

## D&D 5TH BASE CLASSES AND PATHS

| No | Base Class       | Class/Path<br>Specialisation | HD | Skill Proficiencies  | Tool<br>Proficiencies  | Save<br>Proficiencies | Style Specialisation  | Armor<br>Proficiencies       | Weapon Proficiencies | Source |
|----|------------------|------------------------------|----|--|--|-----------------------|---|------------------------------|----------------------|--------|
| 1  | <b>Artificer</b> | <i>Alchemist</i>             | D8 | 2 of (Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand) | Thieve's Tools, Tinker's Tools + One type of Artisan's Tools | CON, INT              | Alchemist Supplies proficiency, Alchemist spells, Experimental Elixir, Alchemist Savant, Restorative Reagents, Chemical Mastery     | Light, Medium, Shield        | Simple               | TCoE   |
| 2  | <b>Artificer</b> | <i>Armorer</i>               | D8 | 2 of (Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand) | Thieve's Tools, Tinker's Tools + One type of Artisan's Tools | CON, INT              | Smiths Tools proficiency, Armorer Spells, Arcane Armor, Armor Model, Extra Attack, Armor Modifications, Perfected Armor             | Light, Medium, Heavy, Shield | Simple               | TCoE   |
| 3  | <b>Artificer</b> | <i>Artillerist</i>           | D8 | 3 of (Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand) | Thieve's Tools, Tinker's Tools + One type of Artisan's Tools | CON, INT              | Woodcarver's Tool proficiency, Artillerist Spells, Eldritch Cannon, Arcane Firearm, Explosive Cannon, Fortified Position            | Light, Medium, Shield        | Simple               | TCoE   |
| 4  | <b>Artificer</b> | <i>Battle Smith</i>          | D8 | 2 of (Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand) | Thieve's Tools, Tinker's Tools + One type of Artisan's Tools | CON, INT              | Smiths Tools proficiency, Battle Smith Spells, Battle Ready, Steel Defender Companion, Extra Attack, Arcane Jolt, Improved Defender | Light, Medium, Shield        | Simple, Martial      | TCoE   |

| No | Base Class                  | Class/Path<br>Specialisation          | HD  | Skill Proficiencies   | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies                  | Weapon Proficiencies | Source       |
|----|-----------------------------|---------------------------------------|-----|---|-----------------------|-----------------------|--|---|----------------------|--------------|
| 5  | Barbarian                   | <i>Path of the Berserker</i>          | D12 | 2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival) | None                  | STR, CON              | Frenzy, Mindless Rage, Intimidating Presence, Retaliation  | Light, Medium, Shield                   | Simple, Martial      | PHB          |
| 6  | 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+<br>SCAG |
| 7  | Barbarian                   | <i>Path of the Beast</i>              | D12 | 2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival) | None                  | STR, CON              | Form of the Beast, Bestial Soul: (Swimming Speed, Jump, Climb, Breathe under Water), Infectious Fury, Call of the Hunt | Light, Medium, Shield                   | Simple, Martial      | TCoE         |
| 8  | Barbarian                   | <i>Path of Wild Magic</i>             | D12 | 2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival) | None                  | STR, CON              | Magic Awareness, Wild Surge (wild magic table when raging), Bolstering Magic, Unstable Backlash, Controlled Surge      | Light, Medium, Shield                   | Simple, Martial      | TCoE         |
| 9  | Barbarian                   | <i>Path of the Ancestral Guardian</i> | D12 | 2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival) | None                  | STR, CON              | Ancestral protectors, Spirit shield, Consult the spirits, Vengeful ancestors   | Light, Medium, Shield                   | Simple, Martial      | XGTE         |
| 10 | Barbarian                   | <i>Path of the Storm Herald</i>       | D12 | 2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival) | None                  | STR, CON              | Storm Aura, Storm Soul, Shielding storm, Raging storm  | Light, Medium, Shield                   | Simple, Martial      | XGTE         |
| 11 | Barbarian                   | <i>Path of the Zealot</i>             | D12 | 2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival) | None                  | STR, CON              | Divine Fury, Warrior of the gods, Fanatical focus, Zealous presence, Rage beyond death                                 | Light, Medium, Shield                   | Simple, Martial      | XGTE         |
| 12 | Barbarian<br>(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         |

| No | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies          | Weapon Proficiencies   | Source |
|----|------------|------------------------------|----|---------------------|-----------------------|-----------------------|--|---------------------------------|--|--------|
| 13 | Bard       | College of Lore              | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Proficiency in 3 skills, Cutting words   | Light                           | Simple, Hand Crossbow, Longsword,rapier, shortsword                    | PHB    |
| 14 | Bard       | College of Creation          | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Mote of Potential, Performance of Creation, Animating Performance (Animated item Companion), Creative Crescendo        | Light                           | Simple, Hand Crossbow, Longsword,rapier, shortsword                    | TCoE   |
| 15 | Bard       | College of Eloquence         | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Silver Tongue, Unsettling Words, Unfailing Inspiration, Universal Speech (Speak all languages), Infectious Inspiration | Light                           | Simple, Hand Crossbow, Longsword,rapier, shortsword                    | TCoE   |
| 16 | Bard       | College of Glamour           | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Mantle of Inspiration, Enthralling performance, Mantle of Majesty, Unbreakable Majesty                                 | Light                           | Simple, Hand Crossbow, Longsword,rapier, shortsword                    | XGTE   |
| 17 | Bard       | College of Swords            | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Fighting style: Dueling or Two weapon fighting, Extra attack (at lvl 6)  | Light, (Medium lvl 3)           | Simple, Hand Crossbow, Longsword,rapier, shortsword (+ Scimitar lvl 3) | XGTE   |
| 18 | Bard       | College of Whispers          | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Psychic blades, Words of Terror, Mantle of Whispers, Shadow Lore   | Light                           | Simple, Hand Crossbow, Longsword,rapier, shortsword                    | XGTE   |
| 19 | Bard       | College of Valor             | D8 | Any 3               | 3 Music Instruments   | DEX, CHA              | Extra attack (at lvl 6)  | Light (Medium, Shield at lvl 3) | Simple, Hand Crossbow, Longsword,rapier, shortsword (Martial at lvl 3) | PHB    |

| No | Class/Path |                | HD | Skill Proficiencies                                     | Tool Proficiencies | Save Proficiencies | Style Specialisation   | Armor Proficiencies   | Weapon Proficiencies | Source |
|----|------------|----------------|----|---|--------------------|--------------------|--|-----------------------|----------------------|--------|
|    | Base Class | Specialisation |    |   |                    |                    |  |                       |                      |        |
| 20 | Cleric     | Knowledge      | 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    |
| 21 | Cleric     | Life           | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats                                      | All, Shield           | Simple               | PHB    |
| 22 | Cleric     | Light          | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats                                      | Light, Medium, Shield | Simple               | PHB    |
| 23 | Cleric     | Nature         | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells, Proficiency in 1 skill                                      | Light, Medium, Shield | Simple               | PHB    |
| 24 | Cleric     | Tempest        | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats                                      | All, Shield           | Simple, Martial      | PHB    |
| 25 | Cleric     | Trickery       | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats                                      | Light, Medium, Shield | Simple               | PHB    |
| 26 | Cleric     | War            | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats                                      | All, Shield           | Simple, Martial      | PHB    |
| 27 | Cleric     | Order          | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats, Proficiency in 1 skill              | All, Shield           | Simple               | TCoE   |
| 28 | Cleric     | Peace          | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats, Proficiency in 1 skill              | Light, Medium, Shield | Simple               | TCoE   |
| 29 | Cleric     | Twilight       | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats, Darkvision 300 feet                 | All, Shield           | Simple, Martial      | TCoE   |
| 30 | Cleric     | Forge          | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | Blacksmiths Tools  | WIS, CHA           | Domain Spells and special Class Feats                                      | All, Shield           | Simple               | XGTE   |
| 31 | Cleric     | Grave          | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion) | None               | WIS, CHA           | Domain Spells and special Class Feats                                      | Light, Medium, Shield | Simple               | XGTE   |
| 32 | 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    |

| No | Class/Path |                        | HD | Skill Proficiencies  | Tool Proficiencies | Save Proficiencies | Style Specialisation   | Armor Proficiencies               | Weapon Proficiencies   | Source |
|----|------------|------------------------|----|--|--------------------|--------------------|--|-----------------------------------|--|--------|
|    | Base Class | Specialisation         |    |  |                    |                    |  |                                   |  |        |
| 33 | Cleric     | Arcana                 | D8 | 2 of (History, Insight, Medicine, Persuasion, Religion)          | None               | WIS, CHA           | Domain Spells and special Class Feats  | All, Shield                       | Simple   | SCAG   |
| 34 | 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    |
| 35 | Druid      | Circle of Spores       | D8 | 2 of (Insight, Medicine, Nature, Perception, Religion, Survival) | Herbalism Kit      | INT, WIS           | Circle spells, Halo of spores, Symbiotic Entity, Fungal Infestation, Spreading Spores, Fungal Body (Immunity to blinded, Deafened, poisoned effects and critical hits are normal hits) | Light, Medium, Shield (non-metal) | Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear | TCoE   |
| 36 | Druid      | Circle of Stars        | D8 | 2 of (Insight, Medicine, Nature, Perception, Religion, Survival) | Herbalism Kit      | INT, WIS           | Star Map, Starry Form, Cosmic Omen, Twinkling Constellations (Gain Flying 20 feet speed), Full of Stars (Incorporeal form)   | Light, Medium, Shield (non-metal) | Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear | TCoE   |
| 37 | Druid      | Circle of Wildfire     | D8 | 2 of (Insight, Medicine, Nature, Perception, Religion, Survival) | Herbalism Kit      | INT, WIS           | Circle Spells, Summon Wildfire Spirit (Companion), Enhanced Bond, Cauterizing Flames, Blazing Revival (heal from dropping to 0 HP)   | Light, Medium, Shield (non-metal) | Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear | TCoE   |
| 38 | Druid      | Circle of Dreams       | D8 | 2 of (Insight, Medicine, Nature, Perception, Religion, Survival) | Herbalism Kit      | INT, WIS           | Balm of Summer court, Hearth of Moonlight and Shadow, Hidden paths, Walker in dreams   | Light, Medium, Shield (non-metal) | Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear | XGTE   |
| 39 | Druid      | Circle of the Sheppard | D8 | 2 of (Insight, Medicine, Nature, Perception, Religion, Survival) | Herbalism Kit      | INT, WIS           | Speech of woods, Spirit Totem, Mighty Summoner, Guardian Spirit, Faithful Summons  | Light, Medium, Shield (non-metal) | Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear | XGTE   |
| 40 | 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    |

| No | Base Class | Class/Path<br>Specialisation | HD  | Skill Proficiencies  | Tool<br>Proficiencies            | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies | Weapon Proficiencies | Source |
|----|------------|------------------------------|-----|--|----------------------------------|-----------------------|--|------------------------|----------------------|--------|
| 41 | 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    |
| 42 | Fighter    | Battle Master                | 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    |
| 43 | Fighter    | Eldritch Knight              | 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    |
| 44 | Fighter    | Psi Warrior                  | D10 | 2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)  | None                             | STR, CON              | Psionic Powers, Telekinetic Adept, Guared Mind, Bulwark of Force, Telekinetic Master   | All, Shield            | Simple, Martial      | TCoE   |
| 45 | Fighter    | Rune Knight                  | D10 | 2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)  | None                             | STR, CON              | Smiths Tools proficiency, Giant Language, Rune Carver, Giant's Might, Runic Shield, Great Stature, Master of Runes, Runic Juggernaut | All, Shield            | Simple, Martial      | TCoE   |
| 46 | Fighter    | Arcane Archer                | D10 | 2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival) + at Level 3 Arcana OR Nature  | None                             | STR, CON              | Select Prestidigitation OR Druidcraft cantrip, Arcane Shot, Magic arrow, Curving shot, Ever-ready shot                               | All, Shield            | Simple, Martial      | XGTE   |
| 47 | Fighter    | Cavalier                     | D10 | 2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival) + at Level 3 ONE of following: Animal Handling, History, Insight, Performance, or Persuasion OR 1 bonus language | None                             | STR, CON              | Born to the saddle, Warding maneuver, Hold the line, Ferocious Charger, Vigilant defender  | All, Shield            | Simple, Martial      | XGTE   |

| No | Base Class | Class/Path<br>Specialisation | HD  | Skill Proficiencies  | Tool Proficiencies | Save Proficiencies | Style Specialisation  | Armor Proficiencies | Weapon Proficiencies | Source |
|----|------------|------------------------------|-----|--|--------------------|--------------------|---|---------------------|----------------------|--------|
| 48 | Fighter    | Samurai                      | D10 | 2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival) + at Level 3 ONE of following: History, Insight, Performance, or Persuation <i>OR</i> 1 bonus language | None               | STR, CON           | Fighting spirit, Elegant Courtier, Tireless spirit, Rapid strike, Strength before death | All, Shield         | Simple, Martial      | XGTE   |
| 49 | Fighter    | Purple Dragon Knight         | 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   |

| No | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies   | Tool<br>Proficiencies                               | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies | Weapon Proficiencies | Source |
|----|------------|------------------------------|----|---|---|-----------------------|--|------------------------|----------------------|--------|
| 50 | Monk       | Way of the Open Hand         | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) | One type of Artisan Tool<br>OR one Music Instrument | STR, DEX              |  | None                   | Simple, Shortsword   | PHB    |
| 51 | Monk       | Way of the Shadow            | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) | One type of Artisan Tool<br>OR one Music Instrument | STR, DEX              |  | None                   | Simple, Shortsword   | PHB    |
| 52 | Monk       | Way of the Four Elements     | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) | One type of Artisan Tool<br>OR one Music Instrument | STR, DEX              | Elemental Disciplines: Selected at lvl 6,11,17   | None                   | Simple, Shortsword   | PHB    |
| 53 | Monk       | Way of Mercy                 | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) | One type of Artisan Tool<br>OR one Music Instrument | STR, DEX              | Proficiency in Insight, Medicine and Herbalism Kit, Hand of Healing, Hand of Harm, Physican's Touch, Flurry of Healing Harm, Hand of Ultimate Mercy (Raise Dead) | None                   | Simple, Shortsword   | TCoE   |
| 54 | Monk       | Way of Astral Self           | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) | One type of Artisan Tool<br>OR one Music Instrument | STR, DEX              | Arms of Astral Self, Visage of the Astral Self, Body of the Astral self, Awakend Astral Self   | None                   | Simple, Shortsword   | TCoE   |



| No | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies  | Tool<br>Proficiencies  | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies | Weapon Proficiencies   | Source |
|----|------------|------------------------------|----|--|--|-----------------------|--|------------------------|--|--------|
| 55 | Monk       | Way of the Drunken Master    | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) + at level 3 Performance | One type of Artisan Tool<br>OR one Music Instrument +<br>at level 3<br>Brewers<br>supplies/tools | STR, DEX              | Drunken technique, Topsy sway, Drunkyards luck, Intoxicated frenzy           | None                   | Simple, Shortsword   | XGTE   |
| 56 | Monk       | Way of the Kensei            | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)                          | One type of Artisan Tool<br>OR one Music Instrument  | STR, DEX              | Path of the Kensei, One with the blade, Sharpen the blade, Unerring Accuracy | None                   | Simple, Shortsword +<br>1 ranged weapon and<br>+1 meelee weapon of<br>choice (non-heavy and<br>non-special property) -<br>Longbow can be<br>chosen | XGTE   |
| 57 | Monk       | Way of the Sun Soul          | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)                          | One type of Artisan Tool<br>OR one Music Instrument  | STR, DEX              | Radiant sun bolt, Searing arc strike, Searing sunburst, Sun shield           | None                   | Simple, Shortsword   | XGTE   |
| 58 | Monk       | Way of the long death        | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)                          | One type of Artisan Tool<br>OR one Music Instrument  | STR, DEX              |  | None                   | Simple, Shortsword   | SCAG   |
| 59 | Monk       | Way of the Sun Soul          | D8 | 2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)                          | One type of Artisan Tool<br>OR one Music Instrument  | STR, DEX              |  | None                   | Simple, Shortsword   | SCAG   |

| No | Base Class   | Class/Path<br>Specialisation | HD  | Skill Proficiencies   | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation  | Armor<br>Proficiencies | Weapon Proficiencies | Source |
|----|--------------|------------------------------|-----|---|-----------------------|-----------------------|---|------------------------|----------------------|--------|
| 60 | Paladin      | <i>Oath of Devotion</i>      | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | PHB    |
| 61 | Paladin      | <i>Oath of the Ancients</i>  | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | PHB    |
| 62 | Paladin      | <i>Oath of Vengeance</i>     | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | PHB    |
| 63 | Paladin      | <i>Oath of Glory</i>         | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | TCoE   |
| 64 | Paladin      | <i>Oath of the Watchers</i>  | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | TCoE   |
| 65 | Paladin      | <i>Oath of Conquest</i>      | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | XGTE   |
| 66 | Paladin      | <i>Oath of Redemption</i>    | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | XGTE   |
| 67 | Paladin      | <i>Oath of the Crown</i>     | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | SCAG   |
| 68 | Anti-Paladin | <i>Oath Breaker</i>          | D10 | 2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion) | None                  | WIS, CHA              | Oath Spells, Fighting Style Specialisation, Auras, Specific Sub Class feats | All, Shield            | Simple, Martial      | DMG    |

| No | Class/Path |                | HD  | Skill Proficiencies   | Tool Proficiencies | Save Proficiencies | Style Specialisation   | Armor Proficiencies   | Weapon Proficiencies | Source |
|----|------------|----------------|-----|---|--------------------|--------------------|--|-----------------------|----------------------|--------|
|    | Base Class | Specialisation |     |   |                    |                    |  |                       |                      |        |
| 69 | Ranger     | Hunter         | 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    |
| 70 | Ranger     | Fey Wanderer   | D10 | 3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival) | None               | STR, DEX           | Proficiency in 1 skill, Fey Magic, Otherworldly Glamour, Beguiling Twist, Fey Reinforcements, Misty Wanderer             | Light, Medium, Shield | Simple, Martial      | TCoE   |
| 71 | Ranger     | Swarmkeeper    | D10 | 3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival) | None               | STR, DEX           | Gathered Swarm, Swarmkeeper magic, Writing Tide, Mighty Swarm, Swarming Dispersal  | Light, Medium, Shield | Simple, Martial      | TCoE   |
| 72 | Ranger     | Gloom Stalker  | D10 | 3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival) | None               | STR, DEX           | Additional special spells, Dread ambusher, Umbral sight, Iron Mind, Stalkers Flurry                                      | Light, Medium, Shield | Simple, Martial      | XGTE   |
| 73 | Ranger     | Horizon Walker | D10 | 3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival) | None               | STR, DEX           | Additional special spells, Detect portal, planar warrior, Ethereal step, Distant strike, Spectral defence                | Light, Medium, Shield | Simple, Martial      | XGTE   |
| 74 | Ranger     | Monster Slayer | D10 | 3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival) | None               | STR, DEX           | Additional special spells, Hunter sense, Slayers prey, Supernatural defence, Magic users nemesis, Slayers counter        | Light, Medium, Shield | Simple, Martial      | XGTE   |
| 75 | Ranger     | Beast Master   | 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    |

| No | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies  | Tool<br>Proficiencies                      | Save<br>Proficiencies | Style Specialisation  | Armor<br>Proficiencies | Weapon Proficiencies                                 | Source |
|----|------------|------------------------------|----|--|--|-----------------------|---|------------------------|--|--------|
| 76 | Rogue      | Thief                        | 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    |
| 77 | Rogue      | Assassin                     | 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    |
| 78 | Rogue      | Arcane Trickster             | 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    |
| 79 | Rogue      | Phantom                      | D8 | 4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) | Thieves tools, Disguise Kit, Poisoners Kit | DEX, INT              | Whispers of the dead (flexible skill proficiency), Wails from the grave, Tokens of the departed, Ghost Walk (Spectral form), Death's Friend | Light                  | Simple, Hand Crossbow, Longsword, Rapier, Shortsword | TCoE   |
| 80 | Rogue      | Soulknife                    | D8 | 4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) | Thieves tools, Disguise Kit, Poisoners Kit | DEX, INT              | Psionic Powers, Pshychic Blades, Soul Blades, Pshychic Veil, Rend mind  | Light                  | Simple, Hand Crossbow, Longsword, Rapier, Shortsword | TCoE   |
| 81 | Rogue      | Inquisitive                  | D8 | 4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) | Thieves Tools                              | DEX, INT              | Ear for deceit, Eye for detail, Insightful fighting, Steady eye, Unerring eye, Eye for weakness   | Light                  | Simple, Hand Crossbow, Longsword, Rapier, Shortsword | XGTE   |

| No | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies   | Tool<br>Proficiencies   | Save<br>Proficiencies | Style Specialisation  | Armor<br>Proficiencies | Weapon Proficiencies                                 | Source |
|----|------------|------------------------------|----|---|---|-----------------------|---|------------------------|--|--------|
| 82 | Rogue      | Mastermind                   | D8 | 4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) + at 3 level 2 bonus languages   | Thieves Tools + at level 3 Disguise kit and Forgery kit and 1 gaming set of your choice | DEX, INT              | Master of Intrigue, Master of Tactics, Insightful manipulator, Misdirection, soul of deceit | Light                  | Simple, Hand Crossbow, Longsword, Rapier, Shortsword | XGTE   |
| 83 | Rogue      | Scout                        | D8 | 4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) + at level 3 Nature and Survival - you double proficiency bonus on these | Thieves Tools   | DEX, INT              | Skirmisher, Survivalist, Superior mobility, Ambush master, sudden strike                    | Light                  | Simple, Hand Crossbow, Longsword, Rapier, Shortsword | XGTE   |
| 84 | Rogue      | Swashbuckler                 | D8 | 4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)  | Thieves Tools   | DEX, INT              | Fancy footwork, Rakish Audacity, Panache, Elegant maneuver, Master Duelist                  | Light                  | Simple, Hand Crossbow, Longsword, Rapier, Shortsword | XGTE   |
| 85 | 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   |
| 86 | 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   |

| No | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies   | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies | Weapon Proficiencies                       | Source |
|----|------------|------------------------------|----|---|-----------------------|-----------------------|--|------------------------|--|--------|
| 87 | Sorcerer   | <i>Draconic Bloodline</i>    | 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    |
| 88 | Sorcerer   | <i>Wild Magic</i>            | 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    |
| 89 | Sorcerer   | <i>Aberrant Mind</i>         | D6 | 2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)   | None                  | CON, CHA              | Psionic Spells, Telepathic Speech, Psionic Sorcery, Pshyctic Defenses, Revelation in flesh, Warring Implosion  | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | TCoE   |
| 90 | Sorcerer   | <i>Clockwork Soul</i>        | D6 | 2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)   | None                  | CON, CHA              | Clockwork Magic, Restore Balance, Bastion of Law, Trance of Order, Clockwork Cavalcade                         | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | TCoE   |
| 91 | Sorcerer   | <i>Divine Soul</i>           | D6 | 2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)   | None                  | CON, CHA              | Divine Magic, Favored by the gods, Empowered healing, Otherwordly Wings, Unearthly Recovery                    | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | XGTE   |
| 92 | Sorcerer   | <i>Shadow Magic</i>          | D6 | 2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)   | None                  | CON, CHA              | Eyes of the Dark 120 feet darkvision, Strength of the grave, Hound of Il Omen, Shadow walk, Umbral form        | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | XGTE   |
| 93 | Sorcerer   | <i>Storm Sorcery</i>         | D6 | 2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion) + at level 3 speak Primodal: Aquan, Auran, Ignan and Terran languages | None                  | CON, CHA              | Tempestuous magic, Hearth of the storm, Storm guide, Storms fury, Wind soul                                    | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | XGTE   |
| 94 | Sorcerer   | <i>Storm Sorcery</i>         | 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   |

| No  | Base Class | Class/Path<br>Specialisation | HD | Skill Proficiencies  | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation   | Armor<br>Proficiencies | Weapon Proficiencies | Source |
|-----|------------|------------------------------|----|--|-----------------------|-----------------------|--|------------------------|----------------------|--------|
| 95  | Warlock    | <i>The Archfey</i>           | 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    |
| 96  | Warlock    | <i>The Fiend</i>             | 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    |
| 97  | Warlock    | <i>The Great Old One</i>     | 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    |
| 98  | Warlock    | <i>The Fathomless</i>        | D8 | 2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion) | None                  | WIS, CHA              | Pact with the Deep, Extended spell list, Tentacles of the deeps, gift of the Sea, Oceanic Soul, Guardian Coil, Grasping Tentacles, Fathomless Plunge | Light                  | Simple               | TCoE   |
| 99  | Warlock    | <i>The Genie</i>             | D8 | 2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion) | None                  | WIS, CHA              | Pact with a Genie, Expanded spell list, Genie's Vessel, Elemental gift, Sanctuary Vessel, Limited Wish   | Light                  | Simple               | TCoE   |
| 100 | Warlock    | <i>The Celestial</i>         | 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. The Celestial Expanded Spell list | Light                  | Simple               | XGTE   |
| 101 | Warlock    | <i>The Hexblade</i>          | 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. The Hexblade Expanded Spell list  | Light, medium, shields | Simple, Martial      | XGTE   |
| 102 | Warlock    | <i>The Undying</i>           | 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. The Undying Expanded Spell list   | Light                  | Simple               | SCAG   |

| No  | Base Class                    | Class/Path<br>Specialisation | HD | Skill Proficiencies   | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation  | Armor<br>Proficiencies | Weapon Proficiencies  | Source |
|-----|-------------------------------|------------------------------|----|---|-----------------------|-----------------------|---|------------------------|---|--------|
| 103 | <b>Wizard</b><br>(Elves only) | <i>Bladesinging</i>          | 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   |
| 104 | <b>Wizard</b>                 | <i>War Magic</i>             | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Arcane defelction, Tactical wit, Power surge, Durable magic, Deflecting shroud                                  | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | XGTE   |
| 105 | <b>Wizard</b>                 | <i>Bladesinging</i>          | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Proficiency in Performance, Training in War and song, Bladesong, Extra attack, Song of defense, Song of Victory | Light                  | Dagger, Dart, Sling, Staff, Light Crossbow + 1 one-handed melee weapon (at 2nd lvl) | TCoE   |
| 106 | <b>Wizard</b>                 | <i>Order of Scribes</i>      | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Wizardly Quill, Awakend Spellbook, Manifest Mind, Master Scrivener, One with the word                           | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | TCoE   |
| 107 | <b>Wizard</b>                 | <i>School of Abjuration</i>  | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Abjuration Servant, Arcane Ward, Projected Ward, Improved Abjuration, Spell resistance                          | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | PHB    |
| 108 | <b>Wizard</b>                 | <i>School of Conjuration</i> | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Conjuration Servant, Minor Conjuration, Benign Transposition, Focused Conjuration, Durable Summons              | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | PHB    |
| 109 | <b>Wizard</b>                 | <i>School of Divination</i>  | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Divination Servant, Portent, Expert Divination, The Third Eye, Greater Portent                                  | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | PHB    |
| 110 | <b>Wizard</b>                 | <i>School of Enchantment</i> | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Enchantment Savant, Hypnotic Gaze, Instictive Charm, Split Enchantment, Alter Memories                          | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | PHB    |
| 111 | <b>Wizard</b>                 | <i>School of Evocation</i>   | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion)                            | None                  | INT, WIS              | Evocation Savant, Sculpt Spells, Potent Cantrip, Empowered Evocation, Overchannel                               | None                   | Dagger, Dart, Sling, Staff, Light Crossbow  | PHB    |



| No  | Base Class    | Class/Path<br>Specialisation   | HD | Skill Proficiencies  | Tool<br>Proficiencies | Save<br>Proficiencies | Style Specialisation  | Armor<br>Proficiencies | Weapon Proficiencies                       | Source |
|-----|---------------|--------------------------------|----|--|-----------------------|-----------------------|---|------------------------|--|--------|
| 112 | <b>Wizard</b> | <i>School of Illusion</i>      | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion) | None                  | INT, WIS              | Illusion Servant, Improved minor Illusion, Malleable Illusions, Illusory Self, Illusory Reality | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | PHB    |
| 113 | <b>Wizard</b> | <i>School of Necromancy</i>    | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion) | None                  | INT, WIS              | Necromancy savant, Grim Harvest, Undead Thralls, Inured Death, Command Undead                   | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | PHB    |
| 114 | <b>Wizard</b> | <i>School of Transmutation</i> | D6 | 2 of (Arcana, History, Insight, Investigation, Medicine, Religion) | None                  | INT, WIS              | Transmutation Savant, Minor Alchemy, Transmuter's Stone, Shapechanger, Master Transmuter        | None                   | Dagger, Dart, Sling, Staff, Light Crossbow | PHB    |

*Classes in "red text" = made redundant by later published class*

*MToF = Mordenkainens Tome of Foes*

*EE Comp. = Elemental Evil Compendium*

*SCAG = Sword Coast Adventures Guide*

*VGTM = Volos Guide To Monsters*

*XGTE = Xanathars Guide to Everything*

*DMG = Dungeon Masters Guide*

*PHB = Players Handbook  
TCoE = Tasha's Cauldron of Everything*