

Barbarian

Barbarians are reckless fighters and love the fray and violence of war. You tend to think with the kill in mind and forget about defenses.

Fighter you can use Light and medium armor, you prefer being slightly nude ;)

You can start with the following weapons, Greataxe and two hand axes or any martial weapon accompanied by a simple weapon. You are also proficient at throwing Javelins.

You can choose two of these Animal Handling, Athletics, Intimidation, Nature, Perception or Survival.



Bard

You like to sing, tell stories, and poems. You can use these “inspirations” to aid your allies you can use spells, that damage and heal (for all mage classes when you level and stuff you choose spells to learn).

Bards use Light armor, and can wield Crossbows, Longswords, Rapiers, and Short Swords. You also get three musical instruments. And get to pick three skills from the whole list (i can provide this)!



Cleric

Priestly beings of no specific denomination, wield the power to heal and smite. Upon character creation you get to choose a deity to channel, which can give benefits but mostly gives you purpose. You start with a mace or warhammer, and can wear light or medium armor. You can also wield a shield. And Choose two from History, Insight, Medicine, Persuasion, and Religion. You also can smite undead.



Druid

Channel primal energy, you can assume the shape of beasts, you can become stronger beasts with higher levels. You can channel spells that use nature as well as shift your skin to help you best most situations. You are also an expert at herbalism. As a Druid you can use non metal armor. And can wield an array of weapons, clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears. Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival.



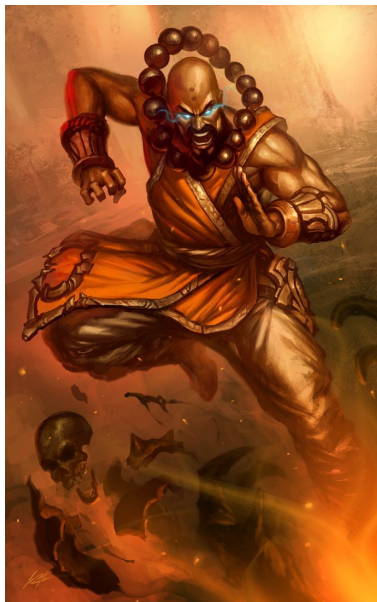
Fighter

A well rounded combatant you master, and eventually champion physical combat. As you get stronger you will find combat to be easy and you will be striking foes multiple times to their singular attacks. You can use light, medium, heavy armor, and have a choice of any physical weapon. Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival



Monk

Monks are one with themselves sacrificing armor to properly evade attacks. Monks signature is unarmed combat, but can wield simple weapons. These are the masters of hand to hand combat. Imagine Hidden tiger crouching dragon.



Paladin

A healing Fighter, Paladins can be one man/women armies. Iconically holding a greatsword and commanding the words of their gods these fighters tend to be religious and sometimes even

heretical. You can wear all armor classes, and can choose from an array of simple and martial weapons. Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion. You can use magic to heal!



Ranger

Rangers are hunters, they can use Archery, Duel Wielding. You mark targets for death and gain bonuses while hunting them. Though you can only have one target at a time. You are communed with nature, there are lots of bonuses with the ranger that aren't super exciting to type out so I'm not :P You can use light and medium armor, simple and martial weapons. Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.



Sorcerer, Warlock, Wizard

You are infused with Arcane magic. These classes are all different in the way you cast spells and stuff. I am tired of writing about classes but if you want to know more about these three let me

know and i can tell you about their uniqueness. Your spells are pretty cool there are lots to choose from, magic is hard to describe there are lists of spells you can find @ <https://roll20.net/compendium/dnd5e/BookIndex>

Sorcerer



Warlock



Wizard

