

Tabela de Classes D&D 4 ^o													
Classe	Função	Poder	Atibutos Principais	Armaduras	Armas	Implementos	Bonus de Defesa	Pontos de Vida 1 ^o	Pontos de Vida por nível	Pulsos de Cura por dia	Perícias Treinadas	Características da Classe	
Ardent	Leader	Psionic	CHA, CON e WIS.	Cloth, leather, hide, chain mail	Simple melee, military melee, simple ranged		-1 Fortitude, +1 Will	*12 + CON	5	*7 + CON modificador	From the class skills list below, choose four trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Bluff «(ha), Diplomacy (Int), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Streetwise (Cha)	Ardent Mantle, ardent sura?7, Psionic Augmentation	
Artificer	Leader	Arcane	INT, CON, WIS.	Cloth, leather	Simple melee, simple ranged	Rods, staffs, wands	*+1 Fort, +1 Will	12 + Con	5	*6 + CON modificador	Arcana. From the class skills list below, choose four more trained skills at 1st level. Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Perception (Wis), Thievery (Dex)	Arcane Empowerment, Arcane Rejuvenation, Healing Infusion, Ritual Casting	
Barbarian	Striker	Primal	STR, CON, CHA	Cloth, leather, hide	Simple melee, military melee		+2 Fortitude	15 + Con	6	*8 + CON MOD.	From the class skills list below, choose three trained skills at 1st level. Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)	Barbarian Agility, Feral Might, rage strike, Rampage	
Bard	Leader	Arcane	CHA, CON e INT.	Cloth, leather, hide, chainmail; light shield	Simple melee, longsword, scimitar, short sword, simple ranged, military ranged	Wands	*+1 Reflexos e +1 Vontade (+1 reflex, +1 will)	*12 + CON.	5	*7 + CON modificador	Arcana. From the class skills list below, choose four more trained skills at 1st level. Class Skills: Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Streetwise (Cha)	Bardic Training, Bardic Virtue, majestic word, Multiclass Versatility, Skill Versatility, Song of Rest, words of friendship	
Battlemind	Defender	Psionic	CON, WIS e CHA	Cloth, leather, hide, chainmail, scale; light shield, heavy shield	Simple melee, military melee, simple ranged		*+2 Will	15 + Con	6	9 + Con	From the class skills list below, choose three trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), InSight (Wis), Intimidate (Cha)	Psionic Augmentation, Psionic Defense, Psionic Study	
Bruxo(Warlock)	Agressor (striker).	Arcano(arcane).	CHA, CON e INT.	Traje e corselete (Cloth and leather)	Corpo a corpo simples, à distancia simples (Simple melee, simple ranged)	Bastões e Varinhas (rods, wands)	*+1 Reflexos e +1 Vontade (+1 reflex, +1 will)	*12 + CON	5	*6 + CON modificador	Escolher 4 para lv 1 Arcanismo (Int), Biefe (Car), História (Int), Intimidação (Car), Intuição (Sab), Ladinagem (Des), Manha (Car), Religião (Int) [Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise(Cha), Thievery(Dex)]	Caminhar Sombrio, Maldição do Bruxo, Pacto Místico, Rajada mística, Tiro Primoroso (Eldritch blast, Eldritch Pact, Prime Shot, Shadow Walk, Warlock's Curse)	
Clérigo(cleric)	Lider(leader)	Divino(divine)	WIS, STR e CHA	Traje, corselete, gibão, cota (Cloth, leather, hide, chainmail)	Corpo a corpo simples, à distância simples (Simple melee, simple ranged)	Símbolo Sagrado (Holy symbol)	*+2 Vontade (+2 Will)	*12 + CON	5	*7 + CON modificador	Religião. No 1o nível, dentre as perícias abaixo, escolha mais 3 como treinadas. Perícias de Classe: Arcanismo (Int), Diplomacia (Car), História (Int), Intuição (Sab), Religião (Int), Socorro (Sab) Religion. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Religion (Int)	Canalizar Divindade, Conhecimento do Curandeiro, Conjuração Ritual, palavra de cura (Channel Divinity, Healer's Lore, healing word, Ritual Casting)	
Defensor (Warden)	Defender	Primal	STR, CON, WIS	Cloth, leather, hide; light shield, heavy shield	Simple melee, military melee, simple ranged		*+1 Fortitude, +1 Will	*17 + CON.	7	*9 + Con. Mod	Nature. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)	Font of Life, Guardian Might, Nature's Wrath	
Druida (Druid)	Controller	Primal	WIS,DEX e COM	Cloth,leather e hide	Simple melee e simple ranged	Staffs e totems	*+1 Reflexos e +1 Vontade (+1 reflex, +1 will)	*12 + CON.	5	*7 + CON modificador	Nature. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)	Balance of Nature, Primal Aspect, Ritual Casting, wild shape	
Feticeiro (Sorcerer)	Striker	Arcane	CHA, DEX e STR	Cloth	Simple melee e simple ranged	Daggers e staffs	*+2 Will	12 + Con	5	*6 + CON modificador	Arcana. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis)	Spell Source	
Guerreiro (Fighter)	Defender	Martial	STR, DEX, WIS, CON.	Todos tipo de traje e armadura	Corpo a corpo e a distancia		*+2 em Fortitude	*15 + CON.	6	*9 + Mod. CON.	3 qualquer treinadas das listadas Classe: Atletismo (For), Intimidação (Car), Manha (Car), Socorro (Sab), Tolerância (Con)	Aptidão com Armas dos Guerreiros, Desafio de Combate, Superioridade em Combate	
Ladrão(Rogue)	Striker	Martial	DEX,STR,CHA.	Traje e corselete (Cloth and leather)	Adaga, besta de mau, shuriken, funda, espada curta.		*+2 Reflex	*12 + CON.	5	*6 + Mod. De CON.	Furtividade e Ladinagem. No 1o nível, dentre as perícias abaixo, escolha mais 4 como treinadas. Perícias de Classe: Acrobacia (Des), Atletismo (For), Biefe (Car), Exploração (Sab), Furtividade (Des), Intimidação (Car), Intuição (Sab), Ladinagem (Des), Manha (Car), Percepção (Sab)	Aptidão com Armas dos Ladinos, Ataque Furtivo, Golpe Inicial, Táticas Ladinas	
Mago (Wizard)	Controller	Arcane	INT,WIS,DEX.	Traje	Adaga,bordão.	Orbes, cajados, varinhas	*+2 em Vontade	*10 + CON.	4	*6 + CON modificador	Arcanismo. No 1 ° nível, dentre as perícias abaixo, escolha mais 3 como treinadas. Perícias de Classe: Arcanismo (Int), Diplomacia (Car), Exploração (Sab), História (Int), Intuição (Sab), Natureza (Sab), Religião (Int).	Conjuração Ritual, grimório, Maestria em Implemento Arcano, truques	
Monk	Striker	Psionic	DEX,STR,WIS.	Cloth	Club, dagger, monk unarmed strike, quarterstaff, shuriken, sling, spear	Ki focuses, weapons with which you have proficiency	*+1 FORT,WILL e REFLEX	*12 + CON.	5	*7 + CON modificador	From the class skills list below, choose four trained skills at. 1st level. Class Skills: Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), InSight (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)	Monastic Tradition, Unarmed Combat, ant. Unarmored Defense	
Paladino (Paladin)	Defender	Divine	STR,CHA e WIS	Todos tipo de traje e armadura	Corpo a corpo e a distancia	Símbolo Sagrado (Holy symbol)	*+1 em FORT,REFLEX,WILL	*15+CON.	6	*10 + Mod. De CON.	Religião. No 10 nível, dentre as perícias abaixo, escolha mais 3 como treinadas. Perícias de Classe: Diplomacia (Car), História (Int), Intimidação (Car), Intuição (Sab), Religião (Int), Socorro (Sab), Tolerância (Con).	Canalizar Divindade, Desafio Divino, imposição de mãos	
Patrulheiro (Ranger)	Striker	Martial	STR, DEX e WIS	Trajes	Corpo a corpo e a distancia		*+1 FORT e +1 REFLEX	*12 + CON.	5	*6 + Mod. De CON.	Exploração ou Natureza (à escolha do jogador). No 1 ° nível, dentre as perícias abaixo, escolha mais 4 como treinadas. Perícias de Classe: Acrobacia (Des), Atletismo (For), Exploração (Sab), Furtividade (Des), Natureza (Sab), Percepção (Sab), Socorro (Sab), Tolerância (Con).	Estilo de Combate, Presa do Caçador, Tiro Primoroso	
Psion	Controller	Psionic	INT,CHA,WIS	Cloth	Simple melee, simple ranged	Orbs, staffs	*+2 Will	*12 + CON.	4	*6 + CON modificador	From the class skills list below, choose four trained skills at 1st level. Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)	DISCipline Focus, Psionic Augmentation, Ritual Casting	
Runepriest	Leader	Divine	STR, CON, WIS	Cloth, leather, hide, chainmail, scale; light shield	Simple melee, simple ranged		*+2 Will	*12 + CON.	5	7 + Con	Religion. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), InSight (Wis), Religion (1m), Thievery (Dex)	Rune Master, rune of mendin?, RuneC Artistry	
Seeker	Controller	Primal	WIS, STR e DEX	Cloth, leather	Simple melee, simple ranged e Military Ranged		*+1 Reflexos e +1 Vontade (+1 reflex, +1 will)	12 + Con	5	7 + Con	Nature. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)	Inevitable shot, Seeker's Bond	
Senhor da Guerra (Warlord)	Leader	Martial	STR, INT e CHA	Trajes e armaduras leves	Corpo a corpo e a distancia		*+1 FORT e +1 WILL	*12 + CON.	5	*7 + Mod. De CON.	10 nível, dentre as perícias abaixo, escolha 4 como treinadas. Perícias de Classe: Atletismo (For), Diplomacia (Car), História (Int), Intimidação (Car), Socorro (Sab), Tolerância (Con)	Líder de Combate, palavra de inspiração, Presença Imponente	
Shaman	Leader	Primal	WIS, INT e CON.	Cloth, leather	Simple melee, longspear	Totems	+1 Fortitude, +1 Will	12 + Con	5	7 + Con	Nature. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int)	Companion Spirit, healing spirit, speak with spirits	
Summoner (Invoker)	Controller	Divine	WIS, CON, INT.	Cloth, leather, hide, chainmail	Simple melee, simple ranged	Rods, staffs	*+1 FORT,WILL e REFLEX	*10 + CON.	4	*6 + Mod. De CON.	Religion. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)	Channel Divinity, Divine Covenant, Ritual Casting	
Swordmage	Defender	Arcane	INT, CON, STR.	Cloth, leather	Simple melee, military light blades, military heavy blades, simple ranged	Any light blade or heavy blade.	*+2 Will	15 + Con	6	*8 + CON.	Arcana. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha)	Swordbond, Swordmage Aegis (aegis of assault or aegis of shielding), Swordmage Warding	
Vingador (Avenger)	Striker	Divine	WIS, STR e INT	Cloth	Corpo a corp e a distancia simples.	Símbolo Sagrado (Holy symbol)	*+1 FORT,WILL e REFLEX	*14 + CON.	6	*7 + CON modificador	Religion. From the class skills list below, choose three more trained skills at 1st level. Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha)	Armor of Faith, Avenger's Censure, Channel Divinity, oath of enmity	