

QUICK START SHEETS

Explanatory sheets for classes



Overview for the abilities of the first level to help new players to quickly choose a class.



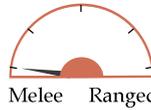
BARBARIAN



Only the strong survive! You accept your wild nature to get superhuman strength and endurance.



Weapon Magic



Melee Ranged

Recommended races:

- ◇ Dwarf
- ◇ Half-Orc
- ◇ Dragonborn
- ◇ Human

Subclasses:

- ◇ Berserker
You surrender yourself to your fury, so you can become even stronger. You get an additional attack at the cost of exhaustion.
- ◇ Totem Warrior
Your journey is more of the spiritual kind. You learn some simple magic rituals and choose a totem which gives you the power of an animal spirit.

Rage

You can enter a rage! While raging, you deal extra damage and take only half damage from weapon attacks.

Unarmored Defense

Armor only hinders you honed senses! But even without protection you can take more hits than most others.

Reckless Attack

You drop all caution and rush towards your enemies. Your attacks hit easier but you will get hit easier too.



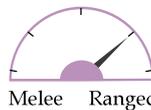
BARD



Your words and melodies are not simple vibrations in the air. They are the expression of power. Your slogan is: sword, song and magic!



Weapon Magic



Melee Ranged

Recommended races:

- ◇ Half-Elf
- ◇ Tiefling
- ◇ Elf
- ◇ Halfling

Subclasses:

- ◇ College of Lore
By accumulating a manifold of knowledge you are expertised in even more things. Your snappy comments can distract enemies.
- ◇ College of Valor
Singing the glories of battle, you inspire your allies and are proficient with weapons and armor.

Bardic Inspiration

Your words can be the saving grace or turn the tide! You are able to inspire your allies, giving them an extra die to roll.

Jack of All Trades

Balance over a rope? Bake a cake? You have a natural talent for almost any skill and you will get bonuses to every skill you are not already proficient with.

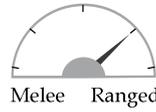
Song of Rest

Your melodies help your wounded allies to recover from the hardships of the day.



CLERIC

Whether being a healer, savant or warrior you will stay true to the words of your god and use the divine power they give in their name.



Divine Spellcaster

You can choose which spells to prepare from your whole spell list every morning.

Channel Divinity

Use your holy energy to turn or destroy undead! Additional divine abilities are determined by the choice of your god.

Divine Domain

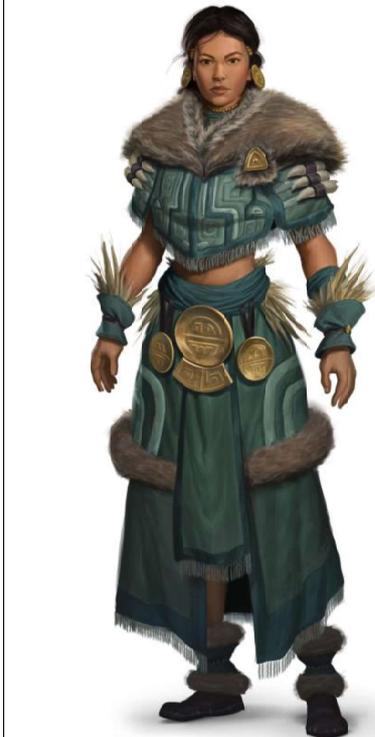
Different gods offer power in different domains and allow you to get additional spells and abilities (see subclasses).

Recommended races:

- ◇ Dwarf
- ◇ Elf
- ◇ Human

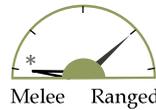
Subclasses:

- ◇ Knowledge Domain - Wisdom & Power
- ◇ Life Domain - Healing & Protection
- ◇ Light Domain - Fire & Light
- ◇ Nature Domain - Nature & Animals
- ◇ Tempest Domain - Storm & Lightning
- ◇ Trickery Domain - Stealth & Tricks
- ◇ War Domain - Weapons & Battle



DRUID

As the protector of the natural order and balance, the power of nature is reflected in your spells and abilities.



Nature Spellcaster

You can choose which spells to prepare from the whole spell list every morning.

Wild Shape

You are able to transform into animals with all their unique abilities and senses! With increasing level you are able to transform into stronger animal forms.

Recommended races:

- ◇ Elf
- ◇ Dwarf
- ◇ Halfling
- ◇ Human

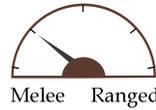
Subclasses:

- ◇ Circle of the Land
You become one with the land and you get additional spells based on the terrain of you chosen land.
- ◇ Circle of the Moon*
As protector of the wilderness you train your animalistic abilities even more and are therefore able to transform in stronger animals.



FIGHTER

Specialized in one fighting style, but capable of all. You are a warrior who knows how to use every weapon: be it a sword, bow, net or whip.



Fighting Style

You become even more deadly by specializing in one fighting style - be it dueling, archery, great weapon fighting or something else entirely.

Second Wind

The battle is your life and your life depends on your endurance. You can draw of your well of stamina to heal yourself.

Action Surge

You can push your body beyond its limits for a short moment. This allows you to use an additional action.

Recommended races:

- ◇ Dwarf
- ◇ Half-Orc
- ◇ Dragonborn
- ◇ Human

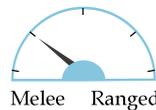
Subclasses:

- ◇ Champion
You focus on the pure physical potential of your body and master it to deadly perfection!
- ◇ Battle Master
In a fight, tactics are everything. Nobody understands that better than you with your superior combat maneuvers.
- ◇ Eldritch Knight
What makes the art of the weapon even more dangerous? Combining it with magic!



MONK

Through perfect balance between body and mind, you can enhance your extraordinary martial arts through the manipulation of Ki energies.



Martial Arts

Technique over strength, the perfection of your martial arts makes your bare fists as deadly as weapons.

Ki

Your training allows you to use the mystical energies of Ki in supernatural abilities.

Unarmored Defense & Movement

Armor would only limit you, as your unmatched speed and reflexes allow you to dodge attacks and even redirect arrows midflight.

Recommended races:

- ◇ Elf
- ◇ Halfling
- ◇ Human

Subclasses:

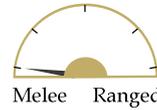
- ◇ Way of the Open Hand
As the ultimate master of martial arts, a simple blow is enough to throw your opponents off balance.
- ◇ Way of the Shadow
Darkness and silence are your companions as you take the lives of your victims.
- ◇ Way of the Four Elements
With the help of your ki you can incorporate the power of the four elements into your fighting style.



PALADIN



A man of word. A man of action. An oath binds you for all time, and your belief in these principles grants you power.



Recommended races:

- ◇ Dragonborn
- ◇ Half-Elf
- ◇ Half-Ork
- ◇ Dwarf

Subclasses:

- ◇ Oath of Devotion
Bound to justice, these warriors bless their weapons with sacred energies.
- ◇ Oath of the Ancients
Always on the side of life, these knights dedicate themselves as protectors of the good with the power of nature.
- ◇ Oath of Vengeance
These dark knights swear revenge and let their enemies freeze in fear and terror.

Divine Smite

You can use your magical reserves to reinforce your weapon with sacred magic and make devastating attacks.

Lay on Hands

Through your blessed touch you can close wounds or heal diseases.

Fighting Style & Divine Spellcaster

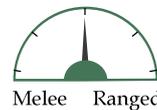
You specialize in fighting with weapons and use a limited arsenal of magic to support it.



RANGER



You are independent, relentless and adept. Not even the wild, untamed nature can keep you from bringing down your prey.



Recommended races:

- ◇ Elf
- ◇ Halfling
- ◇ Human

Subclasses:

- ◇ Hunter
Your prey will succumb to you! This is why you acquire skills to become even more deadly to them.
- ◇ Beast Master
You are the union between civilization and nature. With your animal companion you work together like a unit.

Favored Enemy

You specialize on a type of enemies, which allows you to track them with ease.

Natural Explorer

You are particularly adapted to a terrain of your choice, which makes traveling, orientation and survival easy for you and your allies.

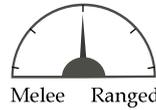
Fighting Style & Nature Spellcaster

You specialize in fighting with weapons and use a limited arsenal of magic to support it.

ROGUE



Precise, stealthy, deadly. Cunning instead of violence is your way. With your tricks and your talent you are prepared for all situations.



Expertise

You have expertise and a wide repertoire of skills.

Sneak Attack

Better hit a targeted strike instead of a barrage of attacks. You use the distraction of your opponent for fatal attacks.

Cunning Action

Your flexibility allows you to perform some quick maneuvers in combat.

Recommended races:

- ◇ Elf
- ◇ Halfling
- ◇ Gnome
- ◇ Human

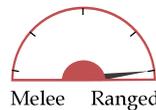
Subclasses:

- ◇ Thief
Climbing, jumping and the fast unobtrusive opening of locks belong to your repertoire.
- ◇ Assassin
Obliterate your foes, before they even know what's going on.
- ◇ Arcane Trickster
How better to improve the business of a rogue than with a pinch of magic?

SORCERER



Why study when magic is part of you since you were born? No mage has more control over their magic than you.



Metamagic

You can change your spells to your liking: quieter, stronger, farther, faster or rather two at a time?

Font of Magic

Your innate powers give you the ability to cast or transform more spells.

Recommended races:

- ◇ Half-Elf
- ◇ Tiefling
- ◇ Halfling
- ◇ Human

Subclasses:

- ◇ Draconic Bloodline
Your magic comes from an old draconic bloodline, which gives you the qualities of a dragon.
- ◇ Wild Magic
Who hasn't always wanted to possess an uncontrollable ocean of raw, untamed magic?



WARLOCK

Instead of studies, you directly derive your magical powers from a pact with a mysterious being, far more powerful than you.



Weapon Magic



Melee Ranged

Patrons

The type of patron you enter a pact with determines what type of abilities and additional spells you have.

Pact Magic

Your own capacity for magic is small, but the source is much more powerful instead. Your pool of magic fills up after a short rest.

Pact Boon & Eldritch Invocations

Your patron gives you the choice: familiar, grimoire or weapon. In addition, the occult and forbidden knowledge that you accumulate, gives you the opportunity to further specialize and improve your abilities.

Recommended races:

- ◇ Half-Elf
- ◇ Tiefling
- ◇ Halfling
- ◇ Human

Subclasses:

- ◇ Archfey
Through the powers of the cunning fey, you can play with the emotions of your victims and enchant them.
- ◇ Fiend
Your demonic spells make your enemies burn, and their demise strengthens you.
- ◇ The Great Old One
The ancient knowledge of this strange being gives you the ability to mentally influence your targets.



WIZARD

If someone understands magic, it is you. No one spent more time studying magic than you! Nobody can remember more spells than you!



Weapon Magic



Melee Ranged

Savant of Spells

With enough time and materials, you can learn more and more spells and incorporate them into your own spellbook.

Arcane Recovery

Your spellbook gives you strength. Once a day you have the ability to replenish your magical reservoir a bit.

Arcane Tradition

Your specialization in a school of magic allows you to improve certain spells.

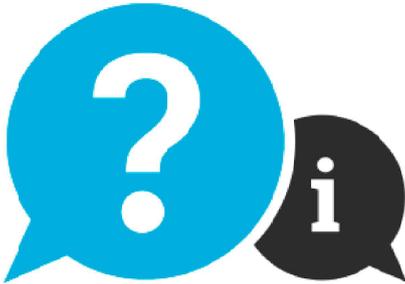
Favoured races:

- ◇ Gnome
- ◇ Elf
- ◇ Human

Subclasses:

- ◇ School of Abjuration – Protection & Banishment
- ◇ School of Conjuration – Conjuration & Teleportation
- ◇ School of Divination – Clairvoyance & Revelation
- ◇ School of Enchantment – Manipulation & Domination
- ◇ School of Evocation – Elements & Destructions
- ◇ School of Illusion – Deception & Trickery
- ◇ School of Necromancy – Curses & Undeath
- ◇ School of Transmutation – Matter & Energy

FAQ



Why are there no scales for armor and life?

Survivability does also depend on things like spells or abilities, e.g. the Monk's Unarmored Defense or a Wizard's Mage Armor.

Why are there no scales for complexity and utility?

Because these are too dependent on the play style and available items. A character is only as flexible as you make them. Keep in mind, you can always try anything.

Why are there no roles like tank or healer?

D&D 5th Edition doesn't rely on classical roles, a party can consist on any combination of classes, since anyone can heal on a short rest. That being said, a diverse party is still preferable, as it makes the game a little easier and more fun.

How are the two speedometers set?

It's a subjective assessment based on the classes abilities and which role and position they would most likely tend to fight in.

NOTE TO DUNGEON MASTER



The sheets are deliberately kept short so that new players can quickly and easily decide on one of the classes.

After this point, the Player's Handbook should be used to completely create the character with race, background, etc.

Have fun teaching Dungeons & Dragons to new players!



PORTABLE DRAGON

CREDITS

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