

Player Character Class For Dungeons & Dragons: Character Classes For Old School



Dungeons & Dragons (D&D) is a tabletop role-playing game (RPG) that has been enjoyed by millions of people around the world for over 40 years. In D&D, players create characters that go on adventures in a fantasy world.

There are many different character classes to choose from, each with its own unique abilities and playstyle.



Brawler: A player character class for Dungeons & Dragons (Character Classes for Old School Fantasy Role Playing Book 1) by Brian Daccord

★★★★★ 5 out of 5

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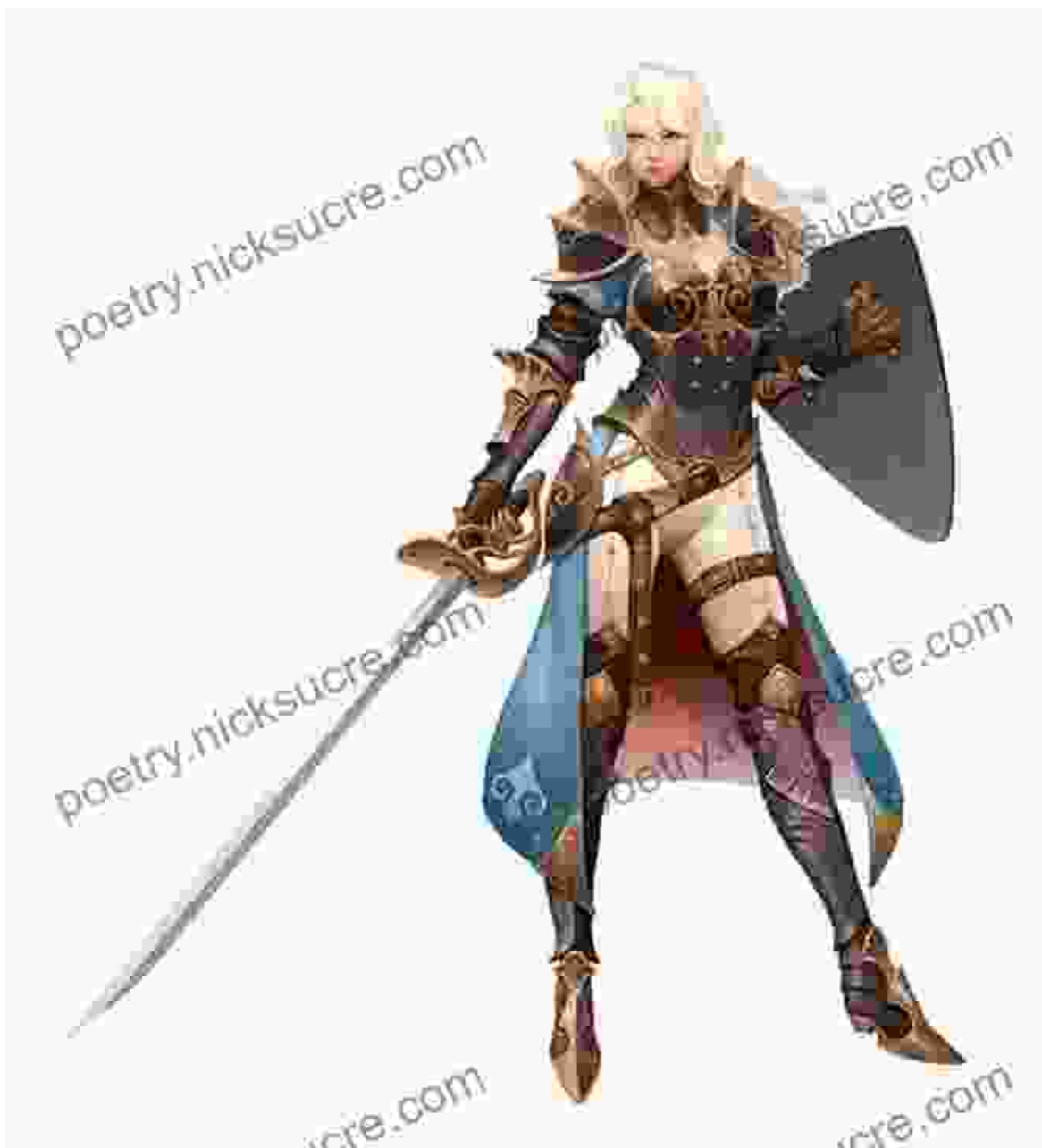


In this article, we will discuss the different character classes that are available in the "Old School" version of D&D. These classes are based on the original Dungeons & Dragons game, which was first published in 1974. The Old School version of D&D is still popular today, and many people enjoy playing it for its simplicity and nostalgia.

Character Classes

There are four character classes in the Old School version of D&D: fighter, thief, cleric, and magic-user. Each class has its own unique abilities and playstyle, so it is important to choose a class that fits your interests and playstyle.

Fighter



Fighters are the melee combat experts of D&D. They are skilled with all types of weapons and armor, and they can take a lot of punishment in combat. Fighters are also the most straightforward class to play, making them a good choice for beginners.

Fighters have the following abilities:

- **Hit Points:** Fighters have the most hit points of any class, making them very durable in combat.
- **Armor Class:** Fighters can wear the heaviest armor in the game, which gives them a high Armor Class (AC). AC is a measure of how difficult it is to hit a character in combat.
- **Weapon Proficiencies:** Fighters are proficient with all types of weapons, which gives them a wide range of options in combat.
- **Extra Attacks:** At higher levels, fighters gain the ability to make multiple attacks per round, which makes them very powerful in combat.

Thief



Thieves are the stealthy characters of D&D. They are skilled at sneaking, picking locks, and disarming traps. Thieves are also good at finding and disarming traps.

Thieves have the following abilities:

- **Hit Points:** Thieves have the fewest hit points of any class, making them very fragile in combat.
- **Armor Class:** Thieves can only wear light armor, which gives them a low Armor Class (AC).
- **Weapon Proficiencies:** Thieves are proficient with a limited number of weapons, but they can use daggers and short swords very effectively.
- **Thief Skills:** Thieves have a number of thief skills, including Stealth, Pick Locks, and Find Traps. These skills give thieves a wide range of options for completing quests and avoiding danger.

Cleric



Clerics are the healers of D&D. They can cast spells to heal the sick and injured, and they can also protect their allies from harm. Clerics are also skilled at fighting undead creatures.

Clerics have the following abilities:

- **Hit Points:** Clerics have a moderate number of hit points, making them somewhat durable in combat.
- **Armor Class:** Clerics can wear medium armor, which gives them a moderate Armor Class (AC).
- **Weapon Proficiencies:** Clerics are proficient with a limited number of weapons, but they can use maces and war hammers very effectively.
- **Spellcasting:** Clerics can cast spells from the cleric spell list. These spells include healing spells, protective spells, and spells that can harm undead creatures.

Magic-User



Magic-users are the spellcasters of D&D. They can cast spells to attack their enemies, heal their allies, and control the battlefield.

Magic-users have the following abilities:

- **Hit Points:** Magic-users have the fewest hit points of any class, making them very fragile in combat.

- **Armor Class:** Magic-users can only wear light armor, which gives them a low Armor Class (AC).
- **Weapon Proficiencies:** Magic-users are proficient with a limited number of weapons, but they can use daggers and quarterstaves very effectively.
- **Spellcasting:** Magic-users can cast spells from the magic-user spell list. These spells include a wide range of offensive, defensive, and utility spells.

Choosing a Character Class

When choosing a character class, it is important to consider your interests and playstyle. If you enjoy melee combat, then the fighter class is a good choice. If you prefer stealth and subterfuge, then the thief class is a good choice. If you want to heal your allies and protect them from harm, then the cleric class is a good choice. And if you want to cast powerful spells and control the battlefield, then the magic-user class is a good choice.

Ultimately, the best character class for you is the one that you enjoy playing the most. So experiment with different classes and find the one that suits you best.

The character classes in the Old School version of D&D are a great way to create a unique and memorable character. Each class has its own unique abilities and playstyle, so you can find a class that fits your interests and playstyle.

So what are you waiting for? Grab your dice and create your own character today!



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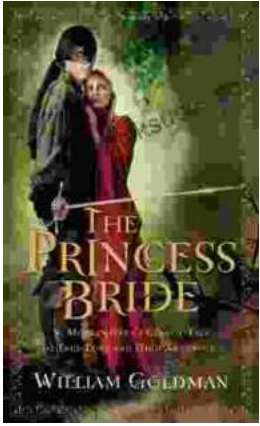
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