

# Cleric

Use the cleric as described in the D&D Next Playtest Packet #4 (*121712 Classes.pdf*, pages 1 to 10) with the following changes:

- Remove “Combat Expertise” class feature at level 6. Instead, grant weapon attack bonus and extra weapon damage dice, according to this table:

Level	Weapon Attack	Weapon Dice	Channel Divinity	Class Features
1st	+0	1	1/day	Channel Divinity, Deity, Religious Knowledge, Spellcasting
2nd	+0	1	2/day	
3rd	+0	1	2/day	
4th	+0	1	2/day	
5th	+0	1	3/day	
6th	+1	2	3/day	
7th	+1	2	3/day	
8th	+1	2	4/day	
9th	+1	2	4/day	
10th	+1	2	4/day	

# Fighter

Masters of weapons and armor, fighters train endlessly in the arts of war. Through natural talent, raw determination, unmatched skill, and bottomless courage, fighters use their expertise to take on terrible creatures and ward off scores of foes, transforming their blades and shields from mere tools to artifacts of legend.

Level	Weapon Attack	Weapon Dice	Expertise Dice	Class Features
1st	+1	1	1d6	Fighter's Expertise, Fighting Style, Style Feat
2nd	+1	1	1d6	Style Feat
3rd	+1	2	1d8	
4th	+2	2	1d8	Style Feat
5th	+2	2	2d8	
6th	+2	2	2d8	
7th	+2	3	2d10	
8th	+2	3	2d10	Style Feat
9th	+3	3	3d10	
10th	+3	3	3d10	Style Feat

## Creating a Fighter

When you create a character whose first class is fighter, you gain these benefits.

**Ability Adjustment:** +1 to your Strength, Dexterity, or Constitution score. You need Strength or Dexterity for weapon use and Constitution to help you withstand punishment.

**Starting Hit Points:** 10 + your Constitution modifier

**Armor and Shield Proficiencies:** All armor and shields

**Weapon Proficiencies:** All simple and martial weapons

You can make a fighter quickly by following these suggestions.

**Suggested Background:** Soldier

**Suggested Specialty:** Survivor

## Class Features

A fighter gains the following class features.

**Hit Dice:** 1d10 per fighter level

**Hit Points:** 1d10 (or 6) + your Constitution modifier per fighter level gained

### Level 1: Fighter's Expertise

Your extensive training makes you deadly on the battlefield. You demonstrate your martial expertise in the way you move, strike, parry, and dodge when performing your preferred fighting techniques, and your strikes are more deadly than those of other combatants.

**Benefit:** You gain the following features.

*Expertise Dice:* You gain a single expertise die, a d6. As you gain levels, you gain additional expertise dice, as noted on the Fighter table.

You can spend these dice on a number of benefits. Once you spend an expertise die, you can't use it again until the start of your next turn.

All fighters gain the Deadly Strike and Parry abilities, which are used with expertise dice. Many feats grant extra benefits when expertise dice are spent to enhance them, as noted in the feat's description under "Fighter's Expertise".

**Deadly Strike:** When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your expertise dice to deal extra damage. Roll those dice, and add their total to the damage dealt by the attack.

**Parry:** When you are hit by a melee attack while you're wielding a melee weapon or a shield, you can use a reaction to spend expertise dice to reduce the attack's damage against you. Roll all the expertise dice you spend, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

## Level 1: Fighting Style

Your combat training involved studying a wide range of weaponry. Your natural talent, interests, and skill encourage you to focus your training in a particular fighting style that expresses your mastery on the battlefield.

**Benefit:** You gain an extra feat at 1st, 2nd, 4th, 8th, and 10th level. You can choose any feat that offers an added benefit when used with Fighter's Expertise, as long as you meet the prerequisites.

Alternatively, you can choose a fighting style package, which suggests a feat to take at each of those levels. Each style also suggests equipment.

If your fighting style gives you a feat also granted by your specialty, you may choose any other feat with a Fighter's Expertise benefit instead.

### **Duelist**

Your fighting style is like that of a swashbuckling fencer, focusing on mobility and misdirection.

**Style Feats:** Shift (1st level), Disarming Strike (2nd level), Glancing Blow (4th level), Lunge (8th level), and Opportunist (10th level)

**Equipment:** Studded leather armor, rapier, light crossbow, 10 crossbow bolts, adventurer's kit, and 65 gp

### **Marksman**

Your fighting style centers on the use of ranged weapons, such as the bow, the crossbow, or the sling.

**Style Feats:** Precise Shot (1st level), Sniper (2nd level), Shift (4th level), Composed Attack (8th level), and Rapid Shot (10th level)

**Equipment:** Leather armor, short sword, longbow, 20 arrows, adventurer's kit, and 70gp

### **Protector**

Your fighting style is defensive, focusing on protecting yourself and your allies and keeping enemies at bay.

**Style Feats:** Shield Bash (1st level), Composed Attack (2nd level), Disarming Strike (4th level), Glancing Blow (8th level), and Opportunist (10th level)

**Equipment:** Chainmail, shield, longsword, hand crossbow, 20 crossbow bolts, adventurer's kit, and 29 gp

### **Slayer**

Your fighting style is aggressive, focusing on felling enemies before they have a chance to hurt you.

**Style Feats:** Cleave (1st level), Lunge (2nd level), Glancing Blow (4th level), Shove Away (8th level), and Whirlwind Attack (10th level).

**Equipment:** Chainmail, greatsword, hand crossbow, 10 crossbow bolts, adventurer's kit, and 5 gp

### **Veteran**

You train to prepare yourself for the myriad hazards and dangers ahead. You can defend yourself and apply your physical might to reliably break down doors, lift gates, bend bars, and perform other feats of physical might.

**Style Feats:** Shove Away (1st level), Shield Bash (2nd level), Tripping Strike (4th level), Composed Attack (8th level), and Whirlwind Attack (10th level).

**Equipment:** Chainmail, greatsword, hand crossbow, 10 crossbow bolts, adventurer's kit, and 5 gp

# Monk

The monk has not as of yet been updated or reworked to break away from the combat expertise / maneuver system and is not a part of this module. An update to the class may be forthcoming.

# Rogue

Use the rogue as described in the D&D Next Playtest Packet #4 (*121712 Classes.pdf*, pages 19 to 24) with the following changes:

- Remove “Combat Expertise” class feature at level 1. Instead, grant weapon attack bonus and extra weapon damage dice, according to this table:

Level	Weapon Attack	Weapon Dice	Class Features
1st	+1	1	Rogue Scheme, Skill Mastery, Skill Tricks
2nd	+1	1	Skill Trick
3rd	+1	2	
4th	+2	2	Uncanny Dodge
5th	+2	2	Skill Trick
6th	+2	2	
7th	+2	3	Skill Trick
8th	+2	3	Evasion
9th	+3	3	
10th	+3	3	Skill Trick

- Modify the “Sneak Attack” rogue talent as follows:

*Sneak Attack:* When you make an attack and have advantage, or if the target creature is threatened by at least two allied creatures (not including yourself), you can roll double the normal amount of weapon dice for the attack’s damage.

# Wizard

Use the wizard as described in the D&D Next Playtest Packet #4 (*121712 Classes.pdf*, pages 25 to 28) with no changes.