

Barbarian Table

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

Bard Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Bardic Inspiration (d6)	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Jack of All Trades, Song of Rest (d6)	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Bard College, Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Countercharm, Bard College Feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	—	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	Song of Rest (d8)	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2	—	—	—	—
11th	+4	—	4	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	—	—	—
13th	+5	Song of Rest (d10)	4	16	4	3	3	3	2	1	1	—	—
14th	+5	Magical Secrets, Bard College Feature	4	18	4	3	3	3	2	1	1	—	—
15th	+5	Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	—
17th	+6	Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

Cleric Table

Level	Proficiency Bonus	Features	Cantrips Known	—Spell Slots per Spell Level—								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity (1/rest), Divine Domain Feature	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (2/rest), Divine Domain Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain Feature	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Divine Intervention	5	4	3	3	3	2	—	—	—	—
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	Destroy Undead (CR 4), Divine Domain Feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention Improvement	5	4	3	3	3	3	2	2	1	1

Druid Table

Level	Proficiency Bonus	Features	Cantrips Known	—Spell Slots per Spell Level—								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Druidic, Spellcasting	2	2	—	—	—	—	—	—	—	—
2	+2	Wild Shape, Druid Circle	2	3	—	—	—	—	—	—	—	—
3	+2	—	2	4	2	—	—	—	—	—	—	—
4	+2	Wild Shape Improvement, Ability Score Increase	3	4	3	—	—	—	—	—	—	—
5	+3	—	3	4	3	2	—	—	—	—	—	—
6	+3	Druid Circle Feature	3	4	3	3	—	—	—	—	—	—
7	+3	—	3	4	3	3	1	—	—	—	—	—
8	+3	Wild Shape Improvement, Ability Score Increase	3	4	3	3	2	—	—	—	—	—
9	+4	—	3	4	3	3	3	1	—	—	—	—
10	+4	Druid Circle Feature	4	4	3	3	3	2	—	—	—	—
11	+4	—	4	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Increase	4	4	3	3	3	2	1	—	—	—
13	+5	—	4	4	3	3	3	2	1	1	—	—
14	+5	Druid Circle Feature	4	4	3	3	3	2	1	1	—	—
15	+5	—	4	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Increase	4	4	3	3	3	2	1	1	1	—
17	+6	—	4	4	3	3	3	2	1	1	1	1
18	+6	Timeless Body, Beast Spells	4	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Increase	4	4	3	3	3	3	2	1	1	1
20	+6	Archdruid	4	4	3	3	3	3	2	2	1	1

Fighter Table

Level	Proficiency Bonus	Features
1	+2	Fighting Style, Second Wind
2	+2	Action Surge (one use)
3	+2	Martial Archetype
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Ability Score Improvement
7	+3	Martial Archetype Feature
8	+3	Ability Score Improvement
9	+4	Indomitable (one use)
10	+4	Martial Archetype Feature
11	+4	Extra Attack (2)
12	+4	Ability Score Improvement
13	+5	Indomitable (two uses)
14	+5	Ability Score Improvement
15	+5	Martial Archetype Feature
16	+5	Ability Score Improvement
17	+6	Action Surge (two uses), Indomitable (three uses)
18	+6	Martial Archetype Feature
19	+6	Ability Score Improvement
20	+6	Extra Attack (3)

Monk Table

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1	+2	1d4	—	—	Unarmored Defense, Martial Arts
2	+2	1d4	2	+10 ft.	Ki, Unarmored Movement
3	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missiles
4	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall
5	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike
6	+3	1d6	6	+15 ft.	Ki-Empowered Strikes, Monastic Tradition Feature
7	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind
8	+3	1d6	8	+15 ft.	Ability Score Improvement
9	+4	1d6	9	+15 ft.	Unarmored Movement Improvement
10	+4	1d6	10	+20 ft.	Purity of Body
11	+4	1d8	11	+20 ft.	Monastic Tradition Feature
12	+4	1d8	12	+20 ft.	Ability Score Improvement
13	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14	+5	1d8	14	+25 ft.	Diamond Soul
15	+5	1d8	15	+25 ft.	Timeless Body
16	+5	1d8	16	+25 ft.	Ability Score Improvement
17	+6	1d10	17	+25 ft.	Monastic Tradition Feature
18	+6	1d10	18	+30 ft.	Empty Body
19	+6	1d10	19	+30 ft.	Ability Score Improvement
20	+6	1d10	20	+30 ft.	Perfect Self

Paladin Table

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—				
			1st	2nd	3rd	4th	5th
1st	+2	Divine Sense, Lay on Hands	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	—	—	—	—
3rd	+2	Divine Health, Sacred Oath	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Aura of Protection	4	2	—	—	—
7th	+3	Sacred Oath Feature	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Aura of Courage	4	3	2	—	—
11th	+4	Improved Divine Smite	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Cleansing Touch	4	3	3	1	—
15th	+5	Sacred Oath Feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Aura Improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Sacred Oath Feature	4	3	3	3	2

Ranger Table

Level	Proficiency Bonus	Features	Spells Known	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1	+2	Favored Enemy, Natural Explorer	—	—	—	—	—	—
2	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3	+2	Ranger Archetype, Primeval Awareness	3	3	—	—	—	—
4	+2	Ability Score Improvement	3	3	—	—	—	—
5	+3	Extra Attack	4	4	2	—	—	—
6	+3	Favored Enemy and Natural Explorer Improvements	4	4	2	—	—	—
7	+3	Ranger Archetype Feature	5	4	3	—	—	—
8	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9	+4	—	6	4	3	2	—	—
10	+4	Natural Explorer Improvement, Hide in Plain Sight	6	4	3	2	—	—
11	+4	Ranger Archetype Feature	7	4	3	3	—	—
12	+4	Ability Score Improvement	7	4	3	3	—	—
13	+5	—	8	4	3	3	1	—
14	+5	Favored Enemy Improvement, Vanish	8	4	3	3	1	—
15	+5	Ranger Archetype Feature	9	4	3	3	2	—
16	+5	Ability Score Improvement	9	4	3	3	2	—
17	+6	—	10	4	3	3	3	1
18	+6	Feral Senses	10	4	3	3	3	1
19	+6	Ability Score Improvement	11	4	3	3	3	2
20	+6	Foe Slayer	11	4	3	3	3	2

Rogue Table

Level	Proficiency Bonus	Sneak Attack	Features
1	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2	+2	1d6	Cunning Action
3	+2	2d6	Roguish Archetype
4	+2	2d6	Ability Score Improvement
5	+3	3d6	Uncanny Dodge
6	+3	3d6	Expertise
7	+3	4d6	Evasion
8	+3	4d6	Ability Score Improvement
9	+4	5d6	Roguish Archetype Feature
10	+4	5d6	Ability Score Improvement
11	+4	6d6	Reliable Talent
12	+4	6d6	Ability Score Improvement
13	+5	7d6	Roguish Archetype Feature
14	+5	7d6	Blindsense
15	+5	8d6	Slippery Mind
16	+5	8d6	Ability Score Improvement
17	+6	9d6	Roguish Archetype Feature
18	+6	9d6	Elusive
19	+6	10d6	Ability Score Improvement
20	+6	10d6	Stroke of Luck

Sorcerer Table

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Sorcerous Origin	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Font of Magic	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Metamagic	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	Sorcerous Origin Feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Metamagic	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	Sorcerous Origin Feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Sorcerous Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1

Warlock Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1st	—
2nd	+2	Eldritch Invocations	2	3	2	1st	2
3rd	+2	Pact Boon	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	—	3	6	2	3rd	3
6th	+3	Otherworldly Patron Feature	3	7	2	3rd	3
7th	+3	—	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	—	3	10	2	5th	5
10th	+4	Otherworldly Patron Feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th	6
14th	+5	Otherworldly Patron Feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th	7
18th	+6	—	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Eldritch Master	4	15	4	5th	8

Wizard Table

Level	Proficiency Bonus	Features	Cantrips Known	—Spell Slots per Spell Level—								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Tradition	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Arcane Tradition Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Arcane Tradition Feature	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Arcane Tradition Feature	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spells	5	4	3	3	3	3	2	2	1	1

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