

DUNGEONS & DRAGONS

BUILD AN ADVENTURE

CHARACTER OVERVIEW

In Dungeons & Dragons (D&D), players create their own unique characters based on a set of different character classes, races, and backgrounds. Then, working together as a team, the characters shape the game's story to create a unique adventure, facing challenges and solving problems together.

To begin your D&D adventure, you will create a character based on one of the five character classes featured in the latest *D&D Starter Set: Dragons of Stormwreck Isle*. This story is set in the Forgotten Realms — a world of fantasy populated by elves, dwarves, halflings, humans, and other folk, as well as monsters and other fantastical creatures like dragons. Use this overview to learn more about the different character classes brought together by this adventure. Which will you bring to life as a character all your own?

CLERIC

Those stirred by spiritual forces often become Clerics. Endowed with sacred powers granted by a higher power, a Cleric can cast helpful spells and heal both diseases and dangerous wounds. They are skilled in combat but usually stay behind the lines of battle, ready to strike should an enemy break through. This blend of martial and magical abilities makes the Cleric a valuable ally, especially when dark powers threaten the land.

FIGHTER

Players eager for action may feel themselves destined to become Fighters. Masters of a wide range of weapons and combat styles, Fighters are prepared for any situation, whether on the battlefield or in a monster's lair. With the strength to wield the mightiest sword and the speed to dodge the quickest blows, Fighters play an essential part in every adventure.

PALADIN

Like the knights of old, Paladins draw on their faith to prevail in battle. Heavily armed and armored, confident in the power of their sacred symbols, Paladins never tire in the struggle to vanquish evil. They are an unrelenting force for good wherever you find them and unfailing allies on any adventure.

ROGUE

Players who are not afraid to bend the rules may feel most at home among Rogues, tricksters who are usually the first to find trouble and the last to get caught. Rogues are masters of sneakiness and cunning, able to pick the lock on a chest full of treasure or pick apart an enemy's defenses. Yet, despite their conniving ways, Rogues can always be counted on when their allies need them most.

WIZARD

Drawing their power from deep study in the magical arts, Wizards command spells for every occasion. They can devastate an opponent with a wave of thunder, disappear in a cloud of vanishing dust, or transport themselves into (or out of) a desperate situation in the nick of time. Though usually unskilled in the use of mundane weapons and armor, when defended properly, a Wizard can be the deciding member of any adventure team.



Illustrations by Mariano Epelebaum

FAMILIES, check out Dungeons & Dragons for a game night adventure. Learn more at playdnd.com.