



You are a...
BARBARIAN

Hit Die:
d12

Lightly armored, you are hard to kill and do a lot of damage when raging.

Most Important Stat:
Strength

Armor:
Light, Medium, Shields

Skills (choose two):

- ◇ Animal Handling (Wis)
- ◇ Athletics (Str)
- ◇ Intimidation (Chr)
- ◇ Nature (Int)
- ◇ Perception (Wis)
- ◇ Survival (Wis)

2nd Most Important:
Constitution

Weapons:
All

Dump Stat:
Intelligence

Saves:
Strength, Constitution

RAGE!

Twice per day, you can enter a rage. While raging, you gain +2 damage and you take half damage from most normal weapons.

Gear:

- ◇ A Greataxe
(or any martial melee weapon)
- ◇ Two Handaxes
(or any simple weapon)
- ◇ An Explorer's Pack
- ◇ Four Javelins

UNARMORED DEFENSE

Like everyone else, you get to add your Dexterity bonus to your Armor Class. Unlike everyone else, you also add your Constitution bonus! This only works while not wearing armor. Basically your health is your armor! And you can still use a shield.



You are a...
PALADIN

Hit Die:
d10

You are a heavily armored front-line warrior who eventually gets spells. This is the best class.

Most Important Stat:
Strength

Armor:
All

Skills (choose two):

- ◇ Athletics (Str)
- ◇ Insight (Wis)
- ◇ Intimidation (Chr)
- ◇ Medicine (Wis)
- ◇ Persuasion (Chr)
- ◇ Religion (Int)

2nd Most Important:
Charisma

Weapons:
All

Dump Stat:
Intelligence

Saves:
Wisdom, Charisma

DIVINE SENSE

You concentrate and know if there are any demons or undead nearby.

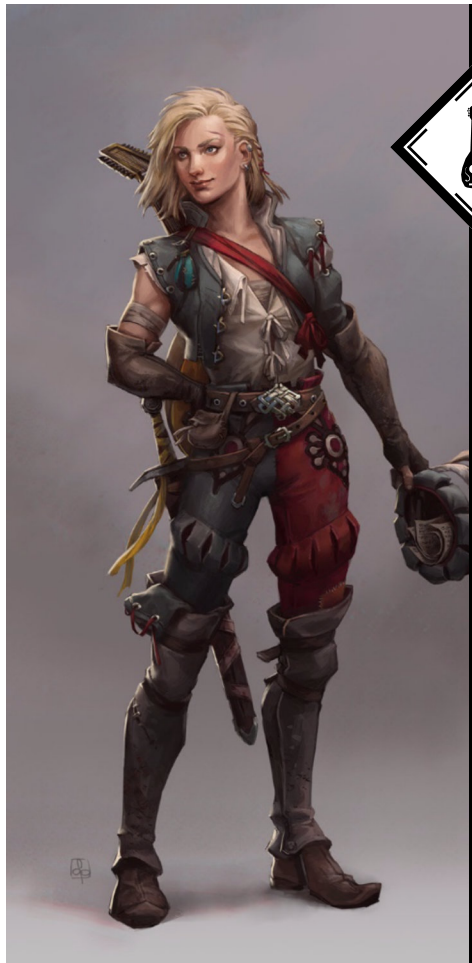
Gear:

- ◇ A Martial Weapon & Shield
(or 2 martial weapons)
- ◇ Five Javelins
(or any simple melee weapon)
- ◇ A Priest's Pack
(or an Explorer's Pack)
- ◇ Chain Mail
- ◇ Holy Symbol

LAY ON HANDS*

You can heal up to five damage to yourself or your friends, or cure one disease or poison.

*Blimey



You are a...
BARD

Hit Die:
d8

You buff your allies and debuff enemies with sword, song, and spell.

Most Important Stat:
Charisma

2nd Most Important:
Dexterity

Dump Stat:
Intelligence

Armor:
Light

Weapons:
Simple, hand crossbows, longswords, rapiers, shortswords

Saves:
Dexterity, Charisma

Skills (choose three):

- ◇ Acrobatics (Dex)
- ◇ Animal Handling (Wis)
- ◇ Deception (Chr)
- ◇ Insight (Wis)
- ◇ Intimidation (Chr)
- ◇ Investigation (Int)
- ◇ Medicine (Wis)
- ◇ Nature (Int)
- ◇ Perception (Wis)
- ◇ Performance (Char)
- ◇ Persuasion (Chr)
- ◇ Religion (Int)
- ◇ Sleight of Hand (Dex)
- ◇ Stealth (Dex)
- ◇ Survival (Wis)

Gear:

- ◇ A Lute
(or any musical instrument)
- ◇ A Rapier or Longsword
(or any simple weapon)
- ◇ A Diplomat or Entertainer's Pack
- ◇ Leather Armor
- ◇ Dagger

SPELLS

You can cast spells! You know 4 first-level spells and can cast two spells per day.

BARDIC INSPIRATION

Though songs and dramatic dialog and probably power chords you inspire your friends.

As a bonus action, you can give another player a d6. They can roll this die once and add the result to an attack roll, saving throw, or ability check.



You are a...
CLERIC

Hit Die:
d8

You're pretty good in a fight, and your prayers are some of the most powerful spells in the game.

Most Important Stat:
Wisdom

2nd Most Important:
Constitution

Dump Stat:
Intelligence or Charisma

Armor:
Light, Medium, Shields

Weapons:
Simple

Saves:
Wisdom, Charisma

Skills (choose two):

- ◇ History (Int)
- ◇ Insight (Wis)
- ◇ Medicine (Wis)
- ◇ Persuasion (Chr)
- ◇ Religion (Int)

Gear:

- ◇ Mace or Warhammer
(warhammer, if proficient)
- ◇ Scale Mail or Leather Armor or Chain Mail
(chain mail, if proficient)
- ◇ Light Crossbow & 20 Bolts
(or any simple weapon)
- ◇ A Priest's Pack
(or an Explorer's Pack)
- ◇ Shield
- ◇ Holy Symbol

SPELLS You can cast spells! You know all the first-level cleric spells and can cast two spells per day.

GOD*

The god you serve grants you powers & bonus spells. Which god do you serve? The god of... Knowledge? You know two more languages and two more skills. Your bonus spells are wizard spells!

Life? You can wear heavy armor and your healing spells heal 3 more hit points.

Light? When an ally is attacked, you can create a flash of light that imposes disadvantage on the attacker.

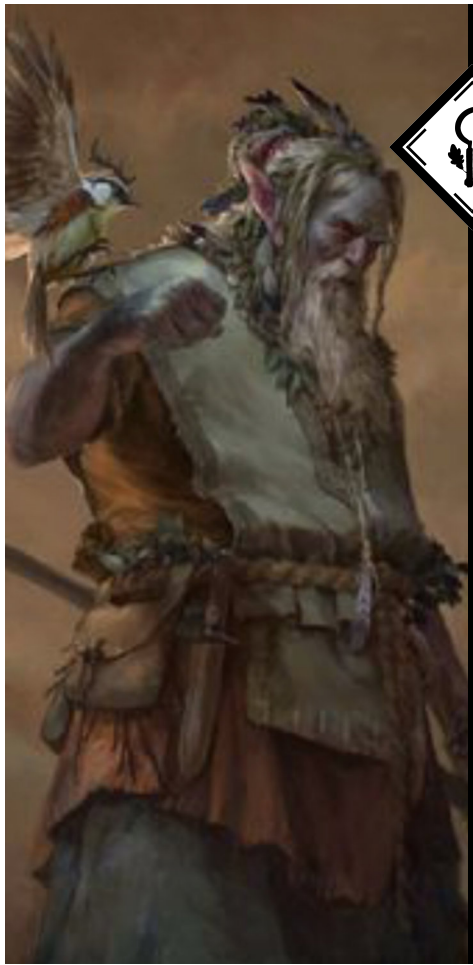
Nature? You can wear heavy armor and gain a nature-oriented skill. Your bonus spells are druid spells!

Tempest? You can use martial weapons and heavy armor. If someone hits you with an attack, you can do lightning damage to them!

Trickery? You can bless allies to make them stealthier!

War? You can use martial weapons and heavy armor. And you get a second attack each round!

*Most classes specialize at 3rd level, but to help you keep the party alive, the DevTeam gave you your specialization at 1st level!



You are a...
DRUID

Hit Die:
d8

You are a powerful and versatile spellcaster who can eventually change into animals to gain their senses, movement, and combat strengths.

Most Important Stat:
Wisdom

2nd Most Important:
Constitution

Dump Stat:
Strength

Armor:
Light, Medium, Shields

Weapons:
Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Saves:
Intelligence, Wisdom

Skills (choose two):

- ◇ Arcana (Int)
- ◇ Animal Handling (Wis)
- ◇ Insight (Wis)
- ◇ Medicine (Wis)
- ◇ Perception (Wis)
- ◇ Religion (Int)
- ◇ Survival (Wis)

SPELLS

You can cast spells! You know all the first-level druid spells and can cast two spells per day.

Gear:

- ◇ **Wooden Shield**
(or any simple weapon)
- ◇ **Scimitar**
(or any simple melee weapon)
- ◇ **An Explorer's Pack**
- ◇ **Leather Armor**
- ◇ **Druidic Focus**



You are a...
FIGHTER

Hit Die:
d10

You are a tough and versatile melee warrior with consistently high damage output.

Most Important Stat:
Strength or Dexterity
(depending on what kind of fighter you want to be)

2nd Most Important:
Constitution

Dump Stat:
Intelligence or Charisma

Armor:

All

Weapons:

All

Saves:

Strength, Constitution

Skills (choose two):

- ◇ Acrobatics (Dex)
- ◇ Animal Handling (Wis)
- ◇ Athletics (Str)
- ◇ History (Int)
- ◇ Insight (Wis)
- ◇ Intimidation (Chr)
- ◇ Perception (Wis)
- ◇ Survival (Wis)

SECOND WIND

Once per battle you can recover some hit points.

FIGHTING STYLE

What kind of Fighter are you?

Archer: +2 to attack rolls with ranged weapons.

Defender: +1 bonus to AC while in armor.

Duelist: +2 damage when using a one-handed melee weapon (go Dex and take a rapier!)

Greatweapon: If you're wielding a two-handed weapon, you reroll 1s and 2s on your damage dice.

Protector: If you're using a shield, enemies attacking any allies standing next to you have disadvantage.

Two Weapon: Normally someone attacking with a weapon in each hand only gets their Strength bonus to one attack. You get your Strength bonus to **both** attacks!

Gear:

- ◇ **A Martial Weapon & Shield**
(or two martial weapons)
- ◇ **Leather Armor or Chain Mail**
- ◇ **Longbow & 20 Bolts**
(or two handaxes)
- ◇ **A Dungeoneer's Pack**
(or an Explorer's Pack)



You are a...
MONK

Hit Die:
d8

You are a fast, versatile striker.

Most Important Stat:
Dexterity

2nd Most Important:
Wisdom

Dump Stat:
Intelligence

Armor:
Psh, who needs armor?

Weapons:
Fists, simple weapons and shortswords

Saves:
Strength, Dexterity

Skills (choose two):

- ◇ Acrobatics (Dex)
- ◇ Athletics (Str)
- ◇ History (Int)
- ◇ Insight (Wis)
- ◇ Religion (Int)
- ◇ Stealth (Dex)

UNARMORED DEFENSE

Like everyone else, you get to add your Dexterity bonus to your Armor Class. Unlike everyone else, you also add your Wisdom bonus! This only works while not wearing armor or shield. Basically your wisdom is your armor!

MARTIAL ARTIST

You can use Dexterity instead of Strength for attack and damage rolls with your fists and monk weapons. Your Dex makes you harder to hit and you hit harder with it!

You don't do much damage with your fists (1d4*) but you get three attacks per round. That 1d4 increases as you level up.

*Other characters only do 1 damage with their fists.

Gear:

- ◇ **Shortsword**
(or any simple weapon)
- ◇ **A Dungeoneer's Pack**
(or an Explorer's Pack)
- ◇ 10 Darts



You are a...
RANGER

Hit Die:
d10

You are a stealthy hunter.

Most Important Stat:
Dexterity

2nd Most Important:
Constitution

Dump Stat:
Charisma

Armor:
Light, Medium, Shields

Weapons:
All

Saves:
Strength, Dexterity

Skills (choose two):

- ◇ Animal Handling (Wis)
- ◇ Athletics (Str)
- ◇ Insight (Wis)
- ◇ Investigation (Int)
- ◇ Nature (Int)
- ◇ Perception (Wis)
- ◇ Stealth (Dex)
- ◇ Survival (Wis)

FAVORED ENEMY

Pick a category of monster. You can track them easier and do +2 damage against them.

NATURAL EXPLORER

Choose one type of terrain. You track better, move faster, and cannot become lost in that terrain.

Gear:

- ◇ **Leather Armor or Scale Mail**
- ◇ **Two Shortswords**
(or two handaxes)
- ◇ **A Dungeoneer's Pack**
(or an Explorer's Pack)
- ◇ **Longbow & 20 Arrows**
(and a quiver)



You are a...
ROGUE

Hit Die:
d8

You are a skilled, stealthy striker.

Most Important Stat:
Dexterity

2nd Most Important:
Constitution

Dump Stat:
Strength

Armor:
Light

Weapons:
Simple Weapons, hand crossbows, longswords, rapiers, and shortswords

Saves:
Dexterity, Intelligence

Skills (choose *four*):

- ◇ Acrobatics (Dex)
- ◇ Athletics (Str)
- ◇ Deception (Chr)
- ◇ Insight (Wis)
- ◇ Intimidation (Chr)
- ◇ Investigation (Int)
- ◇ Perception (Wis)
- ◇ Performance (Chr)
- ◇ Persuasion (Chr)
- ◇ Sleight of Hand (Dex)
- ◇ Stealth (Dex)

Gear:

- ◇ Rapier
(or a shortsword)
- ◇ Shortbow & 20 Arrows
(or a shortsword)
- ◇ A Burglar's Pack
(or an Explorer's Pack or a Dungeoneer's Pack)
- ◇ Leather Armor
- ◇ Two Daggers
- ◇ Thieves' Tools

EXPERTISE

Pick two skills and get +4 to them instead of the normal +2.

SNEAK ATTACK

You do an extra d6 damage against creatures you flank or surprise.

THIEVES' CANT

You can talk to other thieves openly and encode secret messages in your speech. Basically Cockney rhyming slang.



You are a...
SORCERER

Hit Die:
d6

You are an instinctive spellcaster. You don't know a lot of spells, but you have less bookkeeping than a wizard.

Most Important Stat:
Charisma

2nd Most Important:
Constitution

Dump Stat:
Intelligence

Armor:
None!

Weapons:
Daggers, darts, slings, quarterstaves, light crossbows

Saves:
Constitution, Charisma

Skills (choose two):

- ◇ Arcana (Int)
- ◇ Deception (Chr)
- ◇ Insight (Wis)
- ◇ Intimidation (Chr)
- ◇ Persuasion (Chr)
- ◇ Religion (Int)

Gear:

- ◇ Light Crossbow & 20 Bolts
(or any simple weapon)
- ◇ Component Pouch
(or Arcane Focus)
- ◇ A Dungeoneer's Pack
(or an Explorer's Pack)
- ◇ Two Daggers

SPELLS

You can cast spells! You know two first-level sorcerer spells and can cast two spells per day.

SORCEROUS ORIGIN

How come you innately know magic?

A DISTANT ANCESTOR OF MINE HAD SEX WITH A DRAGON.

You gain an extra hit point per level and you have scaly skin granting you +3 AC.

I AM A MUTANT.

Crazy shit sometimes (rarely) happens when you cast a spell. Your mutant luck grants you advantage on one roll per day.



You are a...
WARLOCK

Hit Die:
d8

You made a pact with an alien power. You are a tough spellcaster who relies on a few high-damage spells.

Most Important Stat:
Charisma

Armor:
Light

2nd Most Important:
Constitution

Weapons:
Simple

Dump Stat:
Intelligence

Saves:
Wisdom, Charisma

Skills (choose two):

- ◇ Arcana (Int)
- ◇ Deception (Chr)
- ◇ History (Int)
- ◇ Intimidation (Chr)
- ◇ Investigation (Int)
- ◇ Nature (Int)
- ◇ Religion (Int)

SPELLS

You can cast spells! You know two first-level warlock spells and can cast one spell per day. You will quickly run out of spells and spend most of each battle casting the *eldritch blast* cantrip.

OTHERWORLDLY PATRON

What alien power did you make a bargain with to gain your magical knowledge?

POWERFUL DEMON. When you kill an enemy, you gain bonus hit points.

ANCIENT ELF. You can magically charm enemies.

CTHULHU MONSTER. You have telepathy.

Gear:

- ◇ Light Crossbow & 20 Bolts
(or any simple weapon)
- ◇ Component Pouch
(or Arcane Focus)
- ◇ A Scholar's Pack
(or an Dungeoneer's Pack)
- ◇ Leather Armor
- ◇ Any Simple Weapon
- ◇ Two Daggers



You are a...
WIZARD

Hit Die:
d6

You are a master of magic. You know more spells than anyone but have to do some bookkeeping every morning.

Most Important Stat:
Intelligence

Armor:
None

2nd Most Important:
Dexterity

Weapons:
**Daggers, darts, slings,
quarterstaves, light crossbows**

Dump Stat:
Strength

Saves:
Intelligence, Wisdom

Skills (choose two):

- ◇ Arcana (Int)
- ◇ History (Int)
- ◇ Insight (Wis)
- ◇ Investigation (Int)
- ◇ Medicine (Int)
- ◇ Religion (Int)

SPELLS

You can cast spells! You have a spellbook with SIX first-level wizard spells in it and you can cast two spells per day. But each morning you have to *plan* which spells you're going to cast that day.

ARCANE RECOVERY

You can only cast two spells per day, but after a short rest you get one of those spells back so as long as you keep resting, you can keep casting spells.

Gear:

- ◇ Quarterstaff
(or dagger)
- ◇ Component Pouch
(or Arcane Focus)
- ◇ A Scholar's Pack
(or an Explorer's Pack)
- ◇ Spellbook



You are a...
HILL DWARF

You are hardy and wise and hard to kill. Good with axe and hammer.

You're probably a **Barbarian** or **Fighter**, **Paladin** or **Ranger**.

Stat Mods: +2 Constitution, +1 Wisdom

Size: Medium

Speed: 25 feet.

Senses: Darkvision.

Dwarven Resilience: You are hard to poison.

Dwarven Combat Training: You're proficient with battleaxe, handaxe, light hammer, and warhammer.

Dwarven Toughness: You gain 1 extra hit point per level.

Languages: Common, Dwarvish

You are a...
MOUNTAIN DWARF

You are hardy and strong. Good with axe and hammer.

You're probably a **Barbarian** or **Fighter**, **Paladin** or **Ranger**.



Stat Mods: +2 Constitution, +8 Strength

Size: Medium

Speed: 25 feet.

Senses: Darkvision.

Dwarven Resilience: You are hard to poison.

Dwarven Combat Training: You're proficient with battleaxe, handaxe, light hammer, and warhammer.

Dwarven Armor Training: You can use all light and medium armor.

Languages: Common, Dwarvish



You are a...
HIGH ELF

You are agile and smart. Good with sword and bow. You're probably a **Fighter** or **Rogue** or **Wizard**... or even a **Monk** or **Ranger**!

Stat Mods: +2 Dexterity, +1 Intelligence

Size: Medium

Speed: 30 feet.

Senses: Darkvision, you are proficient with Perception

Fey Ancestry: You are hard to *charm*.

Trance: You don't need to sleep.

Weapon Training: You're proficient with longswords, longbows, shortwords, and shortbows

Cantrip: Regardless of what class you take, you know one wizard cantrip.

Languages: Common, Elvish and one more.



You are a...
WOOD ELF

You are agile, wise, and fleet of foot. Good with sword and bow.

You're probably a **Fighter** or **Monk** or **Ranger**, or even a **Cleric** or **Druid** or **Rogue**!

Stat Mods: +2 Dexterity, +1 Wisdom

Size: Medium

Speed: 35 feet.

Senses: Darkvision, you are proficient with Perception

Fey Ancestry: You are hard to *charm*.

Trance: You don't need to sleep.

Weapon Training: You're proficient with longswords, longbows, shortwords, and shortbows

Mask of the Wild: You can attempt to Hide even when only lightly obscured.

Languages: Common, Elvish and one more.



You are a...
DRAGONBORN

You are strong and noble. You can breathe fire. You're probably a **Barbarian** or **Fighter** or **Paladin** or even a **Bard**, **Sorcerer** or **Warlock**!

Stat Mods: +2 Strength, +1 Charisma
Size: Medium
Speed: 30 feet.
Senses: Darkvision, you are proficient with Perception.

Draconic Ancestry: You gain a breath weapon and are resistant to one type of damage (fire, cold, etc...).

Languages: Common, Draconic

You are a...
LIGHTFOOT HALFLING

You are small, nimble, and charismatic. You are unnaturally lucky. You're probably a **Bard** or **Rogue** or even a **Monk**, **Sorcerer** or **Warlock**!

Stat Mods: +2 Dexterity, +1 Charisma
Size: Small
Speed: 25 feet.

Lucky: You can reroll 1s on a d20 roll.

Brave: You are hard to frighten.

Halfling Nimbleness: You can move through enemy spaces.

Naturally Stealthy: You can hide behind your allies.

Languages: Common, Halfling



You are a...
HUMAN

Yours is the most versatile ancestry. You are equally good with all classes.

Stat Mods: +1 to all of them.
Size: Medium
Speed: 30 feet.
Languages: Common and one more.

You are a...
HALF-ORC

You are strong and hardy and almost impossible to kill. You're probably a **Barbarian**, **Fighter**, **Paladin**, or maybe a **Ranger**, **Rogue** or **Warlock**!

Stat Mods: +2 Strength, +1 Constitution.
Size: Medium
Speed: 30 feet.
Senses: Darkvision

Menacing: You are good at intimidation..

Relentless Endurance: You can decide not to die.

Savage Attacks: You do extra damage on a critical hit.

Languages: Common, Orc.





You are a...
HALF-ELF

You are charismatic, versatile, and highly skilled.
You're probably a Bard, Paladin, Sorcerer or Warlock, or anything else you want to be!

Stat Mods: +2 Charisma, +1 to any other stat.

Size: Medium

Speed: 30 feet.

Senses: Darkvision

Fey Ancestry: You are hard to charm.

Skill Versatility: You know two extra skills.

Languages: Common, Elvish and one more.

Note to the Dungeon Master:

These cards are purposely brief.

They are best used introduce new players to the key details they need to decide on a character...

After that, the Player's Handbook can be used to create their character and learn the actual rules for their abilities.

Have fun introducing your family and friends to D&D!

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