

D&D 5TH BASE CLASSES AND PATHS

Class/Path		Tool	Save	Armor	Weapon Proficiencies		Source		
No	Base Class Specialisation	HD	Skill Proficiencies	Proficiencies	Proficiencies	Style Specialisation	Proficiencies	Weapon Proficiencies	Source
1	Barbarian <i>Path of the Berserker</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON		Light, Medium, Shield	Simple, Martial	PHB
2	Barbarian <i>Path of the Totem Warrior</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON	Select 1 Totem among Bear, Eagle, Wolf + Elk, Tiger	Light, Medium, Shield	Simple, Martial	PHB+ SCAG
3	Barbarian (Dwarves only) <i>Path of the Battlerager</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON		Light, Medium, Shield, Use Spiked Armor	Simple, Martial	SCAG
4	Bard <i>College of Lore</i>	D8	Any 3	3 Music Instruments	DEX, CHA	Select 2 expertise areas among 3 skills and two spells from any spell list. Select two additional spells from any spell list	Light	Simple, Hand Crossbow, Longsword, rapier, shortsword	PHB
5	Bard <i>College of Valor</i>	D8	Any 3	3 Music Instruments	DEX, CHA	Select 2 expertise areas among 3 skills and two spells from any spell list	Light (Medium, Shield at lvl 3)	Simple, Hand Crossbow, Longsword, rapier, shortsword (Martial at	PHB
6	Cleric <i>Knowledge</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells, 2 bonus languages, Proficiency in 2 skills (2x prof. Bonus)	Light, Medium, Shield	Simple	PHB
7	Cleric <i>Life</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple	PHB
8	Cleric <i>Light</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple	PHB

No	Class/Path		HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
	Base Class	Specialisation								
9	Cleric	Nature	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells, Proficiency in 1 skill	Light, Medium, Shield	Simple	PHB
10	Cleric	Tempest	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple, Martial	PHB
11	Cleric	Trickery	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple	PHB
12	Cleric	War	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple, Martial	PHB
13	Cleric	Death	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple, Martial	DMG
14	Cleric	Arcana	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple	SCAG
15	Druid	Circle of the Land	D8	2 of (Insight, Medicine, Nature, Perception, Religion, Survival)	Herbalism Kit	INT, WIS	Specialise in 1 Circle: Arctic, Coast, Desert, Forest, Grassland, Mountain, Swamp, Underdark	Light, Medium, Shield (non-metal)	Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear	PHB
16	Druid	Circle of the Moon	D8	2 of (Insight, Medicine, Nature, Perception, Religion, Survival)	Herbalism Kit	INT, WIS	Combat Wild Shape	Light, Medium, Shield (non-metal)	Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear	PHB
17	Fighter	Champion	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	None	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons	All, Shield	Simple, Martial	PHB

Class/Path		Tool	Save	Armor	Weapon Proficiencies		Source		
No	Base Class Specialisation	HD	Skill Proficiencies	Proficiencies	Proficiencies	Style Specialisation	Proficiencies	Weapon Proficiencies	Source
18	Fighter <i>Battle Master</i>	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	One type of Artisan Tool (lvl 3)	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons. Manuevers: Select 3 of 16 Manuevers	All, Shield	Simple, Martial	PHB
19	Fighter <i>Eldritch Knight</i>	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	None	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons	All, Shield	Simple, Martial	PHB
20	Fighter <i>Purple Dragon Knight</i>	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	None	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons	All, Shield	Simple, Martial	SCAG
21	Monk <i>Way of the Open Hand</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	PHB
22	Monk <i>Way of the Shadow</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	PHB
23	Monk <i>Way of the Four Elements</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX	Elemental Disciplines: Selected at lvl 6,11,17	None	Simple, Shortsword	PHB
24	Monk <i>Way of the long death</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	SCAG
25	Monk <i>Way of the Sun Soul</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	SCAG
26	Paladin <i>Oath of Devotion</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	PHB

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
27	Paladin	<i>Oath of the Ancients</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	PHB
28	Paladin	<i>Oath of Vengeance</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	PHB
29	Paladin	<i>Oath of the Crown</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	SCAG
30	Anti-Paladin	<i>Oath Breaker</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA		All, Shield	Simple, Martial	DMG
31	Ranger	<i>Hunter</i>	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Archery, Defense, Dueling, Two weapons. Techniques: Hunters Prey, Defense Tactics, Multiattack, Superior Hunters Defense	Light, Medium, Shield	Simple, Martial	PHB
32	Ranger	<i>Beast Master</i>	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Archery, Defense, Dueling, Two weapons, Select Animal Companion	Light, Medium, Shield	Simple, Martial	PHB
33	Rogue	<i>Thief</i>	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	PHB
34	Rogue	<i>Assassin</i>	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves tools, Disguise Kit, Poisoners Kit	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	PHB
35	Rogue	<i>Arcane Trickster</i>	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Expertise: Select 2 expertise areas among 4 skills. Select illusion/Enchantment Spells from Wizard Spell list	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	PHB

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
36	Rogue	Mastermind	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	SCAG
37	Rogue	Swashbuckler	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	SCAG
38	Sorcerer	Draconic Bloodline	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Select two Metamagic Options and one at lvl 10 and lvl 17. Dragon Ancestry: Select 1 of 10 draconic Ancestries	None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
39	Sorcerer	Wild Magic	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Select two Metamagic Options and one at lvl 10 and lvl 17	None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
40	Sorcerer	Storm Sorcery	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Select two Metamagic Options and one at lvl 10 and lvl 17	None	Dagger, Dart, Sling, Staff, Light Crossbow	SCAG
41	Warlock	The Archfey	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Archfey Expanded Spell list	Light	Simple	PHB
42	Warlock	The Fiend	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Fiend Expanded Spell list	Light	Simple	PHB
43	Warlock	The Great Old One	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Great Old One Expanded Spell list	Light	Simple	PHB
44	Warlock	The Undying	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Great Old One Expanded Spell list	Light	Simple	SCAG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
45	Wizard (Elves only)	Bladesinging	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion) + Performance (at 2nd lvl)	None	INT, WIS		Light	Dagger, Dart, Sling, Staff, Light Crossbow + 1 one-handed melee weapon (at 2nd lvl)	SCAG
46	Wizard	School of Abjuration	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
47	Wizard	School of Conjuration	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
48	Wizard	School of Divination	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
49	Wizard	School of Enchantment	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
50	Wizard	School of Evocation	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
51	Wizard	School of Illusion	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
52	Wizard	School of Necromancy	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
53	Wizard	School of Transmutation	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB