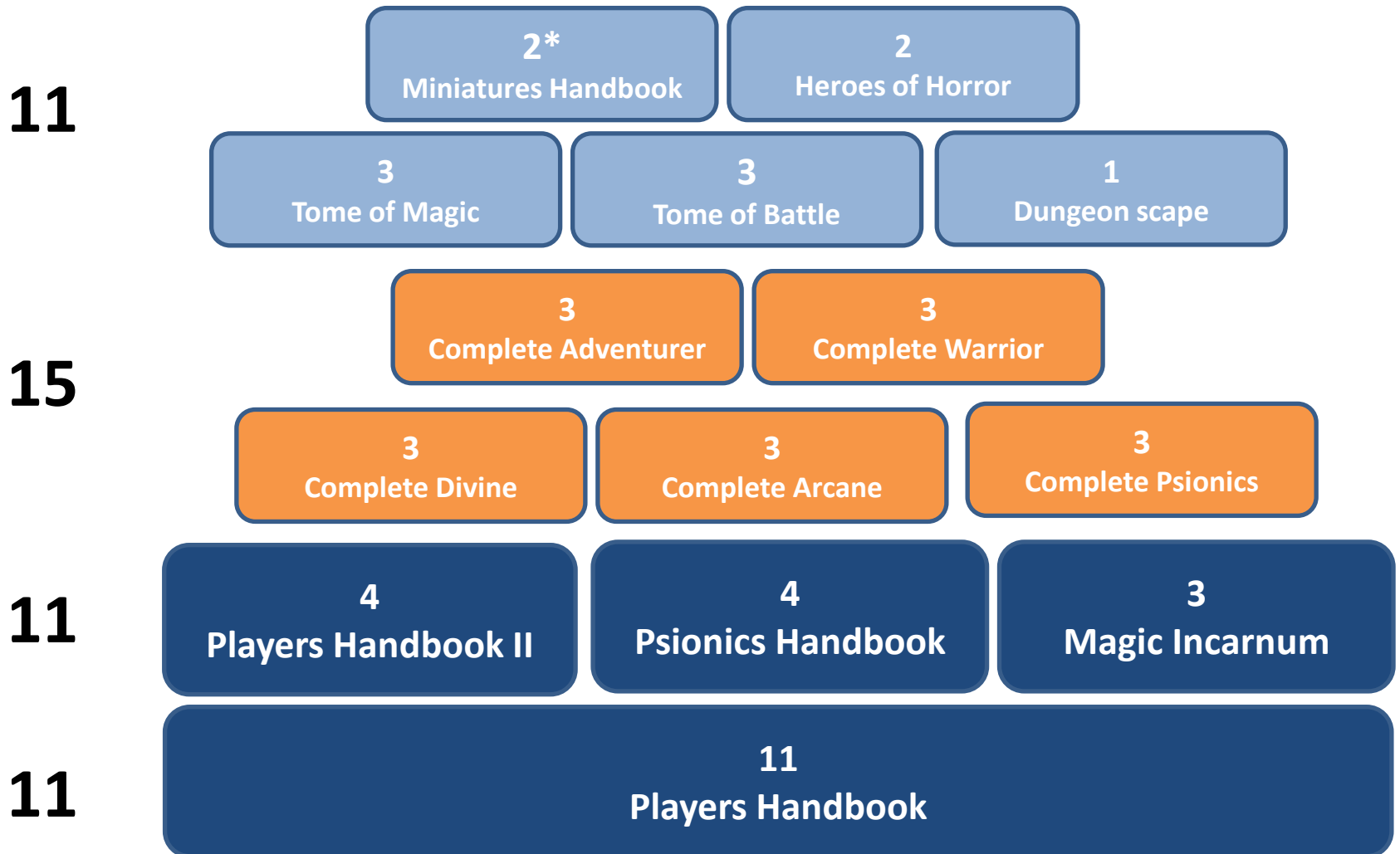


Overview of D&D v.3.0/3.5 Standard Classes

48 Standard classes per sourcebook



* Four classes included – but two updated in Complete series

48 Standard classes per class type

BASE CLASSES	Warrior	Spellcaster	Martial art	Shamans	Rogue	Psionic	Meldshaper
Warrior	Fighter Barbarian Knight Samurai Swashbuckler Marshal	Ranger (D) Paladin (D) Cleric (D) Favored Soul (D) Duskblade (A) Warmage (A) Hexblade (A)	Crusader Swordsage Warblade	Dragon Shaman	Scout	Psychic Warrior Divine Mind (D) Soulknife	Soulborn
Spellcaster	Ranger (D) Paladin (D) Cleric (D) Favored Soul (D) Duskblade (A) Warmage (A) Hexblade (A)	Sorcerer (A) Wizard (A) Beguiler (A) Wu Jen (A) Shugenja (A) Healer (D) Archivist (D) Dread Necromancer (A)		Druid (D) Spirit Shaman (D)	Bard (A) Spellthief (A) Factorum (A)		
Martial art	Crusader Swordsage Warblade		Monk		Ninja		
Shamans	Dragon Shaman	Druid (D) Spirit Shaman (D)		Warlock Binder <i>(pact magic)</i> Shadowcaster <i>(shadow magic)</i> Truenamer <i>(True magic)</i>			Totemist
Rogue	Scout	Bard (A) Spellthief (A) Factorum (A)	Ninja		Rogue	Lurk	
Psionic	Psychic Warrior Divine Mind (D) Soulknife				Lurk	Adent Wilder Psion	
Meldshaper	Soulborn			Totemist			Incarnate

(A)= Arcane magic (D)= Divine magic

48 Standard classes main characteristics

Class	Type	Source	Spells	Hit die	Main stats	Pref. Race	Alignment	Proficiencies
Fighter	Warrior	PH	No	D10	Str, Con, Dex	Any	Any	Simple, martial weapons, all armor, all shields
Barbarian	Warrior	PH	No	D12	Str, Dex, Wis	Human, half orc	Any - but lawful	Simple, martial weapons, light, medium armor, all shields except tower shield
Ranger	Warrior/spellcaster	PH	Divine	D8	Dex, Wis, Str	Any	Any	Simple, martial weapons, light armor, all shields except tower shield
Cleric	Warrior/spellcaster	PH	Divine	D8	Wis, Cha, Con	Any	As Deity or one step away	Simple weapons, all armor, all shields except tower shield, deity favored weapon
Druid	Spellcaster/shaman	PH	Divine	D8	Wis, Dex	Elf, gnome, human, half elf	Any with neutral part	Club, dagger, dart, quarterstaff, scimitar, sickle, short spear, sling, spear, all natural attacks, light and medium non-metal armor, non-metal shields except tower shield
Monk	Martial art	PH	No	D8	Wis, Str, Dex	Human, half orc, half elf, elf, drow	Any lawful	Club, crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, sling
Bard	Rogue/spellcaster	PH	Arcane	D6	Cha, Dex, Int	Human, gnome, elf, half elf	Any - but lawful	Simple weapons, long sword, rapier, sap, short sword, short bow, whip, light armor, all shields except tower shield
Rogue	Rogue	PH	No	D6	Dex, Int, Wis	Any	Any	Simple weapons, hand crossbow, rapier, shortbow, short sword, light armor
Wizard	Spellcaster	PH	Arcane	D4	Int, Dex, Con	Human, elf, gnome, half elf, drow	Any	Club, dagger, crossbow, quarterstaff
Sorcerer	Spellcaster	PH	Arcane	D4	Cha, Dex, Con	Any	Any	Simple weapons
Paladin	Warrior/spellcaster	PH	Divine	D10	Cha, Str, Wis	Human, half elf, dwarf, elf	Lawful good	Simple, martial weapons, all armor, all shields except tower shield
Knight	Warrior	PH2	No	D12	Str, Con, Cha	Dwarf, human, half elf	Lawful	Simple, martial weapons, all armor, all shields except tower shield
Beguiler	Spellcaster	PH2	Arcane	D6	Int, Cha, Dex	Gnome, half elf	Any	Simple weapons, hand cross bow, rapier, shortbow, shortbow sword, light armor, no shields
Dragon shaman	Warrior/shaman	PH2	No	D10	Str, Con, Cha	Any	As colour of dragon	Simple weapons, light, medium armor, all shields except tower shield
Duskblade	Warrior/spellcaster	PH2	Arcane	D8	Str, Int, Con	Elf, human, half elf	Any	Martial weapons, all armors, all shields except tower shield
Crusader	Warrior/martial art	Tome of battle	No	D10	Str, Con, Int	Human, Half elf, dwarf	Any - but neutral	Simple, martial weapons, light, medium, heavy armor, all shields
Swordsage	Warrior/martial art	Tome of battle	No	D8	Dex, Wis, Str	Human, half orc	Any	Simple, martial weapons, light armor, no shields
Warblade	Warrior/martial art	Tome of battle	No	D12	Str, Dex, Con	Human, elf, hobgoblin	Any	Simple, martial weapons, light, medium armor, all shields except tower shield
Ninja	Rogue/martial art	Complete adventurer	No	D6	Dex, Wis	Human, halfling, half elf, half orc	Any	Simple weapons, hand crossbow, kama, kukri, sai, shortbow, short sword, shuriken, siangham
Scout	Warrior/rogue	Complete adventurer	No	D8	Dex, Wis	Human, elf, halfling, dwarf, gnome	Any	Simple weapons, handaxe, throwing axe, shortbow, short sword, light armor
Spellthief	Spellcaster/rogue	Complete adventurer	Arcane	D6	Cha, Dex	Human, elf, halfling, gnome	Neutral	Simple weapons, light armor
Favored soul	Warrior/spellcaster	Complete divine/Miniatures Handbook	Divine	D8	Cha, Wis	Any	As deity or one step away	Simple weapons, light, medium armor, shields except tower shields, deity favored weapon
Shugenja	Spellcaster	Complete divine	Divine	D6	Cha, Dex, Con	Human	Any	Simple weapons, short sword, wakizashi
Spirit shaman	Spellcaster/shaman	Complete divine	Divine	D8	Wis, Cha, Dex	Halfling, human, half orc	Any	Club, dagger, dart, handaxe, javelin, long spear, quarterstaff, shortspear, spear, sling, shortbow, throwing axe, light armor, all shields
Hexblade	Warrior/spellcaster	Complete warrior	Arcane	D10	Str, Cha, Dex	Human, half elf	Any but good	Simple, martial weapons, light armor

48 Standard classes main characteristics

Class	Type	Source	Spells	Hit die	Main stats	Prof. Race	Alignment	Proficiencies
Samurai	Warrior	Complete warrior	No	D10	Str, Dex, Con, Cha	Dwarf, elf, human	Any lawful	Simple, martial weapons, all armor
Swashbuckler	Warrior	Complete warrior	No	D10	Dex, Cha, Int	Human, elves, half elves	Any	Simple, martial weapons, light armor
Warlock	Shaman	Complete arcane	No	D6	Dex, Cha, Con	Human, half orc	Any evil or any chaotic	Simple weapons, light armor
Warmage	Warrior/spellcaster	Complete arcane/ Miniatures Handbook	Arcane	D6	Cha, Int, Dex, Con	Any	Any	Simple weapons, light armor, light shields, at 8th lvl also medium armor
Wu jen	Spellcaster	Complete arcane	Arcane	D4	Int, Dex, Con	Any	Any - but lawful	Simple weapons
Healer	Spellcaster	Miniatures Handbook	Divine	D8	Wis, Cha, Con	Any	Any Good	Simple weapons and light armor
Marshal	Warrior	Miniatures Handbook	No	D8	Cha, Con, int	Dwarf, elf, Half elf, Half orcs, Human	Any	Simple, martial weapons, all armor and shields (except Tower shield)
Archivist	Spellcaster	Heroes of Horror	Divine	D6	Int, Wis, Con	Elf, Human, Gnome, Dwarf	Any	Simple weapons, light and medium armor, no shields
Dread Necromancer	Spellcaster	Heroes of Horror	Arcane	D6	Cha, Dex, Con	Human, Drow	Any non good	Simple weapons and one material weapon after own choice, light armor, no shields
Binder	Shaman	Tome of Magic	Pact magic	D8	Cha, Con	Any	Normally not good or lawful	Simple weapons, light armor, no shields
Shadowcaster	Shaman	Tome of Magic	Shadow magic	D6	Cha, Int, Wis	Humans, Half Elves	Any non Chaotic or good	Simple weapons
Truenamer	Shaman	Tome of Magic	True magic	D6	Int, Cha, Con	Human, Dwarf, Elf, Gnome	Any	Simple weapons, light armor, no shields
Factorum	Spellcaster/Rogue	Dungeon Scape	Arcane	D8	Dex, Int, Str	Human, gnome, elf, half elf	Any	Simple and martial weapons, and with light armor and shields (except tower shield)
Psion	Psionics	Revised Psionics Handbook	Psionics	D4	Int	Any	Any - prefer Neutral	Club, dagger, heavy/light crossbow, staff, shortspear, not proficient with any armor
Psychic Warrior	Psionics/warrior	Revised Psionics Handbook	Psionics	D8	Str, Wis, Con, Dex	Any	Any - prefer Chaotic	Simple, martial weapons, all armor and shields (except tower shield)
Soulknife	Psionics/warrior	Revised Psionics Handbook	Psionics	D10	Str, Dex, Con	Any	Any - prefer lawful	Simple weapons, light armor and shields (except tower shield)
Wilder	Psionics	Revised Psionics Handbook	Psionics	D6	Cha, Dex, Str	Any but normally Human or Dwarf	Any	Simple weapons, light armor and shields (except tower shield)
Ardent	Psionics	Complete Psionics	Psionics	D6	Wis, Int, Con	Any but normally Human	Any	Simple weapons, all armor and shields (except tower shield)
Divine Mind	Psionics/warrior	Complete Psionics	Psionics	D10	Wis, Str	Any but normally Human	Not be opposed to Deity	Simple, martial weapons, all armor and shields (except tower shield)
Lurk	Psionics/Rogue	Complete Psionics	Psionics	D6	Int, Str, Dex, Con	Any - but often Dwarf	Any - prefer Lawful	Simple, martial weapons, light armor and shields (except tower shield)
Incarnate	Meldshaper	Magic of Incarnum	Meldshaper	D6	Con, Str, Wis	Any	Only N-G, N-E, L-N, C-N	Simple weapons, light and medium armor and shields (except tower shield)
Soulborn	Meldshaper/warrior	Magic of Incarnum	Meldshaper	D10	Str, Con, Cha	Any	Only L-G, C-G, L-E, C-E	Simple, martial weapons, all armor and shields (except tower shield)
Totemist	Meldshaper/Shaman	Magic of Incarnum	Meldshaper	D8	Con, Str, Dex	Any	Any	Simple weapons, light armor and shields (except tower shield)