

# Human Cleric

Hit Points  
*(max 10)*

Hit Dice  
*(max 1d8)*

Armor Save  
**+4**

**+2**

Strength

**+0**

Dexterity

**+2**

Constitution

**+1**

Intelligence

**+3**

Wisdom

**-1**

Charisma

**+4**

Mace  
*(1d6 + 2)*

**+2**

**+4**

**+3**

Religion

**+5**

Saving Throw  
Medicine

**+1**

Saving Throw

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**Disciple of Life.** Your healing spells are particularly effective. Whenever you use them to restore hit points to someone, they regain three additional hit points.

**Cantrips** are smaller spells that you can cast as often as you like.

- Light
- Sacred Flame
- Thaumaturgy

**Spells** are bigger spells. Each day, you can prepare four of these and cast two of the ones you've prepared. (Either cast the same one twice, or two separate ones.)

- Command
- Detect Magic
- Guiding Bolt
- Healing Word
- Inflict Wounds
- Sanctuary
- Shield of Faith

- Bless (*you always have this prepared*)
- Cure Wounds (*you always have this prepared*)

**Rituals** are another way of casting some spells. If you take ten minutes to cast them, it doesn't count towards your spells per day and you don't need to prepare them in advance.

- Detect Magic

**Equipment.** Mace, shield, scale mail, dagger, a priest's pack, holy symbol (amulet). Total weight: 81 lb. You can carry 210 lb total.

**Priest's Pack.** Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

# Dwarven Fighter

Hit Points  
*(max 13)*

Hit Dice  
*(max 1d10)*

Armor Save  
**+5**

**+3**

Strength

**+1**

Dexterity

**+3**

Constitution

**+0**

Intelligence

**+1**

Wisdom

**-1**

Charisma

**+5**

Saving throw  
Athletics  
Battleaxe  
*(1d8+3)*  
Hand axe  
*(1d6+3)*

**+3**

**+5**

Saving throw

**+2**

**+3**

Animal Handling

**+1**

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**Second Wind.** You can use a bonus action to regain 1d10+1 hit points. Once you've used your Second Wind, you must finish a short or long rest before you can use it again.

**Darkvision.** You can see in darkness. No color, only shades of gray.

**Dwarven Resilience.** You have advantage on saves against poison, and you have resistance against poison damage.

**Equipment.** Chain mail, battleaxe, two handaxes, a dungeoneer's pack. Total weight: 125 lb. You can carry 255 lb total.

**Dungeoneer's Pack.** Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

# High Elven Fighter

Hit Points  
*(max 11)*

Hit Dice  
*(max 1d10)*

Armor Save  
**+3**

**+1**

Strength

**+3**

Dexterity

**+1**

Constitution

**+3**

Intelligence

**+0**

Wisdom

**-1**

Charisma

**+3**

Saving throw  
Athletics

**+5**

Shortsword  
*(1d6 + 5)*

**+3**

Saving throw

**+5**

Ray of Frost  
*(1d8)*

**+2**

Perception

**+1**

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**Second Wind.** You can use a bonus action to regain 1d10+1 hit points. Once you've used your Second Wind, you must finish a short or long rest before you can use it again.

**Darkvision.** You can see in darkness. No color, only shades of gray.

**Fey Ancestry.** You have advantage on saves against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. They meditate for 4 hours.

**Cantrips** are smaller spells that you can cast as often as you like.

- Ray of Frost

**Equipment.** Studded leather, shortsword, dagger, an explorer's pack, a component pouch. Total weight: 77 lb. You can carry 180 lb total.

**Explorer's Pack.** Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

# Human Fighter

Hit Points  
*(max 12)*

Hit Dice  
*(max 1d10)*

Armor Save  
**+5**

**+3**

Strength

**+2**

Dexterity

**+2**

Constitution

**+0**

Intelligence

**+1**

Wisdom

**-1**

Charisma

**+5**

Saving throw  
Athletics  
Greatsword  
*(2d6+3)*

**+4**

Longbow  
*(1d8 + 2)*

**+4**

Saving throw

**+2**

**+2**

**+1**

Intimidation

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**Second Wind.** You can use a bonus action to regain 1d10+1 hit points. Once you've used your Second Wind, you must finish a short or long rest before you can use it again.

**Equipment.** Chain mail, greatsword, longbow, 20 arrows, two handaxes, a dungeoneer's pack. Total weight: 130 lb. You can carry 130 lb total.

**Dungeoneer's Pack.** Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

# Hobbit Rogue

Hit Points  
(max 10)

Hit Dice  
(max 1d8)

Armor Save  
**+2**

**+1**

Strength

**+3**

Dexterity

**+2**

Constitution

**+0**

Intelligence

**-1**

Wisdom

**+2**

Charisma

**+3**

**+5**

Saving throw  
Shortsword  
(1d6 + 3)  
Shortbow  
(1d6 + 3)  
Stealth

**+4**

**+2**

Saving Throw

**+1**

Perception

**+4**

Deception

**Thieves' Cant.** You know the secret code of thieves.

**Lucky.** When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Brave.** You have advantage on saving throws against being frightened.

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Sleight of Hand.** +7

**Thieves' Tools.** +7

**Stout Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Equipment.** Shortsword, shortbow, 20 arrows, a burglar's pack, leather armor, two daggers, thieves' tools. Total weight: 66 lb. You can carry 180 lb total.

**Burglar's Pack.** Includes a backpack, a bag of 1,000 metal balls, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

# Human Wizard

Hit Points  
*(max 8)*

Hit Dice  
*(max 1d6)*

Armor Save  
**+1**

**+0**

Strength

**+2**

Dexterity

**+2**

Constitution

**+3**

Intelligence

**+1**

Wisdom

**-1**

Charisma

**+2**

Quarterstaff  
*(1d8/1d10)*

**+4**

**+4**

**+5**

Saving throw  
Ray of Frost  
*(1d8)*  
Nature  
Spell attacks

**+3**

Saving throw  
Medicine

**+1**

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**Arcane Recovery.** You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover one expended spell slot.

**Cantrips** are smaller spells that you can cast as often as you like.

- Light
- Mage Hand
- Ray of Frost

**Spells** are bigger spells. Each day, you can prepare four of these and cast two of the ones you've prepared. (Either cast the same one twice, or two separate ones.)

- Burning Hands
- Detect Magic
- Mage Armor
- Magic Missile
- Shield
- Sleep

**Rituals** are another way of casting some spells. If you take ten minutes to cast them, it doesn't count towards your spells per day and you don't need to prepare them in advance.

- Detect Magic

**Equipment.** A quarterstaff, an arcane focus, a scholar's pack, a spellbook. Total weight: 17 lb. You can carry 165 lb total.

**Scholar's Pack.** Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.