

WARRIOR

AC: 17 (*with splint armor*)

HP: (*6.5 per level*)

Proficiency: (*((level+7)/4)*)

Stats: +3/+1/+2/±0/±0/±0

Attacks available

<i>I</i>	<i>5</i>	<i>II</i>	<i>20</i>
----------	----------	-----------	-----------

Strong attack value: (*prof + 13*)

Dextrous attack value: (*prof + 11*)

Default weapons

Longsword: *Reach 5', hit 7 (1d8+3) slashing,
or 8 (1d10+3) with both hands*

Shortsword: *Reach 5', hit 6 (1d6+3) piercing*

Heavy Crossbow: *Range 100/400',
hit 6 (1d10+1) piercing*

WIZARD

AC: 15 (with mage armor)

HP: (6.5 per level)

Proficiency: ((level+7)/4)

Stats: +1/+2/+2/+3/±0/+1

(Default weapon: Dagger, 4(1d4+2) piercing)

Spell attack value: (13 + prof)

Spell save DC: (11 + prof)

Detect Magic, Identify, Magic Missile, <i>Mage Armor</i>	1	<i>1</i>	<i>1</i>	<i>2</i>	<i>3</i>
Detect Thoughts, Mirror Image, Misty Step	2	<i>3</i>	<i>3</i>	<i>4</i>	
Fly, Counterspell, Lightning Bolt	3	<i>5</i>	<i>5</i>	<i>6</i>	
Cone of Cold, Scrying, Wall of Force	4	<i>7</i>	<i>8</i>	<i>9</i>	
Banishment, Fire Shield, <i>Stoneskin</i>	5	<i>9</i>	<i>10</i>	<i>18</i>	
Globe of Invulnerability	6	<i>11</i>	<i>19</i>		
Teleport	7	<i>13</i>	<i>20</i>		
<i>Mind Blank</i>	8	<i>15</i>			
Time Stop	9	<i>17</i>			

Cantrips

Fire Bolt, Light, Mage Hand
Prestidigitation (from 4th level), Shocking Grasp (from 5th level)

PRIEST

AC: 13 (with chain shirt)

HP: (5.5 per level)

Proficiency: ((level+7)/4)

Stats: ±0/±0/+1/+1/+3/+1

(Default weapon: Mace, 3(1d6) bludgeoning)

Spell attack value: (13 + prof)

Spell save DC: (11 + prof)

Sanctuary, Bless, Cure Wounds, Guiding Bolt, Command	1	I	I	2	3
Silence, Augury, Hold Person	2	3	3	4	
Beacon of Hope, Dispel Magic, Glyph of Warding	3	5	5	6	
Stone Shape, Death Ward, Divination	4	7	8	9	
Flame Strike, Geas, Greater Restoration	5	9	10	18	
Heal	6	11	19		
Fire Storm, Regenerate	7	13	20		
Holy Aura, Control Weather	8	15			
Astral Projection, True Resurrection	9	17			

Cantrips

Spare the Dying, Light, Sacred Flame
Thaumaturgy (from 4th level), Mending (from 5th level)

ROGUE

AC: 13 (*without armor*)

HP: (*4.5 per level*)

Proficiency: (*(level+7)/4*)

Stats: $\pm 0/+3/\pm 0/+1/+2+2$

Strong attack value: (*prof + 10*)

Dextrous attack value: (*prof + 13*)

Sneak bonus dice: (*1 + level/2*)

Sneak bonus damage: (*7 × level/4*)

Cunning Action: *On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.*

Default weapons

Shortsword: *Reach 5', hit 6 (1d6+3) piercing*

Hand Crossbow: *Range 100/400', hit 6 (1d6+3) piercing*