

# **Beginner Cheat Sheet**

for D&D 5th Edition

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# Classes

## Barbarian

Big and tough. Hit things really hard and take a lot of damage so your friends don't have to.

**Primary Abilities:** STR, CON

**Skills (pick 2):** Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

## Bard

Use songs and stories as magic. Buff and debuff. Grant your friends Bardic Inspiration to improve their rolls.

**Primary Abilities:** CHA, DEX, CON

**Skills:** pick any 3

## Cleric

Cast spells granted by your deity. Primarily known for healing and empowering allies, but you're very capable in your own right.

**Primary Abilities:** WIS, CON

**Skills (pick 2):** History, Insight, Medicine, Persuasion, Religion

## Druid

Basically a magical hippie. You can turn into animals and channel nature into your spellcasting.

**Primary Abilities:** WIS, CON

**Skills (pick 2):** Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival

## Fighter

Exactly what it says on the tin. You're really, really good at fighting.

**Primary Abilities:** STR or DEX, CON

**Skills (pick 2):** Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival

## Monk

Think Shaolin monk, not Friar Tuck. You're a martial artist who can infuse your attacks with ki.

**Primary Abilities:** DEX, WIS

**Skills (pick 2):** Acrobatics, Athletics, History, Insight, Religion, Stealth

## Paladin

Knight in shining armor; champion of a cause. You draw strength from your oath to empower your attacks.

**Primary Abilities:** STR, CHA, CON

**Skills (pick 2):** Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

## Ranger

Outdoorsy type who excels at wilderness survival and tracking. You also have a limited spellcasting ability.

**Primary Abilities:** DEX or STR, WIS

**Skills (pick 3):** Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

## Rogue

Sneaky lil' guy with infamously sticky fingers. You can stealth around enemies and catch them by surprise.

**Primary Abilities:** DEX, INT or CHA

**Skills (pick 4):** Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth

## Sorcerer

Spellcaster with innate magical ability, not a book-learner. You can alter your spells with metamagic to improve their effects.

**Primary Abilities:** CHA, CON

**Skills (pick 2):** Arcana, Deception, Insight, Intimidation, Persuasion, Religion

## Warlock

You draw your magic from a pact with a powerful being. You have fewer—but stronger—spell slots than other casters.

**Primary Abilities:** CHA, CON

**Skills (pick 2):** Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

## Wizard

Magical book nerd. You learned to use magic through academic study, and can fill your spellbook with extra spells you discover on your adventure.

**Primary Abilities:** INT, CON, DEX

**Skills (pick 2):** Arcana, History, Insight, Investigation, Medicine, Religion

# Races/Species

These descriptions and ability bonuses are presented as broad patterns, not definite rules. Any species can optionally take +2/+1 (or +1/+1/+1) across any 2 (or 3) abilities instead of these defaults.

## Dwarf (+2 CON)

### Hill Dwarf (+1 WIS)

You have keen senses, deep intuition, and remarkable resilience.

### Mountain Dwarf (+2 STR)

You're strong and hardy, accustomed to a difficult life in rugged terrain.

## Elf (+2 DEX)

### High Elf (+1 INT)

You have a keen mind and a mastery of at least the basics of magic.

### Wood Elf (+1 WIS)

You have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests.

### Drow (+1 CHA)

Your ancestors were banished from the surface world for following the goddess Lolth down the path to corruption.

## Halfling (+2 DEX)

### Lightfoot Halfling (+1 CHA)

You can easily hide from notice, even using other people as cover.

### Stout Halfling (+1 CON)

You're hardier than average and have some resistance to poison.

## Human (+1 to all abilities)

You're adaptable and ambitious, and tend to pick up a lot from other species. Your culture extends far beyond your individual lifespan.

## Dragonborn (+2 STR, +1 CHA)

You're descended from dragons, perhaps directly or perhaps further back in your lineage. Either way, their ancient and powerful blood flows through your veins.

## Gnome (+2 INT)

### Forest Gnome (+1 DEX)

You have a natural knack for illusion and inherent quickness and stealth.

### Rock Gnome (+1 CON)

You have a natural inventiveness and hardiness beyond that of other gnomes.

## Half-Elf (+2 CHA, +1 to 2 other abilities)

Walking in two worlds but truly belonging to neither, you combine the best qualities of your elven and human parentage, and may choose to spend your time with other outcasts.

## Half-Orc (+2 STR, +1 CON)

You were born to a human and an orc parent, and may have been raised in either culture. You might struggle with acceptance in other cultures, or wear your differences with pride.

## Tiefling (+2 CHA, +1 INT)

As the result of a pact made generations ago, your infernal heritage gives you horns, a tail, and pointed teeth, leading others to distrust you through no fault of your own.

# Backgrounds

You can alternatively craft a custom background, and choose 2 skills that would apply to it in which you gain proficiency.

## Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You command the respect of those who share your faith, and can perform the religious ceremonies of your deity.

**Skills:** Insight, Religion

## Charlatan

You have always had a way with people. You have a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona.

**Skills:** Deception, Sleight of Hand

## Criminal

You are an experienced criminal with a history of breaking the law. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals.

**Skills:** Deception, Stealth

## Entertainer

You thrive in front of an audience. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court.

**Skills:** Acrobatics, Performance

## Folk Hero

You come from a humble social rank, but you are destined for so much more. Since you come from the ranks of the common folk, you fit in among them with ease.

**Skills:** Animal Handling, Survival

## Guild Artisan

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You can rely on certain benefits that guild membership provides.

**Skills:** Insight, Persuasion

## Hermit

You lived in seclusion—either in a sheltered community, or entirely alone—for a formative part of your life. This quiet seclusion gave you access to a unique and powerful discovery.

**Skills:** Medicine, Religion

## Noble

You understand wealth, power, and privilege. Thanks to your noble birth, people are inclined to think the best of you.

**Skills:** History, Persuasion

## Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain.

**Skills:** Athletics, Survival

## Sage

You spent years learning the lore of the multiverse. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it.

**Skills:** Arcana, History

## Sailor

You sailed on a seagoing vessel for years. When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions.

**Skills:** Athletics, Perception

## Soldier

War has been your life for as long as you care to remember. You have a military rank from your career, and soldiers loyal to your former organization still recognize your authority and influence.

**Skills:** Athletics, Intimidation

## Urchin

You grew up on the streets alone, orphaned, and poor. You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss.

**Skills:** Sleight of Hand, Stealth