

Classes

Cleric

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

Key Abilities: Wisdom, Strength, and Constitution. You use Wisdom to cast spells, and Strength to make melee attacks. A high Constitution provides extra hit points.

Creating a Cleric

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

Ability Adjustment: +1 to your Wisdom, Strength, or Constitution score

Starting Hit Points: 8 + your Constitution modifier

Armor and Shield Proficiencies: None, but see your domain

Weapon Proficiencies: Basic weapons and simple missile weapons

You can make a cleric quickly by following these suggestions. Your domain has suggestions for your starting equipment.

Suggested Background: Priest

Suggested Specialty: Healer

THE CLERIC

Level	Weapon Attack	Magic Attack	Spell DC	Hit Dice	Channel Divinity	Class Features
1	+2	+2	10 + Wis. mod.	1d8	1	Channel Divinity (1d8), Divine Magic, Domain, Orisons, Religion
2	+2	+2	10 + Wis. mod.	2d8	1	Domain benefit
3	+2	+2	10 + Wis. mod.	3d8	1	—
4	+2	+2	10 + Wis. mod.	4d8	2	—
5	+2	+2	10 + Wis. mod.	5d8	2	Channel Divinity (2d8), Orison

CLERIC SPELLS PER DAY

Level	1	2	3	4	5	6	7	8	9	10
1	2	—	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—	—
3	3	1	—	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—	—
5	3	2	1	—	—	—	—	—	—	—

Class Features

A cleric gains the following class features.

Hit Dice: 1d8 per cleric level

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

Level 1: Channel Divinity

In dreams and visions, you have glimpsed the sacred light of celestial realms. Overcome by the

glory you witnessed, you pledged yourself to a higher power. In return, something in your soul quickened, awakening a magical blessing within you. You have been chosen as an agent of divine will in the mortal world. This favor manifests as a faint glow that occasionally flickers across your brow when you call upon it.

Benefit: Once per day as an action, you can channel divinity (a magical effect). When you do so, choose a creature that you can see within 30 feet of you. If the target is living, it regains hit

points equal to 1d8 + your Wisdom modifier. If the target is undead, it takes that amount of holy damage. A cleric who worships an evil deity instead deals unholy damage to a living creature and heals an undead creature.

As you gain levels, you can channel divinity more times each day (see the Cleric table). In addition, the amount of healing and damage increases as you gain levels. At 5th level, it becomes 2d8 + your Wisdom modifier.

Level 1: Divine Magic

Clerics channel divine magic through prayer and ancient rites. In exchange for faith and devoted service, clerics can wield the power of the gods themselves, casting potent spells to smite their enemies and uplift their friends.

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

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

You can prepare one spell for each spell slot you have. Thus, at 1st level you can prepare two 1st-level spells. Your domain also adds to the list of spells you have prepared each day.

Furthermore, you always have the *turn undead* spell prepared. It does not count against the number of spells you can prepare.

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

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

Rituals: You can cast any cleric spell you have prepared as a ritual, provided that the spell has a ritual version.

Magical Attacks: When you make a magical attack using a cleric spell, you use your Wisdom modifier for the attack roll, and add a bonus to that roll based on the Magic Attack column in the Cleric table.

Saving Throw DCs: When a cleric spell that you cast or a cleric feature that you use calls for a saving throw, the save DC equals 10 + your Wisdom modifier. As you gain levels, the DC increases, as noted in the Cleric table.

Level 1: Orisons

As a novice, a cleric learns simple spells, called orisons, to prepare for the full divine power that is conferred through ordination. Extensive familiarity with these orisons allows a cleric to cast them at will.

Benefit: You know one minor spell, chosen from the cleric's spell list. At 5th level and again at 9th level, you gain an additional minor spell of your choice from that list.

Level 1: Religion

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

Benefit: You gain training in a skill of your choice: Forbidden Lore, Magical Lore, Planar Lore, or Religious Lore. You must choose a skill in which you lack training.

Level 1: Domain

Your faith in a higher power flows through you, filling you with the strength of your deity.

Benefit: You choose a domain associated with your deity. Two domains are provided here: sun and war. At the indicated levels, your domain gives you a benefit.

Each domain includes a list of domain spells. You always have your domain's spells prepared when you reach the given levels. These spells do not count against the number of spells you can prepare each day.

Sun

The sun domain encompasses the shining light of the sun, as well as its searing heat.

Suggested Equipment: studded leather armor, mace, sling, 50 sling bullets, holy symbol, tome of sacred writings, adventurer's kit, healer's kit, and 85 gp, 8 sp.

Level 1: You gain the minor spell *radiant lance*. Additionally, you gain proficiency with light and medium armor, and you have fire resistance and radiant resistance.

Level	Domain Spell
1	<i>searing light</i>

- 3 *sunburst*
- 5 *daylight*

Level 2: As an action, you can sacrifice a use of your Channel Divinity to create intense light in a 20-foot-radius sphere centered on yourself. Each creature in the area makes a Constitution saving throw. A creature takes radiant damage equal to 1d8 + your Wisdom modifier on a failure, or half that amount on a success.

Until the end of your next turn, you glow with bright light in a 20-foot-radius sphere. Invisible creatures are visible while in this light.

War

The war domain encompasses martial might, battlefield tactics, and victory in arms.

Suggested Equipment: chainmail, shield, warhammer, holy symbol, tome of sacred writings, adventurer's kit, healer's kit, and 11 gp

Level 1: You gain proficiency with martial weapons and all armor and shields.

Level Domain Spell

- 1 *crusader's strike*
- 3 *battle psalm*
- 5 *prayer*

Level 2: When you use your Channel Divinity, you can also make a weapon attack as a part of the same action.

Fighter

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

Key Abilities: Strength, Dexterity, and Constitution. You need Strength or Dexterity for weapon use and Constitution to help you withstand punishment.

Creating a Fighter

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

Ability Adjustment: +1 to your Strength, Dexterity, or Constitution score

Starting Hit Points: 10 + your Constitution modifier

Armor and Shield Proficiencies: All armor and shields

Weapon Proficiencies: All weapons

You can make a fighter quickly by following these suggestions. Your fighting style has suggestions for your starting equipment.

Suggested Background: Soldier

Suggested Specialty: Survivor

THE FIGHTER

Level	Hit Dice	Weapon Attack	Expertise Dice	Class Features
1	1d10	+3	1d6	Combat Superiority, Fighting Style
2	2d10	+3	1d6	—
3	3d10	+3	1d8	Fighting Style
4	4d10	+4	1d8	—
5	5d10	+4	2d8	Fighting Style

Class Features

A fighter gains the following class features.

Hit Dice: 1d10 per fighter level

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

Level 1: Combat Superiority

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

Benefit: You gain a single expertise die, a d6. You can spend an expertise die to use a combat maneuver that you have mastered. A maneuver involves either rolling the die or simply expending it.

You must be able to take actions to spend an expertise die. At the start of each of your turns, you regain all of your spent expertise dice. As you

gain levels, the size of the die increases (from a d6 to a d8, for instance), and you gain additional dice, as noted on the Fighter table.

At 1st level, you have mastered the Deadly Strike and Parry combat maneuvers. Your fighting style gives you additional maneuvers to use with your expertise dice.

Level 1: Fighting Style

Fighters typically train in the use of many weapons, but most fighters favor one fighting style over another. Your fighting style is composed of things like defensive maneuvers, attack techniques, and combat footwork.

Benefit: Choose a fighting style. Four options are provided here: duelist, protector, sharpshooter, and slayer. At specific levels, your chosen style gives you new combat maneuvers that you have mastered.

Duelist

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

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

Level Combat Maneuver

- 1 Tumble
- 3 Jab
- 5 Shift

Protector

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

Suggested Equipment: Chainmail, shield, longsword, hand crossbow, 20 crossbow bolts, adventurer's kit, healer's kit, and 24 gp

Level Combat Maneuver

- 1 Protect
- 3 Push
- 5 Knock Down

Sharpshooter

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

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

Level Combat Maneuver

- 1 Precise Shot
- 3 Snap Shot
- 5 Shift

Slayer

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

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

Level Combat Maneuver

- 1 Glancing Blow
- 3 Cleave
- 5 Jab

Combat Maneuvers

Cleave

You can carry your momentum forward from an attack, carving through a dying foe into the body of another.

Benefit: Once per turn when you reduce a creature to 0 hit points or fewer with a melee weapon attack, you can spend a single expertise die to make a melee weapon attack against a creature within your reach.

Deadly Strike

You focus on striking you foe where it is most vulnerable.

Benefit: When you hit a creature with a weapon attack, you can spend expertise dice to add to the attack's damage against that creature. Roll any expertise die you spend in this way, and add its result to the damage. If the attack is a critical hit, maximize the expertise die.

Glancing Blow

Even when your strike is only a glancing blow, you find a way to damage your opponent.

Benefit: Once per turn when you miss a creature with a weapon attack but roll at least a 10 on the d20, you can spend expertise dice to turn the miss into a glancing blow. Roll any expertise dice you spend in this way, and the target takes damage equal to the result. The damage is of the same type as the attack, but the glancing blow has none of the attack's other effects and is not considered to have hit.

Jab

You can make quick, shallow attacks even when you focus your attention on other things.

Benefit: When you take an action other than making a melee or a ranged attack, you can spend a single expertise die to make a melee attack against a creature within your reach during that action. If you hit, instead of rolling damage normally, you roll the expertise die and use its result for your damage.

Knock Down

The force of a blow, whether from an axe or an arrow, in just the right spot can cause a creature to stagger and fall.

Benefit: When you hit a creature with a weapon attack and that creature is no more than one size category larger than you, you can spend a single expertise die to also knock that creature prone.

Parry

You can use your weapon or shield to turn aside an attack, reducing its impact on you.

Benefit: When you are damaged by an attack while you are wielding a weapon or a shield, you can spend expertise dice to reduce the damage. Roll any expertise die you spend in this way, and subtract its result from the damage against you. If the damage drops to 0 or lower, you are still subject to any other effects of the attack.

Precise Shot

You have expert aim, allowing you to make even the most improbable shots.

Benefit: When you make a ranged attack against a creature that has half cover or three-quarters cover, you can spend a single expertise die. Roll the die, and add its result as a bonus to your attack roll. If the target has half cover, the maximum bonus from this die is +2. If the target has three-quarters cover, the maximum bonus from the die is +5.

Protect

By splitting your attention between your opponents and your allies, you can intervene with a weapon or a shield when one of your friends would be harmed.

Benefit: When a creature next to you takes damage from an attack while you are wielding a weapon or a shield, you can spend expertise dice as a reaction to reduce the damage. Roll any expertise die you spend in this way, and subtract the result from the damage against the creature. If the damage drops to 0 or lower, the creature is still subject to any other effects of the attack.

Push

As you strike with a weapon, you can use a combination of your attack's precision and the leverage of your strike to drive a target back.

Benefit: When you hit a creature with a melee weapon attack and that creature is no more than one size category larger than you, you can spend a single expertise die to push that creature up to 10 feet away from you.

Shift

You can adopt a more nimble stance, focusing some of your effort on stepping into safe spots on the battlefield.

Benefit: When you take an action to make an attack, you can spend a single expertise die to move up to 10 feet before or after the attack. This movement does not provoke opportunity attacks.

Snap Shot

You can fire off a quick shot, even when distracted by other things.

Benefit: When you take an action other than making a melee or a ranged attack, you can spend a single expertise die to make a ranged attack during that action against a creature that you can see. If you hit, instead of rolling damage normally, you roll the expertise die and use its result for your damage.

Tumble

You can leap and roll away from the strikes of your enemies.

Benefit: During a move, you can spend a single expertise die to move through the spaces of hostile creatures.

Rogue

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

Key Abilities: Dexterity, Strength, and Intelligence. Rogues use Dexterity to sneak up on unsuspecting foes and to avoid danger. Some rogues favor Strength, since it is important for melee combat and creeping up walls. Rogues who focus on finding traps need a high Intelligence to locate and disable these nefarious devices.

Creating a Rogue

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

Ability Adjustment: +1 to your Strength, Dexterity, or Intelligence score

Starting Hit Points: 6 + your Constitution modifier

Armor and Shield Proficiencies: Light armor

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

You can make a rogue quickly by following these suggestions.

Suggested Equipment: Leather armor, a rapier, five daggers, adventurer's kit, healer's kit, and 96 gp

Suggested Background: Thief

Suggested Specialty: Lurker

THE ROGUE

Level	Hit Dice	Skill Mastery	Weapon Attack	Sneak Attack	Class Features
1	1d6	10	+2	2d6	Rogue Scheme, Skill Mastery, Sneak Attack, Thieves' Cant
2	2d6	10	+2	3d6	Knack (2/day), scheme benefit
3	3d6	10	+2	4d6	-
4	4d6	10	+2	5d6	-
5	5d6	11	+3	6d6	Scheme benefit

Class Features

A rogue gains the following class features.

Hit Die: 1d6 per rogue level

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

Level 1: Thieves' Cant

Among thieves, there is a secret language, a way of communicating between members of the criminal underworld that rogues know and use. Creatures hearing you converse in Thieves' Cant might think you say one thing when you are actually saying something else entirely.

Benefit: You have learned the secret language of thieves. You can correctly interpret thief signs and doublespeak, and you can communicate in this manner to others familiar with this language.

Level 1: Skill Mastery

More often than not, you come out on the winning side of a challenge, especially when you have the training and knowledge to succeed.

Benefit: When you determine the bonus for each of your skills, you use your associated ability modifier or +3, whichever is higher.

Additionally, when you make a check using any of your skills, you can take 10 or the result of the die roll, then add any modifiers. As you gain levels, the number you can take in place of the die roll increases, as shown in the Rogue table.

Level 1: Sneak Attack

Rogues fight fair only when they must. They prefer to use misdirection, deception, and surprise to get an edge against their foes. Striking with an advantage, whether from getting the jump on an unsuspecting foe or simply outwitting an opponent,

lets the rogue deliver a powerful strike that might just bring the battle to a close.

Benefit: Once per round, you can deal Sneak Attack damage to a creature that you hit with an attack. To deal this extra damage, you must have advantage against the creature.

The damage starts at 2d6 and increases as you gain rogue levels, as noted on the Rogue table.

Level 1: Rogue Scheme

Every rogue has an angle, a scheme that helps him or her succeed against the odds.

Benefit: Choose a rogue scheme. Two options are presented here: thief and thug. You gain the background of the same name, in addition to the background you gain when you create your character (the two backgrounds cannot be the same). In addition, you gain the class features corresponding to the scheme at the levels noted.

Thief

Level 1: Thief Sneaking. Thieves are exceptionally good at sneaking in and out of well-guarded places. Most thieves are experienced burglars who specialize in avoiding detection.

Benefit: You can attempt to hide when you are lightly obscured, such as if there are shadows deep enough to cover you from bright light or in a cloud of smoke. You can also hide behind an object that can cover at least a quarter of your body.

Level 2: Night Vision. Skulking around in dark alleyways and shadowed rooms has given thieves the ability to adjust their eyes and avoid the need for torches.

Benefit: When you spend at least one minute in darkness or shadows, you treat darkness as shadows and shadows as normal light, up to a radius of 30 feet.

Level 5: Hit and Run. You don't let yourself get hurt easily, and rarely stick around in a melee long enough for a counterattack.

Benefit: When you deal Sneak Attack damage on your turn, you can move a distance up to half your speed as part of the same action. This movement does not provoke opportunity attacks.

Thug

Level 1: Thug Tactics. You don't fight fair, and you always take advantage of enemies under fire from your allies.

Benefit: You have an additional way to deal Sneak Attack damage to a creature, besides having advantage against it; you can deal Sneak Attack

damage to a target that is within the reach of two or more creatures that are friendly to you.

Level 2: City Savvy. You know your way around the dark alleys of a city, and know how to recognize the signs of an impending ambush.

Benefit: You can't be surprised while you're able to take actions.

Level 5: Cheap Shot. You jab at ribs, poke eyes, and generally find the most painful or debilitating spots to strike your enemies, causing them to stagger at the pain.

Benefit: When you deal your Sneak Attack damage to a creature, that creature's speed drops to 0 until the end of your next turn.

Level 2: Knack

Rogues can bring to bear their impressive skill set to succeed on even the most difficult tasks.

Benefit: Twice per day, you can give yourself advantage on a check.

You can use this ability three times per day when you reach 5th level and four times per day when you reach 9th level.

Wizard

Wizards are the leading students of arcane magic. They cast spells of rolling fire, arcing lightning, creeping shadow, and more.

Key Abilities: Intelligence and Constitution. You use Intelligence to cast spells, and high Constitution provides extra hit points.

Creating a Wizard

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

Ability Adjustment: +1 to your Intelligence or Constitution score

Starting Hit Points: 4 + your Constitution modifier

Armor and Shield Proficiencies: None

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

You can make a wizard quickly by following these suggestions.

Suggested Background: Sage

Suggested Specialty: Magic-User

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

THE WIZARD

Level	Hit Dice	Magic Attack	Weapon Attack	Spell DC	Class Features
1	1d4	+3	+2	11 + Int. mod.	Arcane Magic, Arcane Knowledge, Cantrips, Spellbook
2	2d4	+3	+2	11 + Int. mod.	—
3	3d4	+3	+2	11 + Int. mod.	—
4	4d4	+4	+2	12 + Int. mod.	—
5	5d4	+4	+2	12 + Int. mod.	—

WIZARD SPELLS PER DAY

Level	1	2	3	4	5	6	7	8	9	10
1	3	—	—	—	—	—	—	—	—	—
2	4	—	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—	—

Class Features

A wizard gains the following class features.

Hit Dice: 1d4 per wizard level

Hit Points: 1d4 (or 3) + your Constitution modifier per wizard level gained

Level 1: Spellbook

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

contains all the arcane knowledge you need to prepare your spells.

Benefit: You have a spellbook containing five 1st-level spells that you know. A wizard typically learns *alarm*, *comprehend languages*, *burning hands*, *shield*, and *sleep*. As you adventure and gain levels, you can add new spells to the spellbook.

Learning Spells on Your Own: Each time you gain a wizard level, you can add a number of spells to your spellbook equal to your Intelligence modifier (minimum 1). You choose the spells from the wizard's spell list, and each one must be of a level that you can

cast, as noted in the Wizard Spells per Day table.

These spells reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the cosmos.

Finding Spells: You may find spells during your adventures. A spell is normally recorded on a scroll or in a tome. When you find a spell, you can add it to your spellbook if it is of a level you can normally cast.

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

The DM may call for an Intelligence check to determine whether you can master the spell, particularly if the spell is unusual. If you fail this check, the spell is beyond your ability to cast for now, but you can try again when you gain another level of wizard.

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

Level 1: Arcane Magic

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

Benefit: You can cast a number of wizard spells per day, as noted in the Wizard Spells per Day table.

Spell Preparation: After a long rest, you can prepare spells from your spellbook. You can prepare one spell for each spell slot you have, and you can prepare any spell contained in your spellbook, provided you have a slot free that is of the spell's level or higher. You can prepare the same spell multiple times. Thus, at 1st level you can prepare three 1st-level spells.

Preparing spells requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell,

taking at least one minute per spell level for each spell you prepare. If your spellbook is unavailable when you prepare spells, you can prepare only the spells that you prepared the day before.

Casting a Spell: When you cast a spell, you can cast any of your prepared spells. After you cast the spell, it vanishes from your mind, and you cannot cast that prepared spell again until after you next prepare spells.

You cannot cast wizard spells while wearing armor.

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

Saving Throw DCs: When a wizard spell that you cast or a wizard feature that you use calls for a saving throw, the save DC equals 11 + your Intelligence modifier. As you gain levels, the DC increases, as noted in the Wizard table.

Level 1: Cantrips

In order to cast the complex and powerful spells for which wizards are known, apprentices must first master a selection of minor spells, which are called cantrips. Wizards master these spells so completely that the cantrips never need to be prepared in advance. They can be cast at will.

Benefit: You know three minor spells, chosen from the wizard's spell list. A wizard typically learns *detect magic*, *light*, and *magic missile*. Minor spells do not need to be recorded in your spellbook.

Level 1: Arcane Knowledge

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

Benefit: You gain training in a skill of your choice: Forbidden Lore, Magical Lore, Natural Lore, or Planar Lore. You must choose a skill in which you lack training.

Classes: Part 2

This document introduces two new classes to the playtest: the sorcerer and the warlock. Each of them demonstrates a different approach to arcane spellcasting. These starting versions of the classes are meant to give you enough material to play with, and they are a taste of things to come, such as additional sorcerous origins and powers and additional warlock pacts and invocations.

With the appearance of these classes, an arcane triad has emerged: the scholarly master of arcane magic (the wizard), the renegade collector of eldritch secrets (the warlock), and the prodigy shaped by magic itself (the sorcerer).

Sorcerer

Magic is part of a sorcerer's being. In some sorcerers, it is an untamed, wild power that surges and roils, constantly on the verge of breaking free. In others, it is a smooth, sweet charge that tingles in the blood, bubbling forth in breath and the spoken word. Some sorcerers think it seems to have a mind of its own, while for others it is more like a raging storm—neither willful nor malicious, but destructive nonetheless.

The origin of this magical power is just as varied. Some trace it to an ancient draconic bloodline, while some pin it to the mischievous influence of the fey. Sometimes it's the result of exposure to a powerful spell or planar phenomenon, and sometimes the result of a malign intrusion into the sorcerer's mind.

Whatever its nature and origin, a sorcerer's magic requires a powerful will to harness and shape it, and to keep it in check. The more a sorcerer allows this power to emerge, the less controlled it becomes. As a sorcerer's willpower begins to ebb and his or her magic surges, the sorcerer begins to transform. The sorcerer seems to diminish as the magic takes over, its characteristics overshadowing the sorcerer's own body and personality.

Key Ability: Charisma. A sorcerer needs a high Charisma score, since it takes a strong personality and great willpower to draw magic forth, shape it into useful forms, and keep it under your control.

Creating a Sorcerer

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

Ability Adjustment: +1 to your Charisma or Constitution score

Starting Hit Points: See your sorcerous origin

Armor and Shield Proficiencies: None, but see your sorcerous origin

Weapon Proficiencies: Basic weapons, simple missile weapons, daggers, and quarterstaves

You can make a sorcerer quickly by following these suggestions.

Suggested Background: Artisan

Suggested Specialty: Jack-of-All-Trades

THE SORCERER

Level	Magic Attack	Weapon Attack	Spell DC	Will-power	Spells Known	Max Spell Level	Class Features
1	+2	+2	10 + Cha. mod.	3	2	1	Cantrips, Sorcery, Sorcerous Origin
2	+2	+2	10 + Cha. mod.	4	3	1	—
3	+2	+2	10 + Cha. mod.	8	4	1	—
4	+2	+2	10 + Cha. mod.	10	5	2	Sorcerous power
5	+2	+2	10 + Cha. mod.	16	6	2	—

Class Features

A sorcerer gains the following class features. Your Hit Dice and hit points are determined by your sorcerous origin.

Level 1: Cantrips

Your magical nature expresses itself through minor magical effects as well as more powerful spells and powers.

Benefit: You know two minor spells, chosen from the sorcerer's spell list.

Level 1: Sorcery

Your spells are not learned from books or granted by pacts or prayers. They come from within you, from magic that flows within you just as your blood and breath do. The magic within you surges and seethes, and unleashing it into the world is a tremendous act of will. Every spell you cast takes its toll on your willpower, so your mental reserves limit the number of spells you can cast before you need to rest and replenish those reserves.

Benefit: You can cast sorcerer spells each day based on your willpower. The Sorcerer table notes how many willpower points you have, the number of sorcerer spells you know, and the maximum level of those spells.

Spells Known: At 1st level, you know two 1st-level spells chosen from the sorcerer's spell list. As you gain levels in this class, you learn additional spells of your choice. When you learn a new sorcerer spell, its level must be no higher than your maximum spell level, and it cannot be a minor spell.

Casting a Spell: You must spend willpower points to cast a sorcerer spell (other than a minor spell). A spell's level determines the spell's willpower cost. If you don't have enough willpower available, you cannot cast the spell.

Spell Level	Willpower Cost
1	1
2	2

You regain all of your expended willpower points at the end of a long rest.

You cannot cast sorcerer spells while wearing armor (but see your sorcerous origin).

Magical Attacks: When you make a magical attack using a sorcerer spell, you use your Charisma modifier for the attack roll, and add a bonus to that roll based on the Magic Attack column in the Sorcerer table.

Saving Throw DCs: When a sorcerer spell that you cast calls for a saving throw, the save DC equals 10 + your Charisma modifier. As you gain levels, the DC increases, as noted in the Sorcerer table.

Level 1: Sorcerous Origin

Some event in your own past history or that of a parent or ancestor left its indelible mark on you, leaving magic as an inherent part of your being. This font of arcane magic, whatever its origin, fuels your spells and also grants you supernatural abilities called sorcerous powers that are directly tied to your origin.

Just as you can focus your will to cast spells, you can harness those same reserves of willpower to manifest these sorcerous powers. However, as your willpower begins to fail, your magic begins to overshadow you. As you diminish, your magic takes over, transforming your body (and sometimes your personality) into something more akin to the source of your power. As the magic within you grows in power, so does the strength of these transformations, until you look less like yourself and more like a physical manifestation of your sorcerous origin.

Benefit: You choose a sorcerous origin and gain its benefits (one option is presented here, a draconic origin).

Using Sorcerous Powers: Your origin grants you sorcerous powers at certain levels. A sorcerous power is a magical effect that functions as a spell in all respects, except that using a sorcerous power does not require you to speak or have a hand free, and the power is not subject to spell disruption.

Saving Throw DCs: When a sorcerous power that you use calls for a saving throw, the save DC equals 10 + your Charisma modifier. As you gain levels, the DC increases as your spell saving throw DC does, as noted in the Sorcerer table.

Draconic Heritage

Somewhere in your ancestry, the blood of a dragon entered your lineage. Its effects do not manifest in every generation, and they do not

always appear as full-fledged sorcerous powers. But in you, the blood runs true. The legacy of the wyrm twines through your dreams and flesh.

When your willpower is depleted and your heritage transforms you, you might manifest the personality traits of a dragon, as well as draconic physical traits. You might become both acquisitive and proud and, depending on your heritage, behave like a brutal savage, an arrogant tyrant, or a haughty noble.

When you choose this heritage, choose a dragon type. You are descended from a dragon of that type. Your choice of dragon determines the damage type referred to in some of your sorcerous powers, and also affects your appearance and personality when you transform.

Dragon Type	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Hit Dice: 1d8 per sorcerer level

Hit Points: 8 + your Constitution modifier at 1st level, and 1d8 (or 5) + your Constitution modifier per sorcerer level gained

Armor and Shield Proficiencies: You gain proficiency with all armor and shields. Also, you are able to cast sorcerer spells while wearing armor.

Weapon Proficiencies: You gain proficiency with martial melee weapons. Also, the bonus to your weapon attack rolls increases by 1.

Sorcerous Powers: At 1st level, you can spend 1 willpower to use the *dragon strength* power.

Additionally, each day, after you have spent 3 willpower, your hands become claw-like and your body grows more imposing. Until you complete a long rest, you gain a +2 bonus to the damage rolls of your melee attacks.

Level 4: You can spend 2 willpower to use the *dragon scales* power.

Additionally, each day, after you have spent 10 willpower, you manifest dragon scales that cover large portions of your skin. Until you complete a long rest, you have resistance to the damage type associated with your type of dragon.

Suggested Equipment: Chainmail, greatsword, dagger, adventurer's kit, healer's kit, and 12 gp

Sorcerer Spells

Minor Spells (Cantrips)

Detect Magic
Light
Magic Missile
Ray of Frost
Shocking Grasp

Level 1 Spells

Burning Hands
Cause Fear
Charm Person
Shield

Level 2 Spells

Arc Lightning
Ghoul Touch
Melf's Acid Arrow
Mirror Image
Resistance

Sorcerous Powers

Dragon Scales

You cause your skin to thicken into protective scales, the hue of which is reminiscent of a dragon (and specifically the dragon at the source of your heritage, if you have a draconic heritage).

Requirement: You can use this power only as a reaction in response to taking damage.

Effect: Before you take the damage, it is reduced by 10.

If you have the Draconic Heritage class feature, you also gain resistance to the damage type determined by your type of dragon. The resistance lasts until the end of your next turn.

Dragon Strength

You channel the ancient strength of the dragon, causing you to deal heavy damage.

Effect: The next time you hit a hostile creature with a melee attack during the next minute, that creature takes an extra 2d6 damage.

Playtest

Warlock

A warlock uncovers arcane secrets in order to forge a pact with an entity from another plane. This pact grants the warlock magical abilities—at a price.

Key Ability: Intelligence. You use Intelligence to master warlock invocations.

Creating a Warlock

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

Ability Adjustment: +1 to your Intelligence, Dexterity, or Constitution score

Starting Hit Points: 6 + your Constitution modifier

Armor and Shield Proficiencies: Light armor

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

You can make a warlock quickly by following these suggestions.

Suggested Background: Charlatan

Suggested Specialty: Magic-User

Suggested Equipment: Leather armor, rapier, dagger, spellbook, adventurer's kit, healer's kit, and 64 gp

THE WARLOCK

Level	Hit Dice	Magic Attack	Weapon Attack	Spell DC	Invocations Known	Spell Level	Class Features
1	1d6	+3	+2	11 + Int. mod.	3	1	Eldritch Lore, Pact, Invocations, Ritual Magic
2	2d6	+3	+2	11 + Int. mod.	4	1	—
3	3d6	+3	+2	11 + Int. mod.	4	1	Pact Boon
4	4d6	+4	+2	12 + Int. mod.	5	2	—
5	5d6	+4	+2	12 + Int. mod.	5	2	Pact Boon

Class Features

A warlock gains the following class features.

Hit Dice: 1d6 per warlock level

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

Level 1: Eldritch Lore

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

Benefit: You gain training in a skill of your choice: Forbidden Lore, Magical Lore, or Planar Lore.

Level 1: Pact

Powerful creatures across the planes can grant arcane power to those who enter into a

pact with them. Striking such a bargain requires knowledge of ancient lore often hidden, destroyed, and controlled by obscure cults, arcane orders, and those charged with maintaining the social order. Many people view these secrets as dangerous because the study of them can unlock great power.

You have entered a pact with a planar being, most likely an elemental prince or princess, a fey lady or lord, or perhaps even an archduke of hell. Your patron grants you the insight needed to unlock the power behind the secrets you research. That insight changes you in ways that can range from the subtle to the obvious. Regardless of the nature of the change, it comes with the gift of arcane power.

Benefit: Choose a pact (one option is presented here, a pact with a fey entity). Your pact grants you class features, known as Pact Boons, at the given levels.

Patron's Favors: Your patron grants you two favors. You must spend these favors when you use certain Pact Boons. You also use the favors for your lesser invocations, as described in the Invocations feature. When you take a short or a long rest, you regain your favors. During the rest, you must be able to perform a simple rite to contact your patron, beseeching that entity for more power.

Fey Pact: Verenestra

You have woven a pact with Verenestra, the Oak Princess, an archfey of such beauty and grace that to even look upon her is to risk enchantment. A member of the Seelie Court, Verenestra can be noble in her aims, but she is vain and jealous. As a part of your bargain, she takes some aspect of your beauty and binds it to herself, increasing her own splendor. In exchange for your sacrifice, Verenestra gifts you with powers of illusion and deception.

Level 1: Through your pact with Verenestra, you channel some of her ability to manipulate others with her words. When you gain this boon, a small wart appears on your face, as Verenestra claims a piece of your beauty for herself.

Benefit: When speaking to a creature that can understand you, you can spend one of your patron's favors. If the creature's hit point maximum is lower than yours, you gain advantage on all Charisma checks made to influence it for the next hour.

Level 3: Verenestra sometimes extends to you the magic of her otherworldly beauty. When you are in peril, you can call upon this magic to assume a beguiling presence, disrupting your enemies' focus as they attempt to strike you. Your irises turn a bright gold when you gain this boon, marking your link to Verenestra.

Benefit: As a reaction, you can impose disadvantage on a melee attack made against you by a living creature.

Level 5: You have unlocked the secrets of the fey ability to vanish in one spot and reappear in another, traversing ley lines and invisible fey pathways. When you make this discovery, a spiderweb of thin, white scars appears on your neck and arms, as Verenestra robs still more of your beauty.

Benefit: As an action, you can spend one of your favors to teleport up to 30 feet to a location that you can see.

Level 1: Invocations

The deepest secrets of the multiverse must be pieced together from many sources. Crumbs of truth are traced in bizarre patterns in the night sky, visible only to those in the right place or in the right frame of mind. Other truths are suggested by a fell gleam in the eyes of the odd starfish-like fossil that washed up on the beach. Tomes in their multitudes contain hidden cyphers comprehensible only to those who can break their cryptic codes. And when a chance-met stranger at a lonely crossroads or a summoning-gone-wrong provides the final context, all the pieces assemble in your mind. You then learn the secret of invocations.

An invocation is a powerful magical secret, something you have uncovered during your study of occult lore. Invocations are not spell-like formulas that create predictable magical effects; they are fragments of forbidden knowledge that allow you to do something powerful simply by uttering the secret. Invocations often involve knowing the true name of an object, a creature, or a force.

Other invocations include knowledge of long-forgotten entities from other planes, ancient languages in forbidden texts, and long-lost agreements between planar powers. To use the more powerful invocations, you turn to your patron's magic for help.

Benefit: You gain the minor invocation *eldritch blast*, plus two additional invocations of your choice, which can be minor or lesser. As you gain levels, you learn additional invocations, as noted on the Warlock table. When you learn a new invocation, you can choose a minor or a lesser invocation.

Using Invocations: An invocation is a magical effect that functions as a spell in all respects, except that an invocation does not require you to have a hand free when you use it.

To use a lesser invocation, you must spend one of your patron's favors. Minor invocations do not require you to use your favors.

Magical Attacks: When you make a magical attack using an invocation, you use your Intelligence modifier for the attack roll, and

add a bonus to that roll based on the Magic Attack column in the Warlock table.

Saving Throw DCs: When an invocation that you use calls for a saving throw, the saving throw DC equals 11 + your Intelligence modifier. As you gain levels, this DC increases, as noted in the Warlock table.

Level 1: Ritual Magic

Your patron granted you an elementary proficiency with spells, just enough to stitch mystical formulas together over the course of minutes, allowing you to perform rituals.

Benefit: You have a spellbook that contains one 1st-level spell that you know. A starting warlock typically learns *comprehend languages*, but you can choose any 1st-level spell from the warlock's spell list.

Rituals: You can cast any warlock spell in your spellbook as a ritual (the spells on the warlock's spell list all have ritual versions). Unless you gain spellcasting ability from a source other than this feature, you can cast your spells only as rituals.

Learning Spells: Each time you gain a level in this class, you can add one spell to your spellbook, chosen from the warlock's spell list. The Warlock table notes the maximum level of warlock spell that you can add to your spellbook at each level.

You may also find spells during your adventures. A spell is normally recorded on a scroll and in a tome. You can add a spell to your spellbook if it is of a level you can normally cast and if it appears on the warlock's spell list. The process takes 1 hour and 50 gp per level of the spell. The cost represents material components you expend as you experiment with the spell to master it.

Warlock Spells

Level 1

Alarm
Comprehend Languages

Level 2

Augury
Resistance
Silence

Warlock Invocations

Baleful Utterance

Lesser invocation

You speak a single syllable of Dark Speech, a language written within the pages of *The Book of Vile Darkness*, invoking that artifact's malevolent power. Dark Speech can warp the fabric of reality, creating a wave of deadly energy.

As a consequence of knowing this invocation, you try to speak with very careful enunciation, so as to avoid accidentally speaking in the vile language.

Effect: Each creature in a 15-foot cone originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and is deafened until the end of your next turn. On a successful save, a creature takes half as much damage and is not deafened. Unattended objects in the cone take maximum damage.

This invocation creates a thunderous boom that is audible to all creatures within 100 feet of you, regardless of any intervening material, terrain, or other objects.

When you reach level 3, the damage increases to 2d8.

Breath of Night

Lesser invocation

You invoke the secret name of nighttime during a new moon, plunging the area around you into shadows as light sources nearby are snuffed out all at once. At the same time, you gain the gift of lightless sight.

As a consequence of knowing this invocation, you sometimes find the light of day uncomfortable, making you irritable when exposed to direct sunlight.

Effect: Every nonmagical flame within 50 feet of you is extinguished. A flame is unaffected by this magic if it is larger than a fire typically borne by a torch.

You also gain darkvision with a range of 60 feet for 1 minute.

Eldritch Blast

Minor invocation

You hurl a bolt of crackling eldritch energy at your foe.

Effect: Make a magical attack against a creature within 50 feet of you. If you hit, the target takes 3d6 force damage.

When you reach level 3, the damage increases to 4d6.

Ethereal Stride

Lesser invocation

You have studied the layers of reality that drift between the planes. By invoking your patron's magic, you can step into the Ethereal Plane for a moment.

As a consequence of knowing this invocation, you have frequent nightmares of ghosts disturbing your sleep.

Effect: You become ethereal until the end of your next turn.

Fabrication of the Weave

Lesser invocation

You speak the secret name of an object, the true name recognized by the fabric of reality, and create that object out of nothingness.

As a consequence of knowing this invocation, you often feel compelled to hold and fidget with small objects you possess.

Effect: You create a simple, nonmagical object, which appears in your empty hand. The object can weigh no more than 10 pounds, be no longer than 10 feet in any dimension, and have a value no greater than 25 gp. You can create only objects that you have seen and touched. The object lasts for 10

Shadow Veil

Minor invocation

You wrap the shadows around yourself, appearing only as a murky, shimmering form that slips and dances between your foes.

Effect: Until the start of your next turn, you do not provoke opportunity attacks and can move through the space occupied by hostile creatures.

Visage of the Summer Court

Lesser invocation

You invoke the compelling beauty of the archfey of the Summer Court, binding it to your own image to enthrall those near to you.

As a consequence of knowing this invocation, you have a fascination with anything that shows a reflection.

Effect: Each humanoid creature of your choice within 30 feet of you must make a Wisdom saving throw. If a creature fails, it is charmed by you for 1 minute or until you or any of your companions harms it. A creature that succeeds on its save cannot be affected again by this invocation for 24 hours.