You are a...

BARBARIAN

Hit Die: d12

Lightly armored, you are hard to kill and do a lot of damage when raging.

Most Important Stat: Strength
1st Most Important: Constitution
Dump Stat: Intelligence

Armor: Light, Medium, Shields
Weapons: All
Saves: Strength, Constitution

Rage!
Twice per day, you can enter a rage. While raging, you gain +2 damage and you take halft damage from most normal weapons.

Unarmored Defense
Like everyone else, you get to add your Dexterity bonus to your Armor Class. Unlike everyone else, you also add your Constitution bonus! This only works while not wearing armor. Basically your health is your armor! And you can still use a shield.

Skills (choose two):
- Animal Handling (Wis)
- Athletics (Str)
- Intimidation (Chr)
- Nature (Int)
- Perception (Wis)
- Survival (Wis)

Gear:
- A Greater (or any martial melee weapon)
- Two Handaxes (or any simple weapon)
- An Explorer’s Pack
- Four Javelins

Most Important Stat: Strength
2nd Most Important: Constitution
Dump Stat: Intelligence

You are a heavily armored front-line warrior who eventually gets spells. This is the best class.

Skills (choose two):
- Athletics (Str)
- Insight (Wis)
- Intimidation (Chr)
- Medicine (Wis)
- Persuasion (Chr)
- Religion (Int)

Gear:
- A Martial Weapon & Shield (or any martial weapons)
- Five Javelins (or any simple melee weapon)
- A Priest’s Pack (or an Explorer’s Pack)
- Chain Mail
- Holy Symbol

PALADIN

Hit Die: d10

You are a...

Most Important Stat: Strength
1st Most Important: Charisma
Dump Stat: Intelligence

Armor: All
Weapons: All
Saves: Wisdom, Charisma

Divine Sense
You concentrate and know if there are any demons or undead nearby.

Lay On Hands*
You can heal up to five damage to yourself or your friends, or cure one disease or poison.

*Blimey
**You are a...**

**BARD**

You buff your allies and debuff enemies with sword, song, and spell.

**Spells**

You can cast spells! You know 4 first-level spells and can cast two spells per day.

**Bardic Inspiration**

Though songs and dramatic dialog and probably power chords you inspire your friends.

As a bonus action, you can give another player a d6. They can roll this die once and add the result to an attack roll, saving throw, or ability check.

**Skills (choose three):**
- Acrobatics (Dex)
- Animal Handling (Wis)
- Deception (Chr)
- Insight (Wis)
- Intimidation (Chr)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Char)
- Persuasion (Chr)
- Religion (Int)
- Sleight of Hand (Dex)

**Gear:**
- A Lute (or any musical instrument)
- A Rapier or Longsword (or any simple weapon)
- A Diplomat or Entertainer’s Pack
- Leather Armor
- Dagger

**Armor:**
- Light

**Weapons:**
- Simple, hand crossbows, longswords, rapiers, shortswords

**Saves:**
- Dexterity, Charisma

**Most Important Stat:**
- Charisma

**2nd Most Important:**
- Dexterity

**Dump Stat:**
- Intelligence

**Hit Die:**
- d8

---

**You are a...**

**CLERIC**

You’re pretty good in a fight, and your prayers are some of the most powerful spells in the game.

**Spells**

You can cast spells! You know all the first-level cleric spells and can cast two spells per day.

**God**

The god you serve grants you powers & bonus spells. Which god do you serve? The god of...

**Knowledge**

You know two more languages and two more skills. Your bonus spells are wizard spells!

**Life**

You can wear heavy armor and your healing spells heal 3 more hit points.

**Light**

When an ally is attacked, you can create a flash of light that imposes disadvantage on the attacker.

**Nature**

You can wear heavy armor and gain a nature-oriented skill. Your bonus spells are druid spells!

**Tempest**

You can use martial weapons and heavy armor. If someone hits you with an attack, you can do lightning damage to them!

**Trickery**

You can bless allies to make them stealthier!

**War**

You can use martial weapons and heavy armor. And you get a second attack each round!

*Most classes specialize at 1st level, but to help you keep the party alive, the DevTeam gave you your specialization at 1st level!*

**Skills (choose two):**
- History (Int)
- Insight (Wis)
- Medicine (Wis)
- Persuasion (Chr)
- Religion (Int)

**Gear:**
- Mace or Warhammer (warhammer, if proficient)
- Scale Mail or Leather Armor or Chain Mail (chain mail, if proficient)
- Light Crossbow & 20 Bolts (or any simple weapon)
- A Priest’s Pack (or an Explorer’s Pack)
- Shield
- Holy Symbol

**Armor:**
- Light, Medium, Shields

**Weapons:**
- Simple

**Saves:**
- Wisdom, Charisma

**Most Important Stat:**
- Wisdom

**2nd Most Important:**
- Constitution

**Dump Stat:**
- Intelligence or Charisma

**Hit Die:**
- d8
You are a powerful and versatile spellcaster who can eventually change into animals to gain their senses, movement, and combat strengths.

**Spells**
You can cast spells! You know all the first-level druid spells and can cast two spells per day.

**Most Important Stat:**
Wisdom

**2nd Most Important:**
Constitution

**Dump Stat:**
Strength

**Armor:**
Light, Medium, Shields

**Weapons:**
Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

**Saves:**
Intelligence, Wisdom

**Skills (choose two):**
- Arcana (Int)
- Animal Handling (Wis)
- Insight (Wis)
- Medicine (Wis)
- Perception (Wis)
- Religion (Int)
- Survival (Wis)

**Gear:**
- Wooden Shield (or any simple weapon)
- Scimitar (or any simple melee weapon)
- An Explorer's Pack
- Leather Armor
- Druidic Focus

**Most Important Stat:**
Wisdom

**2nd Most Important:**
Constitution

**Dump Stat:**
Strength

**Armor:**
Light, Medium, Shields

**Weapons:**
Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

**Saves:**
Intelligence, Wisdom

**Skills (choose two):**
- Arcana (Int)
- Animal Handling (Wis)
- Insight (Wis)
- Medicine (Wis)
- Perception (Wis)
- Religion (Int)
- Survival (Wis)

**Gear:**
- Wooden Shield (or any simple weapon)
- Scimitar (or any simple melee weapon)
- An Explorer's Pack
- Leather Armor
- Druidic Focus

You are a tough and versatile melee warrior with consistently high damage output.

**Most Important Stat:**
Strength or Dexterity (depending on what kind of fighter you want to be)

**2nd Most Important:**
Constitution

**Dump Stat:**
Intelligence or Charisma

**Armor:**
All

**Weapons:**
All

**Saves:**
Strength, Constitution

**Skills (choose two):**
- Acrobatics (Dex)
- Animal Handling (Wis)
- Athletics (Str)
- History (Int)
- Insight (Wis)
- Intimidation (Chr)
- Perception (Wis)
- Survival (Wis)

**Gear:**
- A Martial Weapon & Shield (or two martial weapons)
- Leather Armor or Chain Mail
- Longbow & 20 Bolts (or two handaxes)
- A Dungeonner’s Pack (or an Explorer’s Pack)

**Second Wind**
Once per battle you can recover some hit points.

**Fighting Style**
What kind of Fighter are you?
- Archer: +1 to attack rolls with ranged weapons.
- Defender: +1 bonus to AC while in armor.
- Duelist: +1 damage when using a one-handed melee weapon (go Dex and take a rapier!)
- Greatweapon: If you’re wielding a two-handed weapon, you roll 1s and 2s on your damage dice.
- Protector: If you’re using a shield, enemies attacking any allies standing next to you have disadvantage.
- Two Weapon: Normally someone attacking with a weapon in each hand only gets their Strength bonus to one attack. You get your Strength bonus to both attacks!
**You are a fast, versatile striker.**

**Armor:**
- Psh, who needs armor?

**Weapons:**
- Fists, simple weapons and short swords

**Saves:**
- Strength, Dexterity

**Skills (choose two):**
- Acrobatics (Dex)
- Athletics (Str)
- History (Int)
- Insight (Wis)
- Religion (Int)
- Stealth (Dex)

**Gear:**
- Shortsword
- A Dungeoneer’s Pack
- 10 Darts

---

**Unarmored Defense**
Like everyone else, you get to add your Dexterity bonus to your Armor Class. Unlike everyone else, you also add your Wisdom bonus! This only works while not wearing armor or shield. Basically your wisdom is your armor!

**Martial Artist**
You can use Dexterity instead of Strength for attack and damage rolls with your fists and monk weapons. Your Dex makes you harder to hit and you hit harder with it!
You don’t do much damage with your fists (1d4*) but you get three attacks per round. That 1d4 increases as you level up.

*Other characters only do 1 damage with their fists.

---

**You are a stealthy hunter.**

**Armor:**
- Light, Medium, Shields

**Weapons:**
- All

**Saves:**
- Strength, Dexterity

**Skills (choose two):**
- Animal Handling (Wis)
- Athletics (Str)
- Insight (Wis)
- Investigation (Int)
- Nature (Int)
- Perception (Wis)
- Stealth (Dex)
- Survival (Wis)

**Gear:**
- Leather Armor or Scale Mail
- Two Shortswords (or two handaxes)
- A Dungeoneer’s Pack (or an Explorer’s Pack)
- Longbow & 20 Arrows (and a quiver)

---

**Favored Enemy**
Pick a category of monster. You can track them easier and do +2 damage against them.

**Natural Explorer**
Choose one type of terrain. You track better, move faster, and cannot become lost in that terrain.
**ROGUE**

You are a skilled, **stealthy striker**.

- **Most Important Stat:** Dexterity
- **2nd Most Important:** Constitution
- **Dump Stat:** Strength

**Expertise**
Pick two skills and get +4 to them instead of the normal +2.

**Sneak Attack**
You do an extra d6 damage against creatures you flank or surprise.

**Thieves’ Cant**
You can talk to other thieves openly and encode secret messages in your speech. Basically Cockney rhyming slang.

**Skills** (choose four):
- Acrobatics (Dex)
- Athletics (Str)
- Deception (Chr)
- Insight (Wis)
- Intimidation (Chr)
- Investigation (Int)
- Perception (Wis)
- Performance (Chr)
- Persuasion (Chr)
- Sleight of Hand (Dex)
- Stealth (Dex)

**Gear:**
- Rapier (or a shortsword)
- Shortbow & 20 Arrows (or a shortsword)
- A Burglar’s Pack (or an Explorer’s Pack or a Dungeoneer’s Pack)
- Leather Armor
- Two Daggers
- Thieves’ Tools

**Most Important Stat:** Dexterity

**Hit Die:** d8

**SORCERER**

You are an **instinctive spellcaster**. You don’t know a lot of spells, but you have less bookkeeping than a wizard.

- **Most Important Stat:** Charisma
- **2nd Most Important:** Constitution
- **Dump Stat:** Intelligence

**Spells**
You can cast spells! You know two first-level sorcerer spells and can cast two spells per day.

**Sorcerous Origin**
How come you innately know magic?

**A DISTANT ANCESTOR OF MINE HAD SEX WITH A DRAGON.**
You gain an extra hit point per level and you have scaly skin granting you +1 AC.

**I AM A MUTANT.**
Crazy shit sometimes (rarely) happens when you cast a spell. Your mutant luck grants you advantage on one roll per day.

**Skills** (choose two):
- Arcana (Int)
- Deception (Chr)
- Insight (Wis)
- Intimidation (Chr)
- Persuasion (Chr)
- Religion (Int)

**Gear:**
- Light Crossbow & 20 Bolts (or any simple weapon)
- Component Pouch (or Arcane Focus)
- A Dungeoneer’s Pack (or an Explorer’s Pack)
- Two Daggers

**Most Important Stat:** Charisma

**Hit Die:** d6
**You are a...**

**WARLOCK**

You made a pact with an alien power. You are a tough spellcaster who relies on a few high-damage spells.

---

**Most Important Stat:**
Charisma

**2nd Most Important:**
Constitution

**Dump Stat:**
Intelligence

---

**Armor:**
Light

**Weapons:**
Simple

**Saves:**
Wisdom, Charisma

---

**Spells**
You can cast spells! You know two first-level warlock spells and can cast one spell per day. You will quickly run out of spells and spend most of each battle casting the *eldritch blast* cantrip.

---

**Otherworldly Patron**
What alien power did you make a bargain with to gain your magical knowledge?

**POWERFUL DEMON.** When you kill an enemy, you gain bonus hit points.

**ANCIENT ELF.** You can magically charm enemies.

**CTHULHU MONSTER.** You have telepathy.

---

**Skills** (choose two):
- Arcana (Int)
- Deception (Chr)
- History (Int)
- Intimidation (Chr)
- Investigation (Int)
- Nature (Int)
- Religion (Int)

**Gear:**
- Light Crossbow & 20 Bolts (or any simple weapon)
- Component Pouch (or Arcane Focus)
- A Scholar's Pack (or an Explorer's Pack)
- Leather Armor
- Any Simple Weapon
- Two Daggers

---

**You are a...**

**WIZARD**

You are a master of magic. You know more spells than anyone but have to do some bookkeeping every morning.

---

**Most Important Stat:**
Intelligence

**2nd Most Important:**
Dexterity

**Dump Stat:**
Strength

---

**Armor:**
None

**Weapons:**
Daggers, darts, slings, quarterstaffs, light crossbows

**Saves:**
Intelligence, Wisdom

---

**Spells**
You can cast spells! You have a spellbook with SIX first-level wizard spells in it and you can cast two spells per day. But each morning you have to plan which spells you’re going to cast that day.

---

**Arcane Recovery**
You can only cast two spells per day, but after a short rest you get one of those spells back so as long as you keep resting, you can keep casting spells.
You are a...

**HILL DWARF**

You are hardy and wise and hard to kill. Good with axe and hammer.
You’re probably a Barbarian or Fighter, Paladin or Ranger.

Stat Mods: +1 Constitution, +1 Wisdom
Size: Medium
Speed: 25 feet.
Senses: Darkvision.
Dwarven Resilience: You are hard to poison.
Dwarven Combat Training: You’re proficient with battleaxe, handaxe, light hammer, and warhammer.
Dwarven Toughness: You gain 1 extra hit point per level.
Languages: Common, Dwarvish

---

You are a...

**MOUNTAIN DWARF**

You are hardy and strong. Good with axe and hammer.
You’re probably a Barbarian or Fighter, Paladin or Ranger.

Stat Mods: +2 Constitution, +2 Strength
Size: Medium
Speed: 25 feet.
Senses: Darkvision.
Dwarven Resilience: You are hard to poison.
Dwarven Combat Training: You’re proficient with battleaxe, handaxe, light hammer, and warhammer.
Dwarven Armor Training: You can use all light and medium armor.
Languages: Common, Dwarvish

---

You are a...

**HIGH ELF**

You are agile and smart. Good with sword and bow. You’re probably a Fighter or Rogue or Wizard... or even a Monk or Ranger!

Stat Mods: +2 Dexterity, +1 Intelligence
Size: Medium
Speed: 30 feet.
Senses: Darkvision, you are proficient with Perception
Fey Ancestry: You are hard to charm.
Trance: You don’t need to sleep.
Weapon Training: You’re proficient with longswords, longbows, shortswords, and shortbows
Cantrip: Regardless of what class you take, you know one wizard cantrip.
Languages: Common, Elvish and one more.

---

You are a...

**WOOD ELF**

You are agile, wise, and fleet of foot. Good with sword and bow.
You’re probably a Fighter or Monk or Ranger, or even a Cleric or Druid or Rogue!

Stat Mods: +2 Dexterity, +1 Wisdom
Size: Medium
Speed: 35 feet.
Senses: Darkvision, you are proficient with Perception
Fey Ancestry: You are hard to charm.
Trance: You don’t need to sleep.
Weapon Training: You’re proficient with longswords, longbows, shortswords, and shortbows
Mask of the Wild: You can attempt to Hide even when only lightly obscured.
Languages: Common, Elvish and one more.
**You are a... DRAGONBORN**

You are strong and noble. You can breathe fire. You’re probably a **Barbarian** or **Fighter** or **Paladin** or even a **Bard**,** Sorcerer** or **Warlock**!

Stat Mods: +2 Strength, +1 Charisma  
Size: Medium  
Speed: 30 feet.  
Senses: Darkvision, you are proficient with Perception.  
Draconic Ancestry: You gain a breath weapon and are resistant to one type of damage (fire, cold, etc...).  
Languages: Common, Draconic

---

**You are a... HUMAN**

Yours is the most versatile ancestry. You are equally good with all classes.

Stat Mods: +1 to all of them.  
Size: Medium  
Speed: 30 feet.  
Languages: Common and one more.

---

**You are a... HALF-ORC**

You are strong and hardy and almost impossible to kill. You’re probably a **Barbarian**, **Fighter**, **Paladin**, or maybe a **Ranger**, **Rogue** or even a **Monk**, **Sorcerer** or **Warlock**!

Stat Mods: +2 Strength, +1 Constitution.  
Size: Medium  
Speed: 30 feet.  
Senses: Darkvision  
Menacing: You are good at intimidation...  
Relentless Endurance: You can decide not to die.  
Savage Attacks: You do extra damage on a critical hit.  
Languages: Common, Orc.

---

**You are a... LIGHTFOOT HALFLING**

You are small, nimble, and charismatic. You are unnaturally lucky. You’re probably a **Bard** or **Rogue** or even a **Monk**, **Sorcerer** or **Warlock**!

Stat Mods: +2 Dexterity, +1 Charisma  
Size: Small  
Speed: 30 feet.  
Lucky: You can reroll 1s on a d20 roll.  
Brave: You are hard to frighten.  
Halfling Nimbleness: You can move through enemy spaces.  
Naturally Stealthy: You can hide behind your allies.  
Languages: Common, Halfling
Note to the Dungeon Master:
These cards are purposely brief. They are best used to introduce new players to the key details they need to decide on a character...
After that, the Player’s Handbook can be used to create their character and learn the actual rules for their abilities. Have fun introducing your family and friends to D&D!

Written by Matt Colville
@mattcolville

Design by Josh Mace
@joshmace