ROLL FOR TWO

FREE PRINTABLE

CLASS QUICK REFERENCE

All twelve Player's Handbook classes on one page each, levels 1 to 5.

What each class does, its hit die and saves, what it gets at every level from 1 to 5 in the 2024 rules, its subclasses, a standard array spread and the mistakes new players make. Print the page for your class and keep it next to your character sheet.


Barbarian


Bard


Cleric


Druid


Fighter


Monk


Paladin


Ranger


Rogue


Sorcerer


Warlock


Wizard

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

BARBARIAN

At a glance

Hit Die	d12 (12 + Con at level 1, then 1d12 or 7 + Con per level)
Saving Throws	Strength, Constitution
Armor	Light and medium armor, shields
Weapons	Simple and martial weapons
Skills	Choose 2 from the Barbarian list (Athletics, Intimidation, Perception, Survival and others)

Levels 1 to 5 (2024)

Lv 1	Rage, Unarmored Defense, Weapon Mastery (2 weapons) · Rages: 2 · Rage damage: +2
Lv 2	Danger Sense, Reckless Attack · Rages: 2 · Rage damage: +2
Lv 3	Barbarian Subclass, Primal Knowledge · Rages: 3 · Rage damage: +2
Lv 4	Ability Score Improvement (or feat), 3 masteries · Rages: 3 · Rage damage: +2
Lv 5	Extra Attack, Fast Movement · Rages: 3 · Rage damage: +2

Standard array

Barbarian	Str 15 · Dex 13 · Con 14 · Int 8 · Wis 12 · Cha 10

Subclasses (2024)

Path of the Berserker	Pure damage. 2014 Frenzy gives a bonus action attack but costs exhaustion; 2024 Frenzy adds extra damage when you attack recklessly while raging, with no exhaustion
Path of the Wild Heart	The 2024 take on animal spirits: choose Bear, Eagle or Wolf each time you rage
Path of the World Tree	Temporary hit points for you and allies, and teleportation that moves creatures around the battlefield
Path of the Zealot	Extra radiant or necrotic damage while raging, plus a pool of healing dice in 2024

Beginner mistakes

Losing Rage by accident	In 2014, you must attack a hostile creature or take damage each turn.
Raging in every scuffle	You only get a few.
Reckless Attack against everything	Against a crowd of enemies with many attacks, giving them all advantage can hurt more than your resistance helps.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-barbarian-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

BARD

At a glance

Hit Die	d8 (8 + Con at level 1, then 1d8 or 5 + Con per level)
Saving Throws	Dexterity, Charisma
Armor	Light armor
Skills	Any three
Tools	Three musical instruments
Weapons (2014)	Simple weapons, hand crossbows, longswords, rapiers, shortswords
Weapons (2024)	Simple weapons

Levels 1 to 5 (2024)

Lv 1	Bardic Inspiration, Spellcasting · Inspiration die: d6
Lv 2	Expertise, Jack of All Trades · Inspiration die: d6
Lv 3	Bard Subclass · Inspiration die: d6
Lv 4	Ability Score Improvement (or feat) · Inspiration die: d6
Lv 5	Font of Inspiration · Inspiration die: d8

Standard array

Most bards	Str 8 · Dex 14 · Con 13 · Int 10 · Wis 12 · Cha 15
Valor / melee	Str 10 · Dex 14 · Con 13 · Int 8 · Wis 12 · Cha 15

Subclasses (2024)

Lore	Three extra skills and Cutting Words, which spends Inspiration as a reaction to shrink an enemy's roll; more spells from other classes at level 6
Valor	Medium armor, shields and martial weapons, allies can use Inspiration for damage or AC, Extra Attack at level 6
Glamour	Spend Inspiration to give allies temporary hit points and let them reposition; fey charm magic
Dance	Fights unarmored, using agile footwork and unarmed strikes that grow with your Inspiration die

Beginner mistakes

Hoarding Bardic Inspiration	Uses come back on a long rest, and on a short rest from level 5.
Inspiring yourself	You can't.
Picking only damage spells	Your list is about control and support.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-bard-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

CLERIC

At a glance

Hit Die	d8 (8 + Con at level 1, then 1d8 or 5 + Con per level)
Saving Throws	Wisdom, Charisma
Armor	Light and medium armor, shields
Weapons	Simple weapons
Spellcasting Ability	Wisdom
Skills	Choose 2 from History, Insight, Medicine, Persuasion and Religion

Levels 1 to 5 (2024)

Lv 1	Spellcasting, Divine Order · Slots (1st/2nd/3rd): 2 / - / -
Lv 2	Channel Divinity (2 uses) · Slots (1st/2nd/3rd): 3 / - / -
Lv 3	Cleric Subclass · Slots (1st/2nd/3rd): 4 / 2 / -
Lv 4	Ability Score Improvement (or feat) · Slots (1st/2nd/3rd): 4 / 3 / -
Lv 5	Sear Undead · Slots (1st/2nd/3rd): 4 / 3 / 2

Standard array

Heavy armor cleric	Str 13 · Dex 10 · Con 14 · Int 8 · Wis 15 · Cha 12
Medium armor / caster	Str 8 · Dex 13 · Con 14 · Int 10 · Wis 15 · Cha 12

Subclasses (2024)

Life	The best healer; healing spells restore extra hit points
Light	Fire and radiant blaster; Warding Flare imposes disadvantage on attacks
Trickery	Illusions, stealth and a duplicate of yourself
War	Melee cleric with bonus action attacks

Beginner mistakes

Healing with your action every turn	Use healing word as a bonus action, mostly to pick up allies at 0 hit points, and use your action for bless, guiding bolt or a cantrip.
Two concentration spells	Bless and spirit guardians can't run together.
Casting a leveled bonus action spell and a leveled action spell on the same turn	If you cast a spell as a bonus action, your other spell that turn can only be a cantrip with a casting time of one action (2014).

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-cleric-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

DRUID

At a glance

Hit Die	d8 (8 + Con at level 1, then 1d8 or 5 + Con per level)
Saving Throws	Intelligence, Wisdom
Armor (2014)	Light and medium armor, shields (druids avoid metal ones)
Armor (2024)	Light armor, shields
Weapons (2014)	Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
Weapons (2024)	Simple weapons
Tools	Herbalism kit
Skills	Choose 2 from the Druid list

Levels 1 to 5 (2024)

Lv 1	Spellcasting, Druidic, Primal Order
Lv 2	Wild Shape, Wild Companion
Lv 3	Druid Subclass
Lv 4	Wild Shape improvement, Ability Score Improvement (or feat)
Lv 5	Wild Resurgence

Standard array

Caster Druid	Str 8 · Dex 13 · Con 14 · Int 12 · Wis 15 · Cha 10
Moon Druid	Str 10 · Dex 13 · Con 14 · Int 8 · Wis 15 · Cha 12

Subclasses (2024)

Land	Extra always-prepared spells based on a land type, plus ways to recover spell slots
Moon	Combat Wild Shape: stronger beast forms, sooner, so you can fight on the front line
Sea	Spend Wild Shape to wrap yourself in an aura of ocean fury that damages and pushes enemies
Stars	Starry Form gives you a ranged attack, stronger healing or steadier concentration

Beginner mistakes

Wild Shaping to deal damage at low levels	Outside the Moon circle, a wolf rarely beats entangle or moonbeam.
Forgetting you can concentrate in Wild Shape	Cast moonbeam or faerie fire, then transform.
Not tracking Wild Shape hit points	In 2014 you use the beast's hit points and extra damage spills over to you.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-druid-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

FIGHTER

At a glance

Hit Die	d10 (10 + Con at level 1, then 1d10 or 6 + Con per level)
Saving Throws	Strength, Constitution
Armor	All armor and shields
Weapons	Simple and martial weapons
Skills	Choose 2 from the Fighter list (Athletics, Perception, Intimidation and others)

Levels 1 to 5 (2024)

Lv 1	Fighting Style, Second Wind (2 uses), Weapon Mastery (3 weapons)
Lv 2	Action Surge (one use), Tactical Mind
Lv 3	Fighter Subclass
Lv 4	Ability Score Improvement (or feat), Second Wind 3 uses, 4 masteries
Lv 5	Extra Attack, Tactical Shift

Standard array

Strength fighter	Str 15 · Dex 12 · Con 14 · Int 8 · Wis 13 · Cha 10
Archer / finesse	Str 8 · Dex 15 · Con 14 · Int 10 · Wis 13 · Cha 12

Subclasses (2024)

Champion	Critical hits on 19-20; very low bookkeeping
Battle Master	Superiority dice (four d8s) and three maneuvers like Trip Attack and Riposte
Eldritch Knight	Wizard spells, a bonded weapon, and shield for defense
Psi Warrior	Psionic dice to block damage, add damage and move things

Beginner mistakes

Forgetting Second Wind	It's a bonus action, so use it on your turn while still attacking.
Saving Action Surge forever	It comes back on a short rest.
Ignoring range	Carry javelins or a bow.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-fighter-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

Monk

At a glance

Hit Die	d8 (8 + Con at level 1, then 1d8 or 5 + Con per level)
Saving Throws	Strength, Dexterity
Armor	None
Weapons (2014)	Simple weapons, shortswords
Weapons (2024)	Simple weapons, plus martial weapons with the Light property
Tools	One artisan's tool or musical instrument
Skills	Choose 2 from Acrobatics, Athletics, History, Insight, Religion, Stealth

Levels 1 to 5 (2024)

Lv 1	Martial Arts, Unarmored Defense · Martial Arts die (2014 / 2024): d4 / d6
Lv 2	Monk's Focus, Unarmored Movement, Uncanny Metabolism · Martial Arts die (2014 / 2024): d4 / d6
Lv 3	Deflect Attacks, Monk Subclass · Martial Arts die (2014 / 2024): d4 / d6
Lv 4	Ability Score Improvement (or feat), Slow Fall · Martial Arts die (2014 / 2024): d4 / d6
Lv 5	Extra Attack, Stunning Strike · Martial Arts die (2014 / 2024): d6 / d8

Standard array

Most monks	Str 10 · Dex 15 · Con 13 · Int 8 · Wis 14 · Cha 12
Grappler (2024)	Str 12 · Dex 15 · Con 13 · Int 8 · Wis 14 · Cha 10

Subclasses (2024)

Beginner mistakes

Running out of points before level 5	At low levels it's fine to Flurry often.
Stunning the wrong enemy	Big brutes often have high Constitution.
Standing in melee after you attack	Use Patient Defense or Step of the Wind (free in 2024) to leave.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-monk-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

PALADIN

At a glance

Hit Die	d10 (10 + Con at level 1, then 1d10 or 6 + Con per level)
Saving Throws	Wisdom, Charisma
Armor	All armor, shields
Weapons	Simple and martial weapons
Skills	Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

Levels 1 to 5 (2024)

Lv 1	Lay on Hands, Spellcasting, Weapon Mastery
Lv 2	Fighting Style, Paladin's Smite
Lv 3	Channel Divinity, Paladin Subclass
Lv 4	Ability Score Improvement (or feat)
Lv 5	Extra Attack, Faithful Steed

Standard array

Heavy armor paladin	Str 15 · Dex 10 · Con 13 · Int 8 · Wis 12 · Cha 14
Dexterity paladin	Str 8 · Dex 15 · Con 13 · Int 10 · Wis 12 · Cha 14

Subclasses (2024)

Devotion	The classic knight; Sacred Weapon adds your Charisma to attack rolls
Ancients	Nature-themed protector; restrains enemies and later resists spell damage
Vengeance	Relentless hunter; Vow of Enmity gives advantage against one chosen enemy
Glory	Athletic hero; smites can hand out temporary hit points to allies

Beginner mistakes

Smiting every hit	Your slots are shared with your spells.
Smiting on a miss	You decide after the attack hits.
Two smites a turn in 2024	Divine Smite is a bonus action spell now, so it's once per turn and competes with Lay on Hands.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-paladin-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

RANGER

At a glance

Hit Die	d10 (10 + Con at level 1, then 1d10 or 6 + Con per level)
Saving Throws	Strength, Dexterity
Armor	Light and medium armor, shields
Weapons	Simple and martial weapons
Skills	Choose 3 from the Ranger list (Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival)
Spellcasting	Half caster, Wisdom

Levels 1 to 5 (2024)

Lv 1	Spellcasting, Favored Enemy, Weapon Mastery
Lv 2	Deft Explorer, Fighting Style
Lv 3	Ranger Subclass
Lv 4	Ability Score Improvement (or feat)
Lv 5	Extra Attack

Standard array

Archer Ranger	Str 12 · Dex 15 · Con 13 · Int 10 · Wis 14 · Cha 8
Melee Ranger (Finesse)	Str 10 · Dex 15 · Con 14 · Int 8 · Wis 13 · Cha 12
Caster-leaning (Fey Wanderer)	Str 8 · Dex 15 · Con 13 · Int 10 · Wis 14 · Cha 12

Subclasses (2024)

Hunter	Extra damage options against big targets or groups, plus defensive tricks later
Beast Master	You fight alongside an animal companion. In 2024 it is a Primal Beast you command as a bonus action
Gloom Stalker	Bonus damage and an extra attack early in a fight, and you are hard to see in darkness
Fey Wanderer	Extra psychic damage on hits, a Wisdom boost to social checks, and charm and fear tricks

Beginner mistakes

Stacking concentration spells	Hunter's Mark, Ensnaring Strike, Spike Growth and many other ranger spells all need concentration.
Forgetting to move Hunter's Mark	When the marked target drops, you can move the mark to a new creature with a bonus action, without spending another slot.
Bonus action traffic jams	In 2014, two-weapon fighting and casting or moving Hunter's Mark both want your bonus action.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-ranger-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

ROGUE

At a glance

Hit Die	d8 (8 + Con at level 1, then 1d8 or 5 + Con per level)
Saving Throws	Dexterity, Intelligence
Armor	Light armor
Skills	Choose 4 from the Rogue list
Tools	Thieves' tools
Weapons (2014)	Simple weapons, hand crossbows, longswords, rapiers, shortswords
Weapons (2024)	Simple weapons, plus martial weapons with the Finesse or Light property

Levels 1 to 5 (2024)

Lv 1	Expertise, Sneak Attack, Thieves' Cant, Weapon Mastery · Sneak Attack: 1d6
Lv 2	Cunning Action · Sneak Attack: 1d6
Lv 3	Rogue Subclass, Steady Aim · Sneak Attack: 2d6
Lv 4	Ability Score Improvement (or feat) · Sneak Attack: 2d6
Lv 5	Cunning Strike, Uncanny Dodge · Sneak Attack: 3d6

Standard array

Most Rogues	Str 8 · Dex 15 · Con 14 · Int 12 · Wis 13 · Cha 10
Arcane Trickster	Str 8 · Dex 15 · Con 14 · Int 13 · Wis 12 · Cha 10
Face / Swashbuckler	Str 8 · Dex 15 · Con 13 · Int 10 · Wis 12 · Cha 14

Subclasses (2024)

Thief	Fast Hands lets Cunning Action handle items, tools and objects; climbing and jumping get better
Assassin	Huge first-round damage against enemies that haven't acted yet
Arcane Trickster	Wizard spells and an invisible Mage Hand that can pick pockets and work locks
Soulknife	Psychic blades you summon from your mind, plus telepathy

Beginner mistakes

Hunting for advantage when you already have Sneak Attack	If your fighter is next to the target, you qualify.
Using a non-finesse weapon	A longsword (2014) or handaxe doesn't trigger Sneak Attack.
Standing still in melee	You have a d8 Hit Die and light armor.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-rogue-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

SORCERER

At a glance

Hit Die	d6 (6 + Con at level 1, then 1d6 or 4 + Con per level)
Saving Throws	Constitution, Charisma
Armor	None
Weapons (2014)	Daggers, darts, slings, quarterstaffs, light crossbows
Weapons (2024)	Simple weapons
Skills	Choose 2 from Arcana, Deception, Insight, Intimidation, Persuasion, Religion
Spellcasting	Full caster, Charisma

Levels 1 to 5 (2024)

Lv 1	Spellcasting, Innate Sorcery
Lv 2	Font of Magic, Metamagic
Lv 3	Sorcerer Subclass
Lv 4	Ability Score Improvement (or feat)
Lv 5	Sorcerous Restoration (and 3rd-level spells)

Standard array

Most sorcerers	Str 8 · Dex 13 · Con 14 · Int 10 · Wis 12 · Cha 15
Draconic	Str 8 · Dex 14 · Con 13 · Int 10 · Wis 12 · Cha 15
Face of the party	Str 8 · Dex 13 · Con 14 · Int 12 · Wis 10 · Cha 15

Subclasses (2024)

Sorcery)	Extra hit points and natural armor, later a damage boost and wings
Wild Magic (Sorcery)	Random magical surges, plus Tides of Chaos for advantage on a roll you choose
Sorcery)	Psionic spells and telepathy, very strong spell list
Sorcery)	Order magic, protective spells and a reaction to cancel advantage or disadvantage

Beginner mistakes

Picking situational spells	With so few spells, Feather Fall or Comprehend Languages can sit unused for months.
Forgetting Shield	You have a d6 Hit Die and no armor.
Two leveled spells in one turn	A Quickened spell uses your bonus action, and then your action can only be a cantrip.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-sorcerer-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

Warlock

At a glance

Hit Die	d8 (8 + Con at level 1, then 1d8 or 5 + Con per level)
Saving Throws	Wisdom, Charisma
Armor	Light armor
Weapons	Simple weapons
Skills	Choose 2 from Arcana, Deception, History, Intimidation, Investigation, Nature, Religion
Spellcasting	Pact Magic, Charisma

Subclasses (2024)

Archfey	Fey trickery: charm and fear effects, and teleport tricks that grow over time
Fiend	Temporary hit points when you drop enemies, plus strong fire spells
Great Old One	Telepathy and mind-bending spells
Celestial	A pool of healing dice and radiant and fire magic

Levels 1 to 5 (2024)

Lv 1	Eldritch Invocations, Pact Magic · Pact slots: 1 (1st level)
Lv 2	Magical Cunning · Pact slots: 2 (1st level)
Lv 3	Warlock Subclass · Pact slots: 2 (2nd level)
Lv 4	Ability Score Improvement (or feat) · Pact slots: 2 (2nd level)
Lv 5	More invocations · Pact slots: 2 (3rd level)

Beginner mistakes

Not asking for short rests	Say at the table when you are out of slots.
Hoarding slots	They come back quickly.
Skipping Agonizing Blast	If Eldritch Blast is your main attack, it is the biggest damage boost you can get early.

Standard array

Blaster warlock	Str 8 · Dex 13 · Con 14 · Int 10 · Wis 12 · Cha 15
Pact of the Blade	Str 8 · Dex 14 · Con 13 · Int 10 · Wis 12 · Cha 15
Face of the party	Str 8 · Dex 13 · Con 14 · Int 12 · Wis 10 · Cha 15

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-warlock-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com

CLASS QUICK REFERENCE

Wizard

At a glance

Hit Die	d6 (6 + Con at level 1, then 1d6 or 4 + Con per level)
Saving Throws	Intelligence, Wisdom
Armor	None
Spellcasting Ability	Intelligence
Skills	Choose 2 from the Wizard list (Arcana, History, Investigation and others)

Levels 1 to 5 (2024)

Lv 1	Spellcasting, Ritual Adept, Arcane Recovery · Slots (1st/2nd/3rd): 2 / - / -
Lv 2	Scholar · Slots (1st/2nd/3rd): 3 / - / -
Lv 3	Wizard Subclass · Slots (1st/2nd/3rd): 4 / 2 / -
Lv 4	Ability Score Improvement (or feat) · Slots (1st/2nd/3rd): 4 / 3 / -
Lv 5	Memorize Spell · Slots (1st/2nd/3rd): 4 / 3 / 2

Standard array

Wizard	Str 8 · Dex 13 · Con 14 · Int 15 · Wis 12 · Cha 10

Subclasses (2024)

Evoker	Blaster; your area spells can spare allies
Abjurer	Arcane Ward soaks damage when you cast abjuration spells
Diviner	Portent: roll two d20s after a long rest and swap them in for any roll you see
Illusionist	Better minor illusion and creative trickery

Beginner mistakes

Standing within reach	Stay at range and keep a frontliner between you and the enemy.
Forgetting Mage Armor and Shield	Without them, your AC is 10 + Dex.
Preparing rituals	You can cast rituals from your spellbook without preparing them, so prepare something else.

The full guide, with a sample level 1 build: **rollfortwo.com/articles/dnd-wizard-guide**

Free from Roll for Two - guides and free tools at rollfortwo.com