

Chapter 1 : Dungeon Masters Guild -

A character class is a fundamental part of the identity and nature of characters in the Dungeons & Dragons role-playing game. A character's capabilities, strengths, and weaknesses are largely defined by its class; choosing a class is one of the first steps a player takes to create a Dungeons & Dragons player character.

As a player, you can have one of the following roles: A well-balanced party should have a member of each class role for optimal survival. Different classes have particular armor and weapon proficiencies, trained skill options and class features. For example, the shaman class can wear cloth or leather and use simple melee or longspear weapons. Each class has multiple build options geared for different play styles; for example, the shaman can become a bear shaman, panther shaman, eagle shaman or world speaker shaman. The bear shaman focuses on healing allies, while the panther shaman aids his allies in combat with combat advantage. The eagle shaman guides his allies ranged attacks, and the world speaker shaman has a spirit companion with the role of defender itself. Aside from diverse build options, each class has its own unique features; in the case of the shaman, there are different companion spirits to choose from to match with the shaman builds mentioned above - the protector spirit, stalker spirit, watcher spirit and world speaker spirit. Also, you can choose a language related to your background. For example, if a Wilden shaman lived among Dragonborn society for a while, she might speak Draconic. Other tidbits to include are where your character was born, their family history, their community, racial history and occupation. Due to circumstances, it is possible for your character to change alignment over time, but you need to pick one to start. There are five alignment options; Good: A lawful good character is more likely to be generous than a chaotic evil character, whom is more likely to defile property and be cruel to other players. The decision depends on your preferences and the direction of your Dungeons and Dragons campaign. Each character class has two primary ability scores that they rely on; for example, the bear shaman uses Wisdom followed by Constitution to aid her allies in battle. To determine your ability scores, you can: Roll four d6 four six-sided dice and keep the best three results for each score. Repeat the process six times until you have six totals, and apply them to your ability scores. For example, if you roll a six, a four, a four and a three, keep the six and two fours and add them together; the final score would be fourteen. By rolling your personal ability scores, however, you have a better chance of getting higher numbers and better overall totals. On the other hand, it may also result in low rolls.

More cogent arguments against 4th Edition by people tend to decry 4th over some of its perceived issues (character homogenization, signed-in-blood role enforcement, etc). This is not surprising, given that the Dungeons & Dragons fandom on /tg/ is about as fractious as the Transformers fandom on /co/ and /toy/.

Some of the optional rules included the introduction of a point-based system to allow players to pick and choose parts of classes to make their own class, and a more tactical combat system including attacks of opportunity. It is the basis of a broader role-playing system designed around sided dice, called the d20 System. Modifiers based on ability scores follow a standardized formula. Saving throws are reduced from five categories based on forms of attack to three based on type of defense. The combat system is greatly expanded, adopting into the core system most of the optional movement and combat system of the 2nd edition *Players Option: Combat and Tactics* book. Third edition combat allows for a grid system, encouraging highly tactical gameplay and facilitating the use of miniatures. New character options were introduced. The new sorcerer class was introduced. The thief is renamed rogue, a term that 2nd edition uses to classify both the thief and bard classes, and introduces prestige classes, which characters can only enter at higher character levels, and only if they meet certain character-design prerequisites or fulfill certain in-game goals. Later products included additional and supplementary rules subsystems such as "epic-level" options for characters above 20th level, as well as a heavily revised treatment of psionics. Skills and the new system of feats are introduced replacing non-weapon proficiencies, to allow players to further customize their characters. The d20 System is presented under the Open Game License, which makes it an open source system for which authors can write new games and game supplements without the need to develop a unique rules system and, more importantly, without the need for direct approval from Wizards of the Coast. This revision was intentionally a small one focusing on addressing common complaints about certain aspects of gameplay, hence the "half edition" version number. The basic rules are fundamentally the same, and many monsters and items are compatible or even unchanged between those editions. In December, the book *Wizards Presents: Races and Classes*, the first preview of 4th Edition, was released. This was followed by a second book in January named *Wizards Presents: Slashdot* reported anger from some players and retailers due to the financial investment in v3. Changes in spells and other per-encounter resourcing, giving all classes a similar number of at-will, per-encounter and per-day powers. Powers have a wide range of effects including inflicting status effects, creating zones, and forced movement, making combat very tactical for all classes but essentially requiring use of miniatures, reinforced by the use of squares to express distances. Attack rolls, skill checks and defense values all get a bonus equal to one-half level, rounded down, rather than increasing at different rates depending on class or skill point investment. Each skill is either trained providing a fixed bonus on skill checks, and sometimes allowing more exotic uses for the skills or untrained, but in either case all characters also receive a bonus to all skill rolls based on level. The system of prestige classes is replaced. Characters at 11th level choose a "paragon path", a specialty based on their class, which defines some of their new powers through 20th level. At level 21, an "epic destiny" is chosen in a similar manner. Core rules extend to level 30 rather than level 20, bringing "epic level" play back into the core rules. Mechanically, 5th edition draws heavily on prior editions, while introducing some new mechanics intended to simplify and streamline play. Actions are now more dependent on checks made with the six core abilities with skills taking a more supportive role. Skills, weapons, items, saving throws and other things that characters are trained in now all use a single proficiency bonus that increases as character level increases. Multiple defense values have been removed, returning to a single defense value of armor class and using more traditional saving throws. Saving throws are reworked to be situational checks based on the six core abilities instead of generic d20 rolls. Feats are now optional features that can be taken instead of ability score increases and are reworked to be occasional major upgrades instead of frequent minor upgrades. The power system of 4th edition was replaced with more traditional class features that are gained as characters level. Each spell-casting class uses a unique system to cast their spells, with wizards and clerics using a slightly modified version of the spell preparation system of

previous editions. Healing Surges are replaced by Hit Dice, requiring a character to roll a hit die during a short rest instead of healing a flat rate of hit points. They published the humorously numbered HackMaster 4th edition from until they lost their license. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. A particular challenge has been the word *dungeon*, which in standard English means a single prison cell or oubliette originally located under a keep. In Spanish-speaking countries, the animated series was translated in Hispanic America as *Calabozos y Dragones* and in Spain as *Dragones y Mazmorras* *calabozo* and *mazmorra* have in all Spanish-speaking countries the same meaning: This still brings great confusion amongst Spanish-speaking and Brazilian gamers about the name of the game, since all Spanish and Brazilian Portuguese translations of the game kept the original English title. In gaming jargon, however, a *dungeon* is not a single holding cell but rather a network of underground passages or subterranea to be explored, such as a cave, ruins or catacombs. Some translations conveyed this meaning well, e. Some translations used a false friend of "dungeon", even if it changed the meaning of the title, such as the French *Donjons et dragons* *Keeps and Dragons*. Additionally, some translations adopted the English word "dungeon" as a game term, leaving it untranslated in the text as well. Chainmail was needed to conduct combat Retrieved August 10, *Fantasy Role Playing Games*. Retrieved June 26, *Wizards of the Coast*. Archived from the original on October 8, Retrieved August 20, Archived from the original on October 3, Retrieved October 3, *The Future of the Game*". *Dragon Magazine*, , November, , p. Retrieved February 12, Retrieved July 23, *Wizards of the Coast* Retrieved February 10,

Chapter 3 : The Barbarian Class for Dungeons & Dragons (D&D) Fifth Edition (5e) - D&D Beyond

D&D4 Wiki at Wikia is the public wiki about the 4th edition of the Dungeons & Dragons tabletop role playing game. Quick reference Races Classes Paragon paths Epic destinies Dragonborn Drow Dwarf Eladrin Elf Half-elf Halfling Half-orc Human Tiefling More races.

Setting[edit] The setting of 4e is highly generic and designed to give the DM a relatively blank canvas to paint on. This default setting consists of a wild sort-of-medieval landscape in which isolated human and demihuman communities Points of Light struggle to survive after the fall of a greater empire. This provides an explanation for the large areas of wilderness and many ruins for monsters to hide in, and the need for adventurers as opposed to more regulated militias. The "ground" setting of 4e has become known as the Nentir Vale , after the particular region of the World used for most official non-planar adventure modules. The Great Wheel cosmology, present in 2e and 3e since popularized by Planescape , has been replaced by a new metaphysical cosmology, known as the World Axis. Advice is given on how to reset the cosmology back to the Great Wheel in the Manual of the Planes. The DMG contains an extensive section explaining the tropes of the setting and how they might be used, and also suggesting ways in which the DM can deviate from them to make the setting his own. Old-School Nods[edit] Whilst 4e aggressively asserted its identity as a brand new edition in terms of both fluff and mechanics, a lot of older material is actually given the nod in various subtle ways, increasingly so as the edition aged and became more confident with its basic identity. Dragon Magazine actually brought back several ancient monsters that 3e had passed over; the Decapus , the Magen , the Rhagodessa , and the Thoul. Multiple factions from Planescape returned, in the form of the Mercykillers, Sensates, Ciphers and Xaositects. The sadly underdeveloped Domains of Dread articles paid homage to the original "Weekend In Hell" version of Ravenloft , with even its hardcore campaign setting fans admitting that the 4e version of the Headless Horseman Darklord was better. Multiple famous old-school dungeon modules were said to have a place within the Nentir Vale setting. Some even received 4th edition updates; the Tomb of Horrors returned once again, whilst Dungeon Magazine ran an adaptation of the complete Against The Giants module series. Heroes of the Elemental Chaos revived the idea of the Urdunnir , a long-forgotten species of earth elemental dwarves. Gameplay[edit] Nearly every roll consists of making a single d20 roll, plus a modifier, against a target number. Gameplay is divided into encounters. The GM selects monsters and traps up to a total experience value as recommended for the size of the party, and the encounter plays out as a tactical miniatures game. Non-combat encounters consist of "skill challenges", where skill checks sometimes of multiple types are made in sequence. XP is awarded for non-combat challenges and quests, as well as for combat encounters. Each character can take one standard action such as an attack , one move action, one minor action, and any number of free actions per turn. Each character also gets one immediate interrupt or immediate reaction per round, which may be used outside of the regular turn order. Generally each character will use their standard action to make use of an attack power. Characters are highly specialized as noted above, and fit into combat roles of controller status effect and mass-attack focused , defender durability and counter-attack focused , leader buffing and healing focused , and striker single target damage focused. Characters level up from level 1 to 30; with the scope of the game changing every ten levels. Levels 1 to 10 consist of battling localised threats eventually scaling to national threats. Levels 11 to 20 consist of battling national threats that eventually scale to world-wide threats. Levels 21 to 30 consist of battling world-wide threats that scale to multi-versal threats. At 30 characters are expected to undergo some form of apotheosis, effectively becoming demi-gods or equivalent in power. Order of the Stick summed this up perfectly in their limited edition Dragon Magazine book; the 4e team relies on spacing and managing cooldowns and per-battle abilities, while the 3. The sourcebook "Wizards Presents: Roles[edit] Arguably one of the biggest class-based mechanical changes in 4e was the introduction of Roles. What does each class give to the party? The most popular classes are always those that have a strong mission statement, and when that statement gets wobbly, then you end up with problems - hence the infamous Tier system of 3e. Roles became a defining outline for creating classes, both for the designers and the players; a clear shorthand as to what sort of stuff

this class should do in order to meaningfully contribute to a battle. Defenders are the "tanks" of the party. Strikers are the "critical hitters" of the party. Opportunist attackers, strikers specialize in dealing out lots of damage to opportune targets. Leaders are the "supporters" of the party. They focus on aiding the other party members, be it by healing, granting extra opportunities, buffing, etc. What makes them different to the "healbot" cleric of editions past is that WoTC noted a lot of people complained that whilst clerics were useful, they were often boring. So, leaders were designed to have "double-duty" powers; abilities that would help the rest of the party and still let them get stuck into the fray. Controllers are the "tacticals" of the party. They manipulate the overall flow of battle, specializing in winnowing out weaker foes mowing down minions with Fireball, for example, impeding stronger foes, and in manipulating the battlefield to force enemies to make hard decisions that benefit the party. It bears repeating that Roles do not apply outside of combat. To this end, 4e made two rather deep cuts to the sacred cow: First, classes would no longer have alignment restrictions of any kind. Bards, barbarians, and bardbarians could be lawful, monks could be chaotic, and paladins could be whatever alignment they damn well pleased without losing all their class features. This got some murmuring at first, but it eventually died down, hence its survival into next edition. Second, and much more controversially, the design team stripped out more than half of the existing alignments, collapsing together "chaotic and neutral good" into just "good," "lawful and neutral evil" into just "evil," and all three neutral alignments into "unaligned. And it hearkened back to the very olden days, when alignment was a spectrum instead of a grid, thus: Law - Good - Neutral - Evil - Chaos. It should be added here that there was some justification for doing this, although it was done rather poorly. Everything might have worked better if they left in the lawful neutral and chaotic neutral alignments as "lawful" and "chaotic" both of which had much firmer identities than neutral good and neutral evil. But, there was a complication: Indeed, many suspect that this whole process was initially kicked off by a desire to remove "chaotic neutral" from the alignment system altogether for exactly this reason. Unfortunately, this was very much a "trying to please everyone, and succeeding in pleasing no one" scenario. People who liked the old alignment system hated the new one, seeing it, fairly or unfairly and there are some eloquent defenses of it in the PHB as a dumbed-down, stripped down version of the old one, tearing out more than half the options and leaving nothing to really replace them. People who hated the old alignment system continued to be unhappy with this one, since it was, after all, still an alignment system, only with even fewer options. And even the people who liked it for indeed, the fractious nature of alignment-based discussions all-but guarantees there are people who see no difference between neutral and chaotic good, or lawful and chaotic neutral got to get blasted by the heat of the raging flame war this choice unleashed. Worse, a setting that was somewhat-popular with the indie crowd that liked using the game to explore ideas more than actually playing it was pretty-tightly tied to the traditional alignment system, and completely-revamping the entire alignment grid from the ground up necessitated plucking it up by the roots after the last edition had instead been content to subject it to malign neglect. Character Generation[edit] Chargen is simplified compared to 3rd Edition although still time consuming. The core of character generation for 4e, in many ways, is the AEDU System, a universal mechanic for handling class combat options. This results in intimidating large lists of potential options that players need to check, but for newcomers, it is fairly easy to break things up into just the options they need to pick between. Other unique aspects of Chargen for this edition was the system of the Paragon Path and the Epic Destiny. Races[edit] The races of PHB 2. People were upset that the Gnome and Half-Orc were not in the core book. Level Adjustment, Favored Class and the concept of negative ability scores are all out the window in 4th edition. Your racial traits would align better with some classes than others, but still, you would never be outright terrible at a given class unless you deliberately made yourself crippled. Races in 4e followed a simple but robust formula: A racial speed, measured in "squares" which amount to 5 foot per square, so a "Speed 6 squares" character can move 30 feet per round. Size Vision - distinct vision ranges were dropped in this edition, so you simply had normal vision, low-light vision, or darkvision, and they tried to reduce the presence of darkvision as much as possible. The race selection was hugely controversial; responding to letters and forum posts indicating a general lack of a fanbase for gnomes and half-orcs, WotC chose to leave those races out of the 4e PHB, instead replacing them with a new race, the Dragonborn, and the Tieflings, one of the most popular "monstrous" races in 3rd edition.

By the end of 4th edition, the race list had grown vast as any other edition before it. For the full array, see [[1]]. A class has the following traits: As described above, this covers your combat role; Defender, Leader, Striker or Controller. This is mostly a flavor thing, although there are a rare few mechanical options locked behind power source, mostly the odd feat, Paragon Path or Epic Destiny. Describes what Ability Scores your class most relies on. Armor Proficiencies Weapon Proficiencies Implement: Certain classes use special items to "focus" their powers, mostly casters. Implement describes just what that is, such as the Cleric and her Holy Symbol. Compared to classes in other editions, 4e classes are hugely front-loaded; whereas classes in other editions follow a paradigm of "gain X class feature at level Y", 4e classes gain all of their features at first level although they do retain the aforementioned level-locked paradigm for Paragon Paths and Epic Destinies. The difference is that 4e classes have relatively few features, averaging about three or four. One of these features, and sometimes more, is always "modular", presenting a player with options to choose from that fundamentally affect the way the class plays. The Wizard, meanwhile, has the feature "Arcane Implement Mastery", where they can choose one specific kind of implement and gain special bonuses whilst using that specific implement. The vast array of different powers gives each PC their own specific set of tricks to use, so two members of the same race and class will play in very different manners. To try and avoid the problem of overwhelming players with options, similar to complaints about the book-keeping needed for casters in previous editions, PC characters have a very small set of powers, gaining new power "slots" as they level up, until they reach their maximum power set ignoring the bonus powers granted by a Paragon Path and an Epic Destiny at level 10, which consists of: From the Paragon tier 11th level onwards, leveling up allows a player to replace their weakest power with a power from their new level - for example, at level 13, you replace your now outdated and weak 1st level Encounter power with a 13th level one. At 11th level and 21st level, respectively, a player picks up a Paragon Path and an Epic Destiny, which further cements the kind of character they want to play and grants bonus class features and powers to match that theme. And then along came Essentials, and made things way more complicated! Based on the idea of Variant Classes, Essentials classes are all but impossible to summarize because each class does things in its own way.

Chapter 4 : Dungeon Masters Guild - 4th Edition -

The Dungeons & Dragons 4th edition Player's Handbook On August 15, , Wizards of the Coast announced the development of D&D 4th edition. In December , the book *Wizards Presents: Races and Classes*, the first preview of 4th Edition, was released.

Dwarves, elves, halflings and humans are all labeled as "common" races who will be seen practically everywhere save the drow subrace for elves , whilst the others are labeled as being "uncommon" races. Many races have subraces; they must choose to be a specific kind of that race for further added bonuses. Race design is similar to 4e, minus the "racial powers" setup due to the loss of that mechanic; all bonuses, no penalties - with a few subrace exceptions. This carries over the 4e philosophy of not completely screwing players who want to build something unconventional, like a halfling barbarian or a half-orc wizard. The first DMG includes rules for custom-building subraces and whole races, with the Eladrin and Aasimar used to demonstrate the rules. Dragonborn Essentially, they are their 4e counterparts with vaguer backgrounds, dragonborn are still pretty close to what they were. Not terrible, even if laughably outclassed in almost every way by other races with similar stat bonuses. Dwarf Your standard issue dwarf. Short and stout, grumpy but loyal, love digging, and tough as a hammer sammich. They get two subraces; Hill and Mountain. Elf Still pretty standard; graceful, eerie, beautiful, mary-sueish bastards. They get three subraces; high, wood and dark. High elves are the magically adept elite. Wood elves are the iconic forest-dwelling primal elves. The Sea Elf comes with the above mentioned ft swim speed as well as the ability to breathe under water as part of the "Child of the Sea" racial feature. Avariel are the winged elves of the Forgotten Realms, nearly driven to extinction by dragons. You have a flying speed of 30 feet while not wearing heavy or medium armor, and know Auran. Unless you are in it for the flavor, there is really no reason to pick them, seeing how there are plenty of better races with flight out there. The Grugach of the Greyhawk setting are xenophobic, isolationist forest dwellers, known to massacre anyone unfortunate enough to stumble into their realm. They get a Strength score increase of 1, a proficiency with the spear, shortbow, longbow, and net going with their savage theme. They can choose a single cantrip from the druid spell list, using Wisdom as their spellcasting ability. Their xenophobic nature also manifests itself by having their ability to speak Common replaced by Sylvan, so you better use a background feature to learn it. Shadar-kai have returned as an elf dub-race, being now a hybrid between their 3rd edition lore of being fae dwelling on the Plane of Shadow, and their 4th edition lore that presented them as humanoids from Shadowfell. Ironically, the fact that they are now basically insane BDSM elves from a different plane makes them seem allot like a certain other type of Dark Elf. They get a Charisma score increase of 1, and the choice between chill touch, spare the dying, or thaumaturgy, with Charisma as their spellcasting ability. Once per short rest, they can also teleport up to 15 feet to an unoccupied space they can see, and gain resistance to all damage until the start of their next turn. With Dragonlance supported, but the Kender race thankfully missing after playtest, these seem to hold up as the Kender replacement. These are the " svirfneblin ", the Underdark-dwelling gnomes mentioned but mostly ignored in editions past. They can also grow beards, something that may have been in previous editions, but is directly addressed in this one. The best PHB race for any Cha-based class, due to their tremendous versatility, and easily has the most raw power. Look at it like this: It might not be the optimal feat for your build, no, but can you easily deny that it beats out any other feat in the game for raw power? Well, a half-elf is essentially a variant human who gets a feat like that. Any kind of half-elf can trade for an upgrade to darkvision and proficiency in perception, half-high elves can gain a wizard cantrip, half-wood elves can gain a five-foot speed boost or an improved ability to hide in the wild, and both of the above can gain elf weapon training. This effectively makes them the best barbarians in the game and gives barbarian-lite abilities to any other classes. This new design eliminates the culturally awkward standard of male orcs forcing themselves on human women, to the point of actually raising the idea that the race could be used for playing a half-dwarf, half-orc. Halfling Small, cheerful, practical creatures, halflings try to make friends with anybody. Their two subraces are Lightfoot and Stout. The playtest release featured the infamous Kender of Dragonlance as yet another

halfing subrace. Of course, if an official Dragonlance playbook ever comes out doubtful, at this point, given the lackluster success of it in 3. Human Humans are the versatile race once again. The feat option, given how strong feats are in 5th, can actually make it very hard to choose any other race, even ones that specialize in a specific area, over humans for a build given the sheer rapidity of power the variant human allows. Tiefling Following in the footsteps of 4e, with a unified if still very variable appearance and a tiefling racial backstory as "descendants of a cursed empire" rather than "spawn of a human and a fiend". Pretty much all of the 3e variants made it through as sub-types. Gotta pick a sub race from the following: Nice utility, as all alternative movements are. Good for other Dex-based classes, completely redundant for a rogue or high-level ranger. Good for a control fighter and the like. Unarmed strikes may only deal a single point damage, but the real power of this ability is essentially two-weapon fighting without needing the fighting style to add the ability score modifier to the damage roll. Good for mage-hunting and utility. Warforged Same old magic robots. Very simple, yet very effective: All of these are somewhat abusable, so your DM might tone them down. On the plus side, they no longer have healing penalties and such. Only four varieties this time; Earth, Air, Water and Fire. Also, got a lot more cultural tweaks than just about anyone was expecting. They also have horns, which they are automatically proficient with, that deal 1d10 piercing damage, offer advantage on shoving checks, automatically shove when used as part of an Attack action, and can be used to gore an enemy as a bonus action even after a Dash. Gothic Heroes[edit] Revenant The most exotic race to come out of 5e yet, the Revenant is a member of any of the other races that has died and then risen from the grave as an undead creature in order to pursue an all-compelling goal. The drawback is, once you complete the goal that brought you back from the grave, you die well and truly, passing on to the afterlife with no further possibility of resurrection. Gith One of the biggest and most important subrace splits in the game over here. Zendikar[edit] Appearing on the Magic: As a result, it included assorted Zendikaran races, from humans and elves to goblins, vampires, merfolk and kor. Unlike traditional Merfolk, these ones come with legs, so they can actually walk around on land like Tritons. They have to pick one of the three Creeds to follow, which functions as a subrace choice. Zendikaran Vampire Aligned to Black Mana, Zendikaran Vampires are not undead, but infused with a necrotic disease that requires them to feed on the life-energy of others. This is a special attack that they can only do on a target that is willing, restrained, grappled or incapacitated; it inflicts 1 piercing damage and D6 necrotic damage, which A: Zendikaran Goblin Aligned to Red Mana, these goblins are tough and hardy creatures. Grotag Tribe Goblins receive free proficiency in Animal Handling. Lavastep Tribe Goblins have Advantage on Dexterity Stealth checks made in rocky or subterranean environments. Tuktuk Tribe Goblins receive free proficiency in thieves tools. Zendikaran Elves What to really say about these guys? Innistrad[edit] Appearing on the Magic: So instead you get an entirely new "human race", with assorted sub-races reflecting specific provinces of Innistrad. They essentially have the Mobility feat, but without having the mobility feat so you can double up on it if you gotta go fast. In mid-September, it was revealed that the book would feature roughly a dozen "deeply detailed" monstrous PC races, and an undisclosed larger number of monsters given "quick rules" for PC use. However, this turned out to be WoTC playing it vague and the end result was that there were only thirteen races in it, one of which was effectively a reprint. The Monstrous Adventurers mark the first return in 5th edition of racial ability score penalties, something that brought a lot of rage and skub from those who hated this idea and those who loved it. Not helping is that of all the races in the book, only the orc and the kobold get these penalties. The designers essentially tried to sidestep some critiques of flagrant balance issues with the "monstrous" races by saying that they are not intended to be truly balanced, and that all DMs have free reign to modify or ban them. Of course, this change in lore from 4e was met with huge amounts of skub. Aasimar Very, very different from their DMG examples. Each of the three subraces, at 3rd level, gets an "angelic manifestation", a transformation they can enter as an action and which lasts for 1 minute or until they end it, with bonuses depending on the subrace. Naturally, they had to undergo a fair amount of changes, since 5e wants to avoid letting PCs be Large. Not even in cultural information. They are surprisingly fitting, since they were first introduced as a player character race in the Forgotten Realms setting. Medium sized, 30ft land and swim speeds, amphibious, can cast Fog Cloud at will and Gust of Wind at 3rd level and Wall of Water at 5th level once per day with Charisma, telepathically talk to water-breathing

creatures, are Resistant to Cold and immune to deep water environments. Exactly which ones are broken is and forever will be skub , but general agreement is that the would-be orc and kobold will be far happier using re-colored half-orcs and halflings as a template, respectively, and that the yuan-ti pureblood is gob-smackingly powerful enough to make even the half-elf blush. One of the only monsters not to get their core racial power: That said, Pack Tactics is incredibly strong due to ANY form of advantage cancelling out disadvantage. What makes a kobold powerful is not that they have access to Advantage, but that they can pretty much never have Disadvantage when near an ally. This opens up a GWM kobold, or a long range sniper kobold as actually viable options. Put a Kobold on a Wolf mount for extra shenanigans. As for their crunch You have Advantage on all saving throws caused by spells and magical effects".

Chapter 5 : D&D4 Wiki | FANDOM powered by Wikia

Dungeons and Dragons (D&D) Fifth Edition (5e) Class - Barbarian - A fierce warrior of primitive background who can enter a battle rage Hit Die: d12 Primary Ability: Strength Saves: Strength & Constitution.

The first is as a primitive magician or priest, opposed to a more civilized European priest viewed through the lenses of the Catholic Church or Greco-Roman paganism. The Druid was meant to represent other types of pagan priests, such as a Celtic priest. Remnants of this point of view can be seen in later edition monsters, which have spellcasting variants labeled shamans. The second notion of the shaman is as a priest of an animistic religion. In this interpretation, the shaman is seen as an optional PC class who performs many of the functions of the cleric: In this line, the Shaman and Wicca are options for monster classes to access cleric or magic-user spells. The Orcs of Thar covers orcish shamans, [1] although this shaman is again presented as a magical option for monster classes in Top Ballista and was again repeated in The Shadow Elves GAZ13, This may be the first incarnation of the Shaman as a viable PC class. This shaman class is similar to the Cleric though the spell list is different and this shaman does not have the ability to turn undead. Instead, this shaman gains a spirit guide, keen senses, the ability to speak with animals, and the ability to shapeshift into animal form. It does not gain the abilities of the Golden Khan shaman class, but instead has an ability to detect poisons and advances at a faster rate. Additionally, the first edition Oriental Adventures book presents the shukenja class, which is the basis for the later third edition Oriental Adventures shaman class. This usage is a holdover from earlier iterations of the shaman concept as NPC primitive spellcasters. The Shaman character class was introduced anew in the 2nd Edition Supplement, Shaman It used a nonstandard spellcasting mechanic whereby spells are not memorized each day, but can be cast multiple times until a wisdom check is failed. It was not further developed although it was briefly mentioned as the source of power of one of Ravenloft's minor Darklords on an island of terror. This shaman may have been affiliated with a tribe, a natural hermit, or a social outcast. The tribalist, solitary, and spiritualist had their own spell lists, though shamans could also draw spells from other shaman spell lists or the general priest list. This version of the shaman begins to distance itself from the notion of the tribal or primitive priest worshiping savage deities instead of civilized ones, though the uncivilized origin is still viewed as an important aspect of the class. This one is much closer to priests of a specific mythoi, but still represents an uncivilized or primitive priest class. This shaman gains major access to different spheres that the Cleric does, and shares some features with the Barbarian Fighter, also presented in the book. In this iteration, the Shaman is a sub-class of the cleric, alongside the crusader, druid, monk, and mystic. A character class called the shugenja also appears in Oriental Adventures 3. This shaman is more akin to a shinto priest, rather than the real-world shugenja. The shaman is considered the oriental equivalent of the cleric, although it also shares abilities with the monk and druid classes. Like clerics, shamans derive their spells from divine energy in general and from powerful entities; they propitiate spirits of an animistic religious system rather than deities, forces, or philosophies although deities may also exist as extremely powerful spirits. These spirits embody the domains from which shamans gain powers and domain spells. Unlike a cleric, at higher levels a shaman can learn a third domain and prepare two domain spells per day for certain spell levels. Like the druid, it can gain an animal companion. The vanara, a monkey-like humanoid race also published in Oriental Adventures, has Shaman as its favored class. Third edition also released two other shaman-like classes. The Dragon Shaman does not have any relationship to spirits in a general sense, though it does have a totem dragon spirit. Green Ronin Publishing released a 3. They cast divine spells spontaneously, like a sorcerer. The book also contains a number of Prestige Classes. UKG Publishing released a 3. It uses the same advancement and spellcasting progression as a druid, but instead of wildshape gains lycanthropic abilities as it progresses, becoming a were-shaman a natural lycanthrope at upper levels. Continuing with this spiritual link, all Shamans receive a Spirit Companion—the class is distinctive for being the first Fourth Edition class to have a companion as a standard feature The Sentinel Druid also gains an animal companion. While the spirit companion may have any appearance the player wishes, the flavor and artwork included in the book depict it as an animal spirit, and the provided

Shaman builds are named after possible appearances Panther and Bear. The Shaman can even use opportunity actions to attack enemies moving past the spirit, giving it the mechanical feeling of an ally actively engaged in combat. Along with damage, Shaman attacks carry some type of rider effect that either benefit allies or harm enemies next to the companion spirit, such as temporary hit points or a bonus to attack rolls. Additionally, allies next to the spirit can gain additional hit points when the Shaman uses his healing abilities. This allows the Shaman to use the spirit as a mobile source of aid, able to be moved to where it is most useful. Since he must consider the positioning of two entities rather than one, and is able to use both ranged and melee attacks from two sources, the Shaman is a complex Leader class to play.

Chapter 6 : Dungeons & Dragons 4th Edition - 1d4chan

Dungeons and Dragons 4th Edition is a new version of the time-old roleplaying game with new feats, races, skills and powers to choose from. Whether you are new to Dungeons and Dragons or a first-time player, 4th Edition makes it easy for any player to learn and enjoy exploring dungeons and slaying minions together.

As such, it sought to simplify the rules and straighten out contradictions. Character classes were divided into four groups or "metaclasses": Warrior, Wizard, Priest, and Rogue. Each of these groups had a "base" class which only required at least a 9 in the "prime requisite" statistic in Fighter, Mage, Cleric, and Thief; these were intended to be playable in any setting. Changes[edit] Magic-using classes were altered in 2nd edition. These lists were then further subdivided by school of magic and sphere of influence, respectively. Different classes had access to different schools or spheres, allowing for each class to have distinct spell lists. The illusionist class from 1st edition, for example, became a type of specialist wizard; specialists gained the ability to cast extra spells of their chosen school of magic in exchange for the inability to cast spells of "opposed" schools; an illusionist would gain extra spells per day in the school of illusion, but would be denied access to the schools of abjuration, necromancy, and evocation. A similar distinction was made for priests. The druid was provided as an example; the specification of other specialty priests was left to dungeon masters and setting books. As an example, a specialty priest of Tempus, the god of war in the Forgotten Realms campaign setting, can incite a berserker rage in allies and lacks the "only blunt weapons" restriction of normal clerics. The selection of spheres of influence worked similarly to the allowed and forbidden schools of magic. The bard class was changed to be a normal class that could be chosen at character creation. What is a Viking but a fighter with a certain outlook on life and warfare? A witch is really nothing but a female wizard. A vampire hunter is only a title assumed by a character of any class who is dedicated to the destruction and elimination of those loathsome creatures. The same is true of assassins. Killing for profit requires no special powers, only a specific reprehensible outlook. Choosing the title does not imply any special powers or abilities. The character just uses his current skills to fulfill a specific, personal set of goals. Shamans and runecasters were likewise included as kits, while psionic characters were introduced in the Complete Psionics Handbook. Statistical requirements on classes and experience bonuses were abolished, though a low score in an important statistic to a class would still adversely affect a character in it. Core character class[edit].

Chapter 7 : Here's the Classes and Specializations in the D&D Player's Handbook | The Escapist

*Dungeons and Dragons (D&D) Fifth Edition (5e) Class - Paladin - A holy warrior bound to a sacred oath Hit Die: d10
Primary Ability: Strength & Charisma Saves: Wisdom & Charisma Paladin Class Details Clad in plate armor that gleams
in the sunlight despite the dust and grime of long travel, a human lays down her sw.*

Because this is a bit of a hot topic and one that interests me I thought I would spend a moment talking about how I perceive it and how I feel it should be perceived. First Some Definitions These are not taken from the books but rather are my general understanding of the words: Class â€” Your class determines your suite of powers and your power source. It also indicates the role you should expect to play in the party. Role â€” Role is a general idea of how you will contribute to combat situations. There are, of course, four roles: Leader, Striker, Defender, and Controller. These terms tell nothing of the personality, skills, or out of combat abilities of the character in question. Profession â€” Not a game term but instead a general idea of what your character does for a living. What Does All of This Mean? Many players seem to confuse Class and Profession. For example one of the big complaints is that Ranger is the only class than can effectively duel wield in 4th Edition. Obviously this a game balance decision as duel wield had the potential to be rather broken in 3. The complaint is that a Fighter cannot be a duel wielder. What is a Fighter? A Fighter is a Martial Defender. Does duel wielding sound like something a Martial Defender needs to have or even should have? However, if your Fighter really wanted to take Two-Weapon Fighting and have it matter and was taking it for character reasons and not twink reasons which is what most of the complainers claim , you could easily alter the way the Fighter Powers look to make them more duel wield-ish. For example, for your character Cleave is not a Cleave at all but rather a big attack with your main hand and then a quick jab with your off hand against a target adjacent to your primary target. So what is the mistake that is being made? Generally the mistake is that they are confusing Class with Profession. What does this mean? It means if you feel your character grew up being trained to fight and joined the local militia and learned how to kill stuff really well and uses two weapons while doing it, he or she is a Ranger and not a Fighter. I hear this complaint as well. More specifically it is a template for a duel wielding martial Striker or a ranged Striker. The non-martial classes run into a bit more pigeon-holing than the martial classes do. While their Class does not define their profession, it does push toward a profession. A Paladin serves a god and has chosen or been chosen to champion that god. This sort of makes their profession a bit limited. While you are a bit more limited there are still options. Wizards could have learned their arcane teachings from anywhere and their choice of spells can help reflect this. Interestingly, these are not the Classes that are complained about when in fact there is actually more to complain about here. Are you simply screwed? One solution is to simply play it out through role playing. Make a Ranger, Rogue or Warlord that follows a certain god and role play out their devotion. This is where you need to get creative and need to work with your DM. So, a player could alter the way it looks as long as the effect stays the same. This is where the doors come flying open and the limitations fall away. Hmm, tough one since an assassin their profession is not a defender so the Paladin Class will not work. So instead you sit down and modify the Rogue Class to better suit their idea. There are actually a number of options for this but the easiest way is to change their power source to divine and give them some powers that do radiant damage. Sure, there are restrictions, but when my player playing a Paladin took a Warlock ability because he is a Half-Elf I just changed the damage to radiant and the attack to divine and moved on. In my opinion it made perfect sense and, if anything, was better for the player. It seems to me that the new Dungeons and Dragons has much the same openness as the old system, it simply takes a bit more creativity to make it happen. The basic game is far simpler than before but the advanced ideas seem to be causing some players a bit of trouble. In a lot of ways this seems to be exactly the way it should be. Anyone can get started but it takes time and thought to play beyond the basics. Final Thoughts As new material comes out we will have new options for building character types.

Chapter 8 : Dungeons & Dragons 5th Edition? - Thaddeus NowakThaddeus Nowak

By josh Dungeons and Dragons 4th Edition - Classes, Roles and Professions One of the biggest complaints I see these days in regards to D&D 4th Edition is the limitations put on a character because of Class and Role.

You start with the following equipment, in addition to the equipment granted by your background: On your turn, you can enter a rage as a bonus action. You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. You have resistance to bludgeoning, piercing, and slashing damage. Your rage lasts for 1 minute. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again. You can use a shield and still gain this benefit. Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. Primal Path At 3rd level, you choose a path that shapes the nature of your rage. The Path of the Berserker is detailed at the end of the class description, and additional primal paths are available in other sources. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels. Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead. Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Brutal Critical 1 die Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level. Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to Brutal Critical 2 dice At 13th level, you can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack. This increases to three additional dice at 17th level. Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it. Brutal Critical 3 dice At 17th level, you can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack. Indomitable Might Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total. Primal Champion At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Path of the Berserker For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage. Intimidating Presence Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to

make a melee weapon attack against that creature.

Chapter 9 : Table of All D&D 4E Character Classes [Updated â€“ Player's Handbook 3] | Dice of Doom

With the release of the D&D 4E Players Handbook II the number of character classes has doubled to Now that all the classes are spread over two books, we thought that it might be easier to see what is available if it were included in a table view showing you power source, character role and reference page in the respective manual.

Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath. A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh. If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious.

Class Features As a paladin, you gain the following class features.

Hit Points Hit Dice: Simple weapons, martial weapons

Tools: Choose two from Athletics , Insight , Intimidation , Medicine , Persuasion , and Religion

Equipment You start with the following equipment, in addition to the equipment granted by your background: As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type celestial, fiend, or undead of any being whose presence you sense, but not its identity the vampire Count Strahd von Zarovich, for instance. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. When you finish a long rest, you regain all expended uses.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Fighting Style At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Spellcasting By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells The Paladin table shows how many spell slots you have to cast your spells. You regain all expended spell slots when you finish a long rest. You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. The spells must be of a level for which you have spell slots. For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds , you can cast it using a 1st-level or a 2nd-level slot. You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: Spellcasting Ability Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Sacred Oath When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion detailed at the end of the class description or one from another source.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier a minimum of once. You regain expended uses when you finish a long rest.

Sacred Oaths Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. They hold angelsâ€™the perfect servants of goodâ€™as their ideals, and incorporate images of angelic wings into their helmets or coats of arms. Let your word be your promise. Never fear to act, though caution is wise. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Channel Divinity When you take this oath at 3rd level, you gain the following two Channel Divinity options. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. The weapon also emits bright light in a foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving.

Oath Spells You gain oath spells at the paladin levels listed.

Oath of Devotion Spells.