

dnd 5e class guide

****The Ultimate dnd 5e Class Guide: Mastering Your Character Choice****

dnd 5e class guide is an essential read whether you're a fresh adventurer stepping into the world of Dungeons & Dragons 5th Edition or a seasoned player looking to deepen your understanding of character roles. Choosing the right class not only shapes your gameplay style but also influences your story, combat tactics, and party dynamics. With so many options available, from fierce warriors to mystical spellcasters, this guide will walk you through the nuances of each class, helping you make an informed and exciting choice for your next campaign.

Understanding the Basics of DND 5E Classes

Before diving into individual classes, it's important to grasp what a class represents in Dungeons & Dragons. Your class defines your character's abilities, strengths, weaknesses, and even their typical roles within a party. Each class comes with unique features like spellcasting, combat prowess, or special skills that evolve as you level up. A well-chosen class aligns with your preferred playstyle and complements your party members.

What to Consider When Picking a Class

The choice of class depends on several factors:

- ****Playstyle Preference:**** Do you enjoy frontline battles, spellcasting, or supporting roles?
- ****Party Composition:**** What roles are already filled? You might want to pick a class that balances the team.
- ****Character Backstory:**** Some classes fit better with certain narratives or character concepts.
- ****Complexity Level:**** Some classes like the Wizard or Druid may require more rules management due to spellcasting mechanics.

Keeping these in mind will make your gameplay smoother and more enjoyable.

Exploring the Core Classes in DND 5E

The Player's Handbook offers 12 core classes, each with distinctive traits and subclasses. Let's break down the essentials.

Fighter: The Versatile Warrior

Fighters excel in combat, wielding a vast array of weapons and armor. They are straightforward to play, making them great for beginners. Fighters can specialize in different combat styles, such as archery, dueling, or two-weapon fighting, offering flexibility. Their high hit points and multiple attacks per round ensure they shine in the thick of battle.

Rogue: The Stealthy Trickster

If you love sneaking, dealing precise damage, and outsmarting opponents, the Rogue is your go-to class. Rogues specialize in sneak attacks and are invaluable for scouting and disarming traps. Their agility and cunning make them excellent in situations requiring finesse rather than brute force.

Wizard: The Arcane Scholar

Wizards command powerful spells drawn from a vast spellbook. They are the quintessential spellcasters, capable of shaping the battlefield with destructive magic or clever utility spells. Wizards require strategic thinking regarding spell preparation and resource management, which appeals to players who enjoy tactical depth.

Cleric: The Divine Healer and Warrior

Clerics serve deities and wield divine magic to heal, protect, and smite foes. They are versatile, capable of frontline combat or supportive roles. Clerics' domain choices offer unique thematic and mechanical twists, making each Cleric feel distinct.

Barbarian: The Fierce Berserker

Barbarians thrive on raw strength and rage, making them the quintessential damage sponges and heavy hitters. Their rage ability boosts damage and resilience, allowing them to endure punishment and dish out devastating blows.

Druid: The Nature's Guardian

Druids blend spellcasting with shapeshifting abilities, allowing them to adapt to various situations. Their connection to nature is reflected in their spells and wild shape, which lets them transform into animals, providing both utility and combat options.

Diving Deeper: Subclasses and Specializations

One of the most exciting aspects of the dnd 5e class guide is understanding subclasses—also known as archetypes. These are paths that further define your character’s abilities and flavor, chosen at early levels.

Why Subclasses Matter

Subclasses shape your character’s unique capabilities. For example, a Fighter might choose the Champion subclass for straightforward combat enhancements or the Eldritch Knight for spellcasting. This choice can significantly alter your role and effectiveness in both combat and roleplay.

Popular Subclasses and Their Appeal

- **Paladin’s Oath of Vengeance:** Focuses on dealing heavy damage and hunting down enemies.
- **Sorcerer’s Draconic Bloodline:** Adds durability and thematic dragon-based powers.
- **Monk’s Way of the Open Hand:** Emphasizes martial arts and control over foes.
- **Ranger’s Hunter:** Offers combat versatility and tracking skills.

Exploring these archetypes lets you tailor your character to a niche that feels right for your story and group dynamics.

Tips for Maximizing Your Class Potential

Choosing a class is just the beginning. To truly shine, consider these tips:

Optimize Ability Scores

Your class benefits from specific ability scores. For example, Wizards rely on Intelligence, Barbarians on Strength and Constitution, and Rogues on Dexterity. Prioritizing these stats during character creation boosts your effectiveness.

Choose Complementary Feats and Equipment

Feats can enhance your class features or shore up weaknesses. Likewise, selecting the right weapons and armor can make a huge difference. For example, a Paladin benefits from heavy armor and a versatile weapon, whereas a Ranger might opt for a longbow and light armor.

Coordinate with Your Party

Understanding your party's composition and choosing a role that fills gaps enhances group synergy. A well-balanced party with a tank, damage dealers, and support casters typically performs best.

Beyond the Basics: Multiclassing and Homebrew Options

For players looking for something beyond the standard class structure, multiclassing provides an intriguing option. It allows your character to gain abilities from multiple classes, blending combat styles or magic types.

What to Know About Multiclassing

While multiclassing increases versatility, it can slow progression in individual class features. It's best suited for experienced players who understand the mechanics and want to experiment with hybrid roles, such as a Fighter/Rogue for a stealthy warrior or a Cleric/Warlock for a divine and arcane mix.

Homebrew Classes

The DND community has created countless homebrew classes and subclasses that add fresh flavors to the game. If your Dungeon Master allows it, exploring homebrew content can provide unique experiences that standard classes might not offer.

Final Thoughts on Navigating the dnd 5e Class Guide

Choosing a class in Dungeons & Dragons 5e is more than just picking stats and abilities—it's about crafting a persona that thrives in your campaign world. Whether you're drawn to the raw power of the Barbarian, the mystical arts of the Wizard, or the nuanced versatility of the Bard, every class offers a unique

adventure. Taking the time to explore the strengths, playstyle, and story potential of each class will enrich your roleplaying experience and make your journey through the realms unforgettable. Remember, the best class is the one that feels fun and engaging to you, making every session a memorable chapter in your character's evolving saga.

Frequently Asked Questions

What is the best class for beginners in D&D 5e?

The Fighter is often recommended for beginners due to its straightforward mechanics, durability, and flexibility in combat styles.

How do I choose the right class for my playstyle in D&D 5e?

Consider whether you prefer melee or ranged combat, spellcasting or physical abilities, support roles or damage dealing, then review class features that align with those preferences.

What are the main differences between a Wizard and a Sorcerer in D&D 5e?

Wizards have a broader spell selection and rely on intelligence and prepared spells, while Sorcerers have fewer spells but can cast them more flexibly using sorcery points and charisma.

Which D&D 5e class has the best damage output?

Classes like the Rogue (with Sneak Attack), Fighter (especially Champion or Battle Master), and Barbarian are known for high damage output, depending on build and playstyle.

What is the role of a Cleric in a D&D 5e party?

Clerics serve as versatile healers, buffers, and frontline combatants who can also deal damage and provide utility with their divine spells.

How important is multiclassing when building a character in D&D 5e?

Multiclassing can add versatility and unique combinations, but it may delay access to higher-level class features. It's important to plan carefully based on your character concept.

What are the best subclasses for the Ranger in D&D 5e?

Popular Ranger subclasses include the Hunter for versatile combat options and the Gloom Stalker for stealth

and ambush tactics, especially in dark environments.

How does the Warlock class differ from other spellcasters in D&D 5e?

Warlocks have a limited number of spell slots that recharge on a short rest and gain unique abilities through their patron, making their playstyle distinct from Wizards or Sorcerers.

Can a Bard be an effective damage dealer in D&D 5e?

Yes, Bards can deal respectable damage using spells and weapons, especially with the College of Valor or College of Swords subclasses, while also providing strong support.

What are the key features to look for in a Paladin build in D&D 5e?

Look for strong divine smite abilities, auras that benefit allies, and a subclass that complements your preferred combat role, such as Oath of Devotion or Oath of Vengeance.

Additional Resources

****DND 5e Class Guide: Navigating the Roles and Mechanics of Character Classes****

dnd 5e class guide serves as an essential resource for players and Dungeon Masters (DMs) looking to understand the diverse character options available in Dungeons & Dragons 5th Edition. With a rich array of classes, each offering unique mechanics, abilities, and thematic appeal, this guide aims to dissect the core features, strengths, and potential limitations of each class. Whether you are a seasoned player optimizing your build or a newcomer exploring your first character, understanding the nuances of each class is vital for a rewarding tabletop RPG experience.

The 5th Edition of Dungeons & Dragons streamlines many of the complex facets from previous editions, but the depth of tactical and role-playing choices remains substantial. This class guide will examine the primary roles — such as damage dealing, tanking, spellcasting, and support — and how each class aligns with these roles, providing insights into their gameplay styles and strategic value within a party.

Overview of Core Classes in DND 5e

The Player's Handbook introduces twelve fundamental classes, each with subclasses that further customize gameplay. These classes are divided into categories based on their primary function: martial, spellcasting, and hybrid classes. Understanding these categories is crucial for party composition and synergy.

Martial Classes: Frontline and Physical Experts

Martial classes in DND 5e typically excel in physical combat, relying on weapons and armor rather than magic. The Fighter, Barbarian, Rogue, and Monk are prime examples.

- **Fighter:** Known for versatility and durability, Fighters can specialize in weapons and combat styles. Their Action Surge ability allows for burst damage or tactical maneuvers, making them reliable damage dealers or tanks.
- **Barbarian:** Focused on raw physical power and resilience, Barbarians use Rage to increase damage output and reduce incoming damage. Their high hit points and unarmored defense make them natural frontline combatants.
- **Rogue:** Masters of stealth, precision, and mobility, Rogues excel in single-target damage through Sneak Attack. Their skill versatility also makes them invaluable for exploration and social encounters.
- **Monk:** Combining martial arts with mystical ki energy, Monks offer fast-paced combat with multiple attacks and unique mobility options. Their Deflect Missiles and Stunning Strike abilities provide defensive and control utilities.

Martial classes generally require less resource management compared to spellcasters, making them straightforward for new players, while still offering depth for veterans.

Spellcasting Classes: Arcane and Divine Powerhouses

Spellcasters manipulate magical energies to produce a wide variety of effects ranging from damage to healing and control. Classes in this category include Wizards, Clerics, Druids, Sorcerers, Warlocks, and Bards.

- **Wizard:** Arguably the most versatile spellcaster, Wizards boast an extensive spell list and the ability to prepare spells daily. Their Arcane Recovery feature allows limited spell slot regeneration, and their subclasses (arcane traditions) provide thematic specialization.
- **Cleric:** Divine casters who serve deities, Clerics offer robust healing, buffs, and offensive spells. Their Channel Divinity feature and Domain-specific abilities make them adaptable to many party roles.
- **Druid:** Nature-based spellcasters with access to healing, damage, and control spells. Their Wild Shape

ability allows them to transform into animals, adding versatility in combat and exploration.

- **Sorcerer:** Spellcasters with innate magical power, Sorcerers have fewer spells known than Wizards but compensate with Sorcery Points to modify their spells dynamically, offering unique customization.
- **Warlock:** Characters who gain power through pacts with otherworldly beings, Warlocks have a limited but potent spell list and regain spell slots on short rests, enhancing sustainability.
- **Bard:** Hybrid casters who combine magic with performance, Bards provide support through buffs, debuffs, healing, and utility spells. Their Jack of All Trades feature enhances skill checks, making them versatile in and out of combat.

Spellcasting classes often require careful resource management and strategic planning but reward players with high-impact abilities and flexible problem-solving options.

Hybrid Classes: Balancing Combat and Magic

Some classes bridge the gap between martial prowess and spellcasting, offering a balanced approach.

- **Paladin:** Holy warriors who combine martial combat with divine magic. Paladins have powerful auras, healing abilities, and smite features that add radiant damage to attacks, making them formidable frontline allies.
- **Ranger:** Skilled hunters and trackers, Rangers blend martial combat with nature-themed spells. Their favored enemy and natural explorer features enhance role-play and exploration, while subclasses like Beast Master add animal companions.

These classes often appeal to players who want versatility without specializing entirely in one domain.

Comparative Analysis: Strengths and Weaknesses

Choosing the right class depends heavily on player preference, party needs, and campaign style. Below is an analytical comparison focusing on key gameplay aspects.

Damage Output and Combat Roles

- **Fighters and Barbarians** excel in sustained melee damage and tanking due to their high durability.
- **Rogues** provide burst damage through Sneak Attacks, excelling in precision strikes.
- **Wizards and Sorcerers** offer high damage potential via area-of-effect spells but can be fragile.
- **Paladins** and **Rangers** provide balanced damage with added utility from spells.

Utility and Support Capabilities

- **Bards** and **Clerics** shine in support roles, offering healing, buffs, and debuffs.
- **Druids** provide versatile utility through spells and Wild Shape.
- **Warlocks** offer consistent spellcasting with unique invocations that add utility.

Complexity and Learning Curve

- Martial classes like Fighter and Barbarian are generally more accessible for new players.
- Spellcasters such as Wizards and Druids require managing spell slots and understanding complex spell interactions.
- Hybrid classes demand balancing between combat and magic, potentially increasing complexity.

Customization and Role-Playing Depth

- Subclasses add significant flavor and mechanical variety, from the Eldritch Knight Fighter to the Circle of the Moon Druid.
- Role-playing opportunities vary, with Clerics and Paladins tied closely to divine themes, while Rogues and Bards offer more flexible personality archetypes.

Optimizing Your Character with the DND 5e Class Guide

When crafting a character, the dnd 5e class guide suggests considering several factors beyond raw mechanics:

1. **Party Composition:** Balancing roles such as damage, tanking, and healing ensures group efficacy.
2. **Campaign Setting:** Some classes thrive in exploration-heavy campaigns (Ranger, Druid), while others

excel in combat-focused games (Fighter, Barbarian).

3. **Playstyle Preferences:** Do you prefer straightforward combat, complex spellcasting, or utility and support? Classes align differently with these approaches.
4. **Character Concept:** Thematic consistency enhances immersion and enjoyment, influencing subclass and feat choices.

Understanding the interplay between class features and narrative context allows players to create compelling and effective characters.

The Role of Subclasses and Multiclassing

Subclasses, introduced at early levels, significantly impact class identity by granting additional abilities and defining playstyle nuances. For example, a Rogue's Arcane Trickster subclass introduces spellcasting, while a Cleric's Life Domain emphasizes healing prowess.

Multiclassing allows players to blend features from multiple classes, creating hybrid characters tailored to specific roles or themes. However, this requires careful planning to avoid diluting core class strengths or delaying access to powerful abilities.

Final Thoughts on the DND 5e Class Guide

The dnd 5e class guide reveals a system designed to accommodate a wide variety of playstyles, from the straightforward to the highly complex. Each class brings distinct mechanics and narrative possibilities that enrich the game's diversity. Players benefit from studying these options in depth, weighing the pros and cons relative to their personal preferences and the dynamics of their adventuring party.

As Dungeons & Dragons continues to evolve with supplementary materials and homebrew content, understanding the foundational classes remains a crucial step in crafting memorable and effective characters. This guide serves as a starting point for meaningful exploration of the rich class system intrinsic to DND 5e, inviting players to strategize, experiment, and ultimately, enjoy the immersive storytelling experience that defines this iconic role-playing game.

[Dnd 5e Class Guide](#)

dnd 5e class guide: Whitaker's Five-year Cumulative Book List , 1953

dnd 5e class guide: *For Queen Country and Albion* Malcolm Harris, 2024-09-20 For Queen, Country and Albion: A 5E and Beyond TTRPG Supplement Step into the aether-powered realm of Albion, where magic and technology intertwine to create a world of endless possibilities. This expansive supplement for 5E and beyond brings to life a Victorian-inspired empire spanning continents and reaching for the stars. Explore a rich tapestry of intrigue, adventure, and innovation: Uncover the secrets of aether technology and rare, powerful magic Navigate the complex social hierarchy, from the misty streets of Londenium to far-flung colonies Choose from new classes like the Aetherist and Albion Soldier, or adapt familiar favorites to this unique setting Face fearsome creatures born of magic and industry, from the dreaded Rat King to the majestic Eastern Dragon Delve into the mysterious Hollow Lands, a vast underground realm teeming with ancient wonders and terrible dangers Whether you're leading a revolution in the colonies, uncovering conspiracies in the heart of the empire, or pushing the boundaries of aether science, For Queen, Country and Albion offers a world ripe for adventure. With detailed lore, new mechanics, and endless hooks for campaigns, this supplement provides everything you need to bring the wonders and perils of Albion to your gaming table. Embrace the spirit of exploration, innovation, and ambition in a world where the sun never sets on adventure. For Queen, Country and Albion awaits - will you answer the call?

dnd 5e class guide: *How To Kick-Start Your First D&D Game* Raul Crossno, 2021-01-16

There's a reason why It's like Dungeons & Dragons has become the universal way to describe any tabletop roleplaying experience. For almost half a century, Dungeons & Dragons has been one of the - if not the - biggest and best tabletop RPGs out there. It's incredibly popular and obscenely polished, with an enormous number of campaigns, settings and books available. Once you know how to play Dungeons & Dragons, hundreds or even thousands of hours of adventure await you. But Dungeons & Dungeons can be intimidating to approach if you're not already familiar with its rules and world. If you're learning how to play Dungeons & Dragons 5E for the first time (or maybe just the first time in a while) this beginner's guide is the right place to be. In this book, you will learn: Getting to Know the Basics Setting Up a Game Playing the Game Create Your Own Character Magical Character Classes Combat Character Classes Hybrid Character Classes Tips Example Gameplay

dnd 5e class guide: *A Touch of Class* C. Davies, Josh Gentry, Mike Myler, A. Nova, Matt Roth, Russ Morrissey, James Haeck, 2017-11-24 Meet the full alchemist, cardcaster, diabolist, feywalker, morph, noble, and occultist classes for your 5E games in this 70-page book! These seven classes originally appeared in EN5ider, the 5th Edition Patreon. Over time, they have been revised and updated after plenty of feedback from the community, and now they're ready to be presented as a full-colour softcover book! Each is a full class, along with archetypes; plus the collection includes a selection of supporting feats, spells, items, backgrounds, and monsters to help make the most from them.

dnd 5e class guide: *Wizards & Spells (Dungeons & Dragons)* Jim Zub, Stacy King, Andrew Wheeler, Official Dungeons & Dragons Licensed, 2020-03-10 An immersive illustrated primer to the enchanted beings, magic users, and spells of Dungeons & Dragons, the leading fantasy role-playing game. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of how spells are created and used in the game, along with original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, Wizards and Spells also features prompts to encourage creative problem-solving skills in the dangerous situations that may be encountered in a Dungeons & Dragons adventure.

dnd 5e class guide: *Human NPC's* Jacob Scull, Dwight Scull, 2021-01-19 For many tabletop

RPG Dungeon Masters, one of the hardest, most time-consuming tasks is to roll up a high-level wizard for use in your game that will challenge your group. There is nothing worse than showing up woefully unprepared and having to cut your game short because your players raced to the final encounter, and you don't have the stats ready for combat. This is where Human NPC's: 84 Complete NPC's for 5th edition to use in your RPG in minutes is useful. Simply choose a class. Then choose one of 7 levels between 1 - 18 to insert into your RPG immediately. Human NPC's is for any dungeon master that is playing Dungeons and Dragons 5th edition. We cover the base 12 classes from the Player's Handbook and only use spells / equipment from the D&D 5e Core Books, so if you haven't (or don't want) to pick up the newest supplement, that isn't an issue. However, there is space to add material on your own from those supplements if you want. Here is what you will discover in Human NPC's - 12 Classes - Levels 1, 3, 6, 9, 12, 15 and 18 - Full equipment, feats, spells, and even spellbooks (Wizard) included - you can just turn to the page you need and play the NPC - Use these for a core NPC (good or bad) in your game - Or just sprinkle in NPC's to make your challenge rating harder in your adventure (Premade or Custom) - How to play guides for each class included - Detailed notes on what each class has gained from level to level in case you want to do a minute or two of research on the NPC

dnd 5e class guide: The Masterclass Codex C Richard Davies, Matt Roth, Josh Gentry, 2019-07-30 This compilation of the books A TOUCH OF CLASS and A TOUCH MORE CLASS contains 16 full character classes for your 5E games! These new classes are fully detailed with exciting class-themed abilities! Each of these classes also contains a range of subclasses to further customize them. Play as the brilliant savant, the black-powder gunfighter, or travel with exotic animal companions as the monster tamer! Harness the power of your environment as the geomancer, or create wondrous inventions as the tinkerer! This book contains: A TOUCH OF CLASS (REVISED): The original book has been revised and updated, and includes the alchemist, cardcaster, diabolist, feywalker, morph, noble, and occultist. A TOUCH MORE CLASS: This new book contains the bloodweaver, fatebender, gemini, geomancer, gunfighter, lodestar, monster tamer, savant, and tinkerer.

dnd 5e class guide: Player Handbook Brown Dragon Publishing, 2020-01-12 Unlike any other rpg notebook, this bullet journal style designed handbook is estherically beautiful while also being practical and fun. Packed with 120 pages of powerful material, this master's guide will take you to the top of your game! As a D&D fanatic, take your experience of the most epic RPG game ever to the next level! Draw maps, create characters, track inventory, spells, magic items, campaigns, write down sessions notes, plot your character backstory and much much more! This mixed paper rpg player handbook will take your game beyond by allowing you to go as far as your imagination will take you! Updated for the 5e edition, you'll find: 8.5 x 11 size - ensuring you have the most space possible Create your characters with ease using the character creation guide with details by monster, races, classes, backgrounds and alignments Thoughtfully created, creative and fun character sheets with all the data points you need Craft the most compelling characters with rich backstories using spacious college ruled character background pages Stay on top of spells and magic items with the beautiful and intuitive spell trackers and magic items sheets - Plan and strategize your campaigns with the campaign trackers Follow the illustrious combat guide to know your way around combats and use the included combat sheets to stap atop your combats Perform fun and exciting dungeon crawls and know them inside out with the help of the dungeon crawl aid Express you creativity by using the 1/4 graph paper to draw maps, terrains, campaigns unleash your creativity And much more! Double-sided Paperback binding Beautiful matte cover Whether for yourself or as the perfect gift for gamer boyfriends, siblings and friends, this mixed journal player notebook is packed with illustrations, guides, prompts, trackers, aids and worksheets for d&d fans. Be the envy of your next 5e DnD session whether you're just a beginner learning how to play DnD or are an experienced DM - Order now!

dnd 5e class guide: Sword Coast Adventurer's Guide Dungeons & Dragons, 2015-11-03 Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the

cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide:

- Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast.
- New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms.
- Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms.
- Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast.
- Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space.

With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

dnd 5e class guide: D&D Players Handbook 5th Edition Feardorcha, 2018-04-23 Everything a player needs to create heroic characters for the world's greatest roleplaying game The Player's Handbook(r) is the essential reference for every Dungeons & Dragons(r) roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create exciting characters from among the most iconic D&D(r) races and classes. Dungeons & Dragons immerses you in a world of adventure. Explore ancient ruins and deadly dungeons. Battle monsters while searching for legendary treasures. Gain experience and power as you trek across uncharted lands with your companions. The world needs heroes. Will you answer the call?

dnd 5e class guide: Miniatures Handbook Jonathan Tweet, Skaff Elias, Rob Heinsoo, 2003-10 As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm.

dnd 5e class guide: 5e Feats and Other Options David Vershaw II, 2016-10-04 A massive amount of feats (50+) and other rules options for Players and Dungeon Master alike. Feats and options for both Spellcasters and Martial/Melee Classes. 5e Feats and Other Options is a collection of feats (50+), features, optional rules, and expanded class options that will help bring your 5e Dungeon and Dragons campaign to life. Whether taking down enemies with the Decapitation maneuver, making a Called Shot, or feeling an Adrenaline Rush, or fighting hordes with your Rapid Strike, these feats, features, and options add a level of powerful advantage for your Dungeons and Dragons campaign. 5e Feats and other Options contains the following:

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- Skill Mastery Feats: 19 new feats to grant your character advantage on skills.
- Weapon Style Feats: 9 new feats that expand your character's mastery of weaponry.
- Critical Strike Feats: 5 new critical strike feats that add extra bite and tactical options to the critical hit.
- New Boons: 5 new boons that can be incorporated as high-level rewards or blessings.
- Advanced Combat Maneuvers: 8 new maneuvers for the Battle Master or Martial Adept.
- A Called Shot System: The Called Shot system that lets you target specific locations of your foes.
- Critical Hit Option: 2 critical hit options to be used in place of the lingering injury table.
- Wound Level System: A wound level system that takes into account the loss of hit points and its impact on your foes.
- Sunder Armor and Weapon Rules: Simple rules that allow you to sunder your

foes armor and weapons. -Stunt on Natural 20: Bring the excitement back on rolling a Natural 20 with the natural 20 stunt. -Blacksmith: A new skill Blacksmithing has been added. This skill allows you to craft armor and weapons. It also allows you to repair sundered armor and weapons. -Master Work Armor and Weapons: Rules for Master Work Armor and Weapons has been added, and the ability to craft them with the Blacksmith Master feat. -New Backgrounds: 3 new backgrounds for characters with a propensity for violence. -New Class Options: 2 new class options; the Officer Martial Archetype and the Paladin Oath of the Slayer -Rules Clarifications & Options: a section describing how some effects stack and new optional rules such as die type increases and new conditions. Also options that include ongoing damage when a limb has been removed. Other titles by the author include: 41 Feats 5e (Best Silver Seller), Tome of Brutal Tactics (Best Cooper Seller and 4 star review by David Jarvis of Gunmetal Games), and More Brutal Tactics. These titles are available on Dungeon Masters Guild. PDF for this title available on drivethrurpg.

dnd 5e class guide: Complete Adventurer Jesse Decker, 2005 This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

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