energy spell types can also increase.

If you are a wizard, in addition to your energy spell lists, you can also cast the spells on a wizard school spell list. A wizard will focus his studies on a specific type of spell.

A first level wizard chooses one of these schools. He can add another school at 10th level.



## Spell Lists

The spell lists are divided into six major categories: Energy Spells, Acid Spells, Poison Spells, Nature Magic, Clerical Domains, and Wizard Schools.

**Note:** There are more spells in the Player's Handbook than there are in all of these lists. You may also find spell descriptions in other books. Your DM may want to introduce additional spells by replacing a spell that is on one of these lists with a different one.

## Energy Spells

Energy spells are grouped by the type of energy they control.

The 6 energy types are:

- Cold
- Fire
- Force
- Lightning
- Radiant
- Thunder

### Cold Spell List

Cold spells do cold damage. Effected creatures are reduced to a speed of 10 ft until the start of your next turn. Creatures killed by a cold spell become frozen statues until thawed. There are 4 spells on the cold spell list.

Cantrip: *Ray of Frost* PHB: 211

4th-level: *Ice Storm* PHB: 252

5th-level: *Cone of Cold* PHB: 224

6th-level: *Freezing Sphere* PHB: 263

### Fire Spell List

Fire spells do fire damage and flammable objects ignite if not worn or carried. There are 6 spells on the fire spell list.

Cantrip: *Fire Bolt* PHB: 242

1st-level: *Burning Hands* PHB: 220

3rd-level: *Fireball* PHB: 241

5th-level: *Flame Strike* PHB: 242

7th-level: *Delayed Blast Fireball* PHB: 230

9th-level: *Meteor Swarm* PHB: 259

### Force Spell List

This is the default spell type for wizards. Force spells do force damage. You can target individual objects instead of individual creatures. If targeted, a hit can damage a nonmagical object up to 10 ft. cube. There are 4 spells on the force spell list.

Cantrip: *Eldritch Blast* PHB: 237

1st-level: *Magic Missile* PHB: 257

6th-level: *Disintegrate* PHB: 233

7th-level: *Mordenkainen's Sword* PHB: 262

## Lightning Spell List

Lightning spells do lightning damage. Creatures wearing metal armor have disadvantage on saving throws against area of effect lightning spells. You have advantage on your attack rolls against individual creatures that are wearing metal armor. Unattended flammable objects ignite. There are 3 spells on the lightning spell list.

Cantrip: *Shocking Grasp* PHB: 275

3rd-level: *Lightning Bolt* PHB: 255

6th-level: *Chain Lightning* PHB: 221

## Radiant Spell List

Radiant spells do radiant damage. Targets in an area of effect spell receive no bonus for cover on their saving throw. Undead and oozes have disadvantage on their saves. There are 5 spells on the radiant spell list.

Cantrip: *Sacred Flame* PHB: 272

1st-level: *Guiding Bolt* PHB: 248

3rd-level: *Spirit Guardians* PHB: 278

6th-level: *Sunbeam* PHB: 279

8th-level: *Sunburst* PHB: 279

## Thunder Spell List

Thunder spells do thunder damage. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. Nonmagical unattended objects also take damage. There are 3 spells on the thunder spell list.

1st-level: *Thunderwave* PHB: 282

2nd-level: *Shatter* PHB: 275

5th-level: *Destructive Wave* PHB: 231

## Acid Spells

Acid spells do acid damage

### Acid Spell List

There are 4 spells on the acid spell list.

Cantrip: *Acid Splash* PHB: 211

1st-level: *Chromatic Orb* PHB: 221

2nd-level: *Melf's Acid Arrow* PHB: 259

3rd-level: *Elemental Weapon* PHB: 237

## Poison Spells

Poison spells do poison damage.

### Poison Spell List

Creatures that are immune to poison automatically succeed on saving throws and receive no damage. There are 4 spells on the acid spell list.

Cantrip: *Poison Spray* PHB: 266

1st-level: *Ray of Sickness* PHB: 271

2nd-level: *Protection from Poison* PHB: 270

3rd-level: *Stinking Cloud* PHB: 278

## Nature Magic

Nature Magic spells are used by Druids and Rangers.

### Nature Magic Spell List

There are 20 spells on the nature magic spell list.

Cantrip: *Druidcraft* PHB: 236

Cantrip: *Thorn Whip* PHB: 282

1st-level: *Animal Friendship* PHB: 212

1st-level: *Entangle* PHB: 238

1st-level: *Speak with Animals* PHB: 277

2nd-level: *Animal Messenger* PHB: 212

2nd-level: *Pass without Trace* PHB: 264

3rd-level: *Speak with Plants* PHB: 277

3rd-level: *Wind Wall* PHB: 288

4th-level: *Freedom of Movement* PHB: 244

4th-level: *Locate Creature* PHB: 256

5th-level: *Tree Stride* PHB: 283

5th-level: *Commune with Nature* PHB: 224

6th-level: *Transport via Plants* PHB: 283

6th-level: *Wind Walk* PHB: 288

6th-level: *Wall of Thorns* PHB: 287

7th-level: *Mirage Arcane* PHB: 260

8th-level: *Animal Shapes* PHB: 212

8th-level: *Tsunami* PHB: 284

9th-level: *Storm of Vengeance* PHB: 279



## Clerical Domains

The 4 clerical domains are:

- **Abjuration**
- **Divination**
- **Negative Energy** (Necromancy)
- **Positive Energy** (Heal spells).

### Abjuration Spell List

The Abjuration Domain emphasizes magic that blocks, banishes, or protects. There are 20 spells on the adjuration spell list.

- 1st-level: **Sanctuary** PHB: 272  
 1st-level: **Shield of Faith** PHB: 275  
 1st-level: **Mage Armor** PHB: 256  
 1st-level: **Shield** PHB: 275  
 2nd-level: **Aid** PHB: 211  
 2nd-level: **Lesser Restoration** PHB: 255  
 2nd-level: **Warding Bond** PHB: 287  
 3rd-level: **Counterspell** PHB: 228  
 3rd-level: **Dispel Magic** PHB: 234  
 3rd-level: **Protection from Energy** PHB: 270  
 3rd-level: **Beacon of Hope** PHB: 217  
 3rd-level: **Remove Curse** PHB: 271  
 4th-level: **Stoneskin** PHB: 278  
 4th-level: **Death Ward** PHB: 230  
 4th-level: **Freedom of Movement** PHB: 244  
 5th-level: **Greater Restoration** PHB: 246  
 6th-level: **Globe of Invulnerability** PHB: 245  
 8th-level: **Antimagic Field** PHB: 213  
 8th-level: **Holy Aura** PHB: 251  
 9th-level: **Imprisonment** PHB: 211

### Divination Spell List

You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight. There are 12 spells on the divination spell list.

- Cantrip: **Guidance** PHB: 248  
 1st-level: **Comprehend Languages** PHB: 224  
 1st-level: **Detect Magic** PHB: 231  
 1st-level: **Identify** PHB: 252  
 2nd-level: **Augury** PHB: 215  
 4th-level: **Arcane Eye** PHB: 214  
 4th-level: **Divination** PHB: 234  
 4th-level: **Locate Creature** PHB: 265  
 5th-level: **Commune** PHB: 223  
 6th-level: **True Seeing** PHB: 284  
 6th-level: **Find the Path** PHB: 240  
 9th-level: **Foresight** PHB: 244

### Negative Energy Spell List

The study of negative energy spells is also called necromancy. Necromancy explores the cosmic forces of life, death, and undeath. Necrotic spells that do damage, do necrotic damage. There are 9 spells on the negative energy spell list.

- Cantrip: **Chill Touch** PHB: 221  
 1st-level: **Inflict Wounds** PHB: 253  
 3rd-level: **Revivify** PHB: 272  
 3rd-level: **Speak with Dead** PHB: 277  
 5th-level: **Raise Dead** PHB: 270  
 6th-level: **Harm** PHB: 249  
 7th-level: **Finger of Death** PHB: 241  
 7th-level: **Resurrection** PHB: 272  
 9th-level: **Astral Projection** PHB: 215

### Positive Energy Spell List

Positive energy spells are identical in most ways to attack spells but rather than inflicting hit point damage, they heal the indicated amount of hit point damage. Healing spells have no effect on undead or constructs.

- Cantrip: **Spare the Dying** PHB: 277  
 1st-level: **Healing Word** PHB: 250  
 3rd-level: **Mass Healing Word** PHB: 258  
 5th-level: **Mass Cure Wounds** PHB: 258  
 6th-level: **Heal** PHB: 250  
 7th-level: **Regenerate** PHB: 271





## Wizard Schools

The 5 wizard schools are:

- **Conjuration**
- **Enchantment**
- **Evocation**
- **Illusion**
- **Transmutation**

### Conjuration Spell List

As a conjurer, you favor spells that produce objects and creatures out of thin air. There are 6 spells on the conjuration spell list.

Cantrip: **Mage Hand** PHB: 256

2nd-level: **Web** PHB: 287

4th-level: **Dimension Door** PHB: 233

6th-level: **Heroes' Feast** PHB: 250

7th-level: **Teleport** PHB: 281

8th-level: **Maze** PHB: 258

### Enchantment Spell List

Enchantment spells affect the minds of others, influencing or controlling their behavior. There are 10 spells on the enchantment spell list.

1st-level: **Command** PHB: 223

1st-level: **Charm Person** PHB: 221

1st-level: **Sleep** PHB: 276

2nd-level: **Hold Person** PHB: 251

2nd-level: **Suggestion** PHB: 279

5th-level: **Dominate Person** PHB: 235

6th-level: **Mass Suggestion** PHB: 258

6th-level: **Otto's Irresistible Dance** PHB: 264

8th-level: **Dominate Monster** PHB: 235

8th-level: **Power Word Stun** PHB: 267

### Evocation Spell List

You focus your study on spells that manipulate magical energy to produce a desired effect. There are 5 spells on the evocation spell list.

2nd-level: **Darkness** PHB: 230

2nd-level: **Misty Step** PHB: 260

5th-level: **Wall of Stone** PHB: 287

6th-level: **Blade Barrier** PHB: 218

8th-level: **Earthquake** PHB: 236

### Illusion Spell List

You work to master spells that deceive the senses or minds of others. There are 9 spells on the Illusion spell list.

Cantrip: **Minor Illusion** PHB: 260

1st-level: **Disguise Self** PHB: 233

1st-level: **Silent Image** PHB: 276

2nd-level: **Arcane Lock** PHB: 215

2nd-level: **Blur** PHB: 219

2nd-level: **Invisibility** PHB: 254

2nd-level: **Silence** PHB: 275

3rd-level: **Major Image** PHB: 258

4th-level: **Greater Invisibility** PHB: 246

### Transmutation Spell List

You work to master spells that change the properties of a creature, object, or environment. There are 9 spells on the transmutation spell list.

Cantrip: **Prestidigitation** PHB: 267

Cantrip: **Thaumaturgy** PHB: 282

2nd-level: **Knock** PHB: 254

2nd-level: **Levitate** PHB: 255

2nd-level: **Spider Climb** PHB: 277

3rd-level: **Fly** PHB: 243

3rd-level: **Haste** PHB: 250

5th-level: **Passwall** PHB: 264

7th-level: **Etherealness** PHB: 238



