

# DUNGEONS & DRAGONS

## D&D 5e Level Up Checklist

Congrats, you've leveled up! Huzzah! I've compiled a series of instructions for you to follow in order to properly increase the numbers on your character's sheet. Although this guide is comprehensive, it is not an exhaustive guide, so it may fail to mention a specific ability your character has. If possible, make sure you check with your DM (or other experienced players) to make sure you've done all the steps correctly. Happy adventuring!

### Step 1: Increase Maximum Health (Hit Points)

1. Find the Hit Die Size box on your character sheet. It should correspond to this table:

Class	Size of Hit Die	Average value
Sorcerer, Wizard	d6	4
Artificer, Bard, Cleric, Druid, Monk, Rogue, Warlock	d8	5
Fighter, Paladin, Ranger	d10	6
Barbarian	d12	7



2. If your DM tells you to roll for hit points, roll one Hit Die. Add your Constitution modifier to the number you rolled, and increase your Maximum Hit Points by that amount.
  - a. If your DM allows you to take average hit point increases, increase your Maximum Hit Points by the **Average** value (above) plus your Constitution modifier.
3. Increase the number of Available Hit Dice on your sheet by 1.
4. Special cases from the Player's Handbook
  - a. If you are playing a Hill Dwarf, increase your Maximum Hit Points by 1.
  - b. If you have the Tough feat, increase your Maximum Hit Points by 2.
  - c. If you are playing a Draconic bloodline Sorcerer, increase your Maximum Hit Points by 1.

### Step 2: Check for an increased Proficiency Bonus (5, 9, 13, 17)

At level 5 it goes to +3, 9 to +4, 13 to +5, and 17 to +6. This is calculated using *total level* when multiclassing.

1. Add one point to any skill and saving throw you are proficient in.
  - a. If you are a Bard, make sure to recalculate your Jack of All Trades bonus. Also, here's a reminder that Initiative is also an ability check, and thus gains the bonus from Jack of All Trades.
2. If you have Expertise in any skill(s), add an additional point to those skills.
3. Add one point to every weapon attack modifier for every weapon you are proficient in.
4. Spellcasters: Add one point to your Spell Attack modifier as well as your Spell Save DC.

## Step 3: Check for an Ability Score Improvement (ASI).

For every class, these occur at levels 4, 8, 12, 16, and 19.

Fighters also get an ASI at levels 6 and 14, and Rogues also get an ASI at level 10.

1. If your DM allows the use of Feats, you may choose one of those *instead* of an ASI. Adjust ability scores and add abilities to your sheet as they appear on the Feat.
2. If you are not taking a Feat, you may choose to increase one ability score by 2 points, or increase 2 of your ability scores by 1 point.
3. Check to see if your modifier has increased. How to read this table: "Score: Modifier"

2-3: -4	8-9: -1	16-17: +3
4-5: -3	10-11: +0	18-19: +4
6-7: -2	12-13: +1	20: +5
	14-15: +2	

4. Every ability's modifier affects a few other numbers for your character sheet. Make sure to calculate all of the appropriate changes using this table.

If this Ability Modifier is increased...	...these Character Sheet items each increase by +1.
<b>Strength</b>	<input type="checkbox"/> Melee weapon attack and damage bonuses <input type="checkbox"/> Athletics Skill <input type="checkbox"/> Strength Saving Throw
<b>Dexterity</b>	<input type="checkbox"/> Ranged (and finesse) weapon attack and damage bonuses <input type="checkbox"/> Dexterity-based skills (Acrobatics, Sleight of Hand and Stealth) <input type="checkbox"/> Dexterity Saving Throw <input type="checkbox"/> Initiative <input type="checkbox"/> Armor Class (depends on what kind of armor you're wearing)
<b>Constitution</b>	<input type="checkbox"/> Constitution Saving Throw <input type="checkbox"/> Maximum Hit Points (+1 HP per level, applies retroactively) <input type="checkbox"/> Barbarians (Unarmored Defense) <ul style="list-style-type: none"> <li><input type="checkbox"/> Armor Class</li> </ul>
<b>Intelligence</b>	<input type="checkbox"/> Intelligence-based skills (Arcana, History, Investigation, Nature and Religion) <input type="checkbox"/> Intelligence Saving Throw <input type="checkbox"/> Artificer, Wizard, and Arcane Trickster Rogues <ul style="list-style-type: none"> <li><input type="checkbox"/> Spell Attack Bonus and Spell Save DC</li> </ul>
<b>Wisdom</b>	<input type="checkbox"/> Wisdom-based skills (Animal Handling, Insight, Medicine, Perception and Survival) <input type="checkbox"/> Wisdom Saving Throw <input type="checkbox"/> Passive Perception score <input type="checkbox"/> Druids, Clerics, and Rangers <ul style="list-style-type: none"> <li><input type="checkbox"/> Spell Attack Bonus and Spell Save DC</li> </ul> <input type="checkbox"/> Monks (Unarmored Defense) <ul style="list-style-type: none"> <li><input type="checkbox"/> Armor Class</li> </ul>
<b>Charisma</b>	<input type="checkbox"/> Charisma-based skills (Deception, Intimidation, Performance and Persuasion) <input type="checkbox"/> Charisma Saving Throw <input type="checkbox"/> Bards, Paladins, Sorcerers, and Warlocks <ul style="list-style-type: none"> <li><input type="checkbox"/> Spell Attack Bonus and Spell Save DC</li> </ul>

## Step 4. Refer to your Class Overview table and see if you've gained any new abilities at the level you just reached.

1. If you've gained the Spellcasting feature, it may benefit you to grab a spell list sheet for writing down the spells you will be preparing each day.
2. Record any new abilities on your character sheet in the Features and Traits area (or on the back of the sheet if you've run out of room).
  - a. If you're running out of room for abilities, look into class-specific [character sheets](#) that have all of your class's abilities on the front of the page.

## Step 5. Update Old Abilities.

1. On the Class Overview table, you may see a feature with parentheses around it, indicating a small change to the ability. Make sure to refer back to that ability's description to see what changed.
2. Check through all of your class abilities to see if any other features have changed value or gained dice. This includes subclass and domain features!
3. Here are some examples:
  - a. Bard's Bardic Inspiration Die
  - b. Rogue's Sneak Attack
  - c. Druid's Wild Shape
  - d. Cleric and Paladin's Channel Divinity
  - e. Paladin's Lay on Hands
  - f. Monk's Ki Points, Martial Arts die, and Unarmored Movement value
  - g. Fighter's Battlemaster Maneuvers and Superiority Dice
  - h. Sorcerer's Sorcery Points and Metamagic options
  - i. Barbarian's Rage damage and number of uses
  - j. Warlock's Eldritch Invocations
  - k. Artificer's Infusions



## Step 6: Spellcasters - Update your Spell List and Spellcasting Abilities.

1. Check if you've gained a cantrip known. With the optional class feature rules from Tasha's Cauldron of Everything, you may be able to swap a cantrip for another one.
2. At levels 5, 11, and 17, your cantrips may gain more powerful effects. Make sure to take note of them. This is calculated using *total level*, if you're multiclassing.
3. Check if you've gained more spell slots (and spell levels), consulting the Class Overview table.
4. If you have the "**Preparing and Casting Spells**" header under the Spellcasting feature in your class description, increase the maximum number of spells you may prepare. If your spellcasting ability score increased while leveling up, increase it again!
  - a. Clerics (WIS), Druids (WIS), and Wizards (INT): Number of spells prepared is equal to your spellcasting ability modifier + your level in that class.
  - b. Artificers (INT) and Paladins (CHA): Number of spells prepared is equal to your spellcasting ability modifier + half your level in that class (rounded down).
5. If you have "**Spells Known of 1st-Level and Higher.**" under the Spellcasting feature in your class description, Increase the number of spells you know, and/or swap out a spell from your list.
  - a. Bards, Eldritch Knight Fighters, Rangers, Arcane Trickster Rogues, Sorcerers, and Warlocks
    - i. Every level gained allows one spell swap-out. *Cantrips are 0-level spells.*
    - ii. Only add a spell if the "Spells Known" value increased.
6. If you have access to extra spells due to one of your class' features (i.e. Cleric Domain, Druid circle, Paladin oath etc.), add those spells to your spell list.
7. Add any new spells to your spell sheet.



## Step 7. Racial Abilities

1. Examples:
  - a. Drow Magic
  - b. Dragonborn Breath Weapon damage
  - c. Githzerai/Githyanki Psionics (Mordenkainen's Tome of Foes)
  - d. Genasi elemental magic (Elemental Evil Player's Companion)
  - e. Kalashtar Mind Link (Eberron)
  - f. Shifter Shifting (Eberron)
  - g. Triton Control Air and Water (Volo's Guide/Mythic Odysseys of Theros)