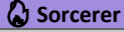
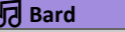
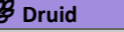
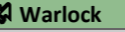
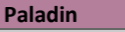



# D&D 2024 Casters

Category	 Sorcerer	 Wizard	 Cleric	 Bard	 Druid	 Warlock	 Ranger	 Paladin	 Eldritch Knight	 Arcane Trickster
<b>Caster Type</b>	Full caster (levels 1–9).	Full caster (levels 1–9).	Full caster (levels 1–9).	Full caster (levels 1–9).	Full caster (levels 1–9).	Pact caster (levels 1–5).	Half caster (levels 1–5).	Half caster (levels 1–5).	Third caster (max lvl 4).	Third caster (max lvl 4).
<b>Spell List</b>	Sorcerer spell list.	Wizard spell list.	Cleric spell list.	Bard spell list.	Druid spell list.	Warlock spell list.	Ranger spell list.	Paladin spell list.	Wizard spell list.	Wizard spell list.
<b>Cantrips Known</b>	Starts with 4.  <i>Gains 1 at levels 4 and 10.</i>  Can replace 1 at each level.	Starts with 3.  <i>Gains 1 at levels 4 and 10.</i>  Can replace 1 after each Long Rest.	Starts with 3.  <i>Gains 1 at levels 4 and 10.</i>  Can replace 1 after leveling up.	Starts with 2.  <i>Gains 1 at levels 4 and 10.</i>  Can replace 1 after leveling up.	Starts with 2.  <i>Gains 1 at levels 4 and 10.</i>  Can replace 1 after leveling up.	Starts with 2.  <i>Gains 1 at levels 4 and 10.</i>  Can replace 1 after leveling up.	Starts with 0.  Can gain Druid cantrips via Druidic Warrior.	Starts with 0.  Can learn 2 Cleric cantrips with Blessed Warrior (fighting style).	Starts with 2.  <i>Gains 1 at level 10.</i>  Can replace 1 per Fighter level.	Starts with 3 (Mage Hand + 2 Wizard).  <i>Gains 1 at level 10.</i>  Can replace 1 (not Mage Hand) per Rogue level.
<b>Known Spells</b>	Same as prepared.  Starts with 2 (lvl. 1).	Uses a spellbook.  Starts with 6 (lvl. 1).  Gains 2 per level.  Can copy more with time and gold.	Knows all Cleric spells.	Same as prepared.  Starts with 4 (lvl. 1).  At level 10, can include non-Bard spells via Magical Secrets.	Knows all Druid spells.	Same as prepared.  Starts with 2 (lvl. 1).	Same as prepared.  Starts with 2 (lvl. 1).	Same as prepared.  Starts with 2 (lvl. 1).	Same as prepared.  Starts with 3 (lvl. 1).	Same as prepared.  Starts with 3 (lvl. 1).
<b>Prepared Spells</b>	Number increases with level (see class progression).  Must be from Sorcerer list and usable with available slots.	Number increases with level (see class progression).  Must be from spellbook and usable with available slots.	Number increases with level (see class progression).  Must be from Cleric list and usable with available slots.	Number increases with level (see class progression).  Must be from Bard list or from Magical Secrets.	Number increases with level (see class progression).  Must be from Druid list and usable with available slots.	Number increases with level (see class progression).  Must be from Warlock list and of eligible level.	Number increases with level (see class progression).  Must be from Ranger list and usable with available slots.	Number increases with level (see class progression).  Must be from Paladin list and of eligible level.	Number increases with level (see class progression).  Must be from Wizard list and of eligible level.	Number increases with level (see class progression).  Must be from Wizard list and of eligible level.
<b>Changing Prepared</b>	At each Sorcerer level, can replace 1 prepared spell.	After each Long Rest, can replace any or all.	After each Long Rest, can replace any or all.	At each Bard level, can replace 1 prepared spell.  Magical Secrets can be replaced with other eligible spells.	After each Long Rest, can replace any or all.	At each Warlock level, can replace 1 prepared spell.	After each Long Rest, can replace 1 spell.	After each Long Rest, can replace 1 prepared spell.	At each Fighter level, can replace 1 prepared spell.	At each Rogue level, can replace 1 prepared spell.
<b>Spell Slots</b>	Follows full caster slot table.  All slots recovered after Long Rest.	Follows full caster slot table.  All slots recovered after Long Rest.	Follows full caster slot table.  All slots recovered after Long Rest.	Follows full caster slot table.  All slots recovered after Long Rest.	Follows full caster slot table.  All slots recovered after Long Rest.	Follows Pact Magic table.  Slots recharge on Short or Long Rest.	Follows half caster slot table.  All slots recovered after Long Rest.	Follows half caster slot table.  All slots recovered after Long Rest.	Uses unique spell slot table.  All slots recovered after Long Rest.	Uses unique spell slot table.  All slots recovered after Long Rest.
<b>Spellcasting Ability</b>	Charisma.	Intelligence.	Wisdom.	Charisma.	Wisdom.	Charisma.	Wisdom.	Charisma.	Intelligence.	Intelligence.
<b>Spellcasting Focus</b>	Arcane Focus.	Arcane Focus or Spellbook.	Holy Symbol.	Musical Instrument.	Druidic Focus.	Arcane Focus.	Druidic Focus.	Holy Symbol.	Arcane Focus.	Arcane Focus.
<b>Ritual Casting</b>	Can cast ritual-tagged spells if prepared.	Can cast ritual-tagged spells from spellbook without preparing them.	Can cast ritual-tagged spells if prepared.	Can cast ritual-tagged spells if prepared.	Can cast ritual-tagged spells if prepared.	No ritual casting unless granted by Invocation or Pact.	Can cast ritual-tagged spells if prepared.	Can cast ritual-tagged spells if prepared.	Can cast ritual-tagged spells if prepared.	Can cast ritual-tagged spells if prepared.
<b>Short Rest Recovery</b>	—	Arcane Recovery (1/day): regain slots equal to half Wizard level (rounded up), max level 5.  Memorize Spell (lvl 5): swap 1 prepared spell with another after Short Rest.	—	—	—	Regain all Pact slots.  Magical Cunning (lvl 2): regain half Pact slots (rounded up) after 1 min.	—	—	—	—
<b>Long Rest Recovery</b>	Regain all spell slots.	Regain all spell slots.  Can change any prepared spell.	Regain all spell slots.  Can change any prepared spell.	Regain all spell slots.	Regain all spell slots.  Can change any prepared spell.	Regain all Pact slots.	Regain all spell slots.  Can change 1 prepared spell.	Regain all spell slots.  Can change 1 prepared spell.	Regain all spell slots.  Can change 1 prepared spell.	Regain all spell slots.  Can change 1 prepared spell.