

# DUNGEONS & DRAGONS®

## ROLL FOR ADVENTURE!

### CHARACTER OVERVIEW HANDOUT

In DUNGEONS & DRAGONS® (D&D), every hero has a role to play. Each character has unique skills and abilities — from strength to magic. Together, they work as a team to face challenges, defeat enemies, and have exciting adventures.

Meet six of the different D&D classes!



Artist: Néstor Ossandón Leal

**Fighters** are skilled warriors trained to use several weapons and armor. They rely on strategy, skill, and practice rather than magic. Fighters are strong in combat and can protect their allies. Their experience and teamwork make them important members of any adventure group. Choose this class if

you want to play a warrior who can hold the line and master different weapons.



Artist: Billy Christian

**Wizards** use powerful magic they learn through study and practice. They can cast various spells, like creating thunder, disappearing, or teleporting to safety. Wizards are not very experienced with weapons or armor, but their astounding spells can change the outcome of an encounter. Choose this class if you want to play a character whose magic can turn the tides of battle.



Artist: Michael Broussard

**Clerics** are heroes who use magic to heal friends and fight evil enemies. Clerics often wear armor and can use weapons, making them strong and supportive at the same time. They help keep their team alive and focused during dangerous adventures. Choose this class if you want to play a warrior who uses

magic to heal, support, and protect against evil.



Artist: Denman Rooke

**Barbarians** are mighty warriors who are powered by primal forces. They rush into danger without fear. Their speed, toughness, and courage make them strong allies. If a Barbarian is on your side, they will protect you with everything they have. Choose this class if you want to play a loyal and unstoppable protector.



Artist: Aurora Foley

**Rogues** are clever and sneaky. They are not afraid to bend the rules and often get into trouble — but they are good at getting out of it, too. Rogues can sneak past enemies, pick locks, and find smart solutions to problems. Even though they can be tricky, they always help their teammates when it matters most. Choose this class

if you want to play an unpredictable hero who can strike without warning and escape harm by stealth.



Artist: Néstor Ossandón Leal

**Warlocks** gain their magic by making a deal with a powerful being, such as a mysterious spirit or ancient creature. This being gives them special magic in exchange for loyalty or service. Warlocks use spells that can harm enemies or change the battlefield. Their magic often feels strange or unpredictable. Choose this class if you want to play a mysterious character.