

Classes from 1st edition

Fighting-man (human fighter)

Cleric (dwarf)

Magic User (elf wizard)

Thief added later in the "Greyhawk" supplement to round out the 4 core classes. Any race.

Monk, Ranger, and Assassin were added later in additional supplements.

Classes from 2nd edition

The four main classes become categories. Races are separated from classes.

Warrior: Fighter, Paladin, Ranger

Wizard: Mage, Illusionist

Priest: Cleric, Druid

Rogue: Thief, Bard

Classes from 3rd edition

Classes and races kept separate. Class categories somewhat implied, but each class is present immediately.

Barbarian, Bard, Cleric, Druid, Fighter, Monk, Rogue, Wizard, Sorcerer.

Prestige classes are introduced. There are a TON of supplements added to the game which expand the class list to 125 and prestige classes to 712. **Warlock** is introduced in Complete Arcane. **Psion** and **Psionic Warrior** added in the Psionic supplements.

Most notable prestige classes: Assassin, Blackguard, True Necromancer, Thaumaturgist, Shadow Dancer, Arcane Archer, Dwarven Defender, Loremaster, Arcane Trickster, Archmage, Dragon Disciple, Duelist, Eldritch Knight, Heiropphant, Horizon Walker, Mystic Theurge, Red Wizard, Templar, Warpriest, Frenzied Berserker, Exotic Weapon Master, Deepwood Sniper, Tempest, Metamind, Soulknife, Dread Pirate, Cavalier, Drunken Master, Gladiator, Halfling Outrider, Master of Chains, Master Samurai, Bladesinger, Beastmaste, Thief-Acrobat, Blood Magus, Elemental Savant, Wild Mage, Sacred Fist, Bear Warrior, Dervish, Justicar, Kensai, Purple Dragon Knight, Reaping Mauler. [Full insane list.](#)

Classes from 4th Edition

Classes separated into roles in combat, including the Leader, Defender, Striker, and Controller. They were also divided into Power Sources: Arcane, Primal, Divine, Martial, and eventually Psionic. A few would be more than 1 such as the **Bard** which was arcane and martial. Part of why it is often accused of borrowing too heavily from WoW. Classes were separated into different player's handbooks.

Player's Handbook

Leader: **Cleric, Warlord.**

Defender: **Fighter, Paladin, Swordmage** (FRPG)

Striker: **Ranger, Rogue, Warlock**

Controller: **Wizard**

Player's Handbook 2 and 3

Leader: **Bard, Artificer** (Eberron), **Shaman, Ardent, Rune priest**

Defender: **Battlemind, Warden**

Striker: Sorcerer, **Avenger, Barbarian, Monk**

Controller: **Druid, Invoker, Psion, Seeker**

Player's Handbook 3 also introduced the concept of creating hybrid classes which would use some features, alter some features, and remove some features when you combined them with another class. My personal favorite was the Warlock/Battlemind.

[Full list](#)

5th Edition Classes

Introduced in the Player's Handbook: **Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard**. Eventually added the **Artificer** in the Eberron supplement, and Blood Hunter in Wildemont. In terms of classes, really gets back to basics. Each class also has subclasses which will feel familiar.

Barbarian: Berserker, Totem Warrior

Bard: College of Lore, College of Valor

Cleric: Knowledge, Life, Light, Nature, Tempest, Trickery, War, Death (DMG)

Druid: Circle of the Land, Circle of the Moon

Fighter: Champion, Battlemaster, Eldritch Knight

Monk: Way of the Open Hand, Shadow, Four Elements

Paladin: Oath of: Devotion, the Ancients, Vengeance, Oathbreaker (DMG)

Ranger: Hunter, Beast Master

Rogue: Thief, Assassin, Arcane Trickster

Sorcerer: Draconic Bloodline, Wild Magic

Warlock: The Archfey, The Fiend, the Great Old One

Wizard: School of: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation.

Artificer: Armorer, Alchemist, Artillerist, Battle Smith

5th Edition would also add 2 very well received supplement books which would add the most popular subclasses and updates to some of the originals. A few were evidence of power creep in the system. The most popular of these were: Ancestral Guardian Barbarian, College of Swords Bard, The Twilight Cleric, Circle of Stars Druid, Arcane Archer Fighter, Cavalier Fighter, Way of the Drunken Master and Way of the Kensei Monk, Gloomstalker Ranger, The Swashbuckler Rogue, Shadow Magic Sorcerer, The Hexblade Warlock, and the Bladesinger Wizard.

[Full List](#)

2024 PHB classes

Artificer, Barbarian, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard.

Very few changes, only altering the balance of the game and reworking a few features. New subclasses re-released or introduced. Artificer still not included in core rules.

- *Barbarian*: Path of the... Berserker, Wild Heart, World Tree, Zealot.
- *Bard*: College of... Dance, Glamour, Lore, Valor.
- *Cleric*: Life, Light, Trickery, War domains.
- *Druid*: Circle of the... Land, Moon, Sea, Stars.
- *Fighter*: Battle Master, Champion, Eldritch Knight, Psi Warrior.
- *Monk*: Warrior of... Mercy, Shadow, The Elements, The Open Hand.
- *Paladin*: Oath of... Devotion, Glory, The Ancients, Vengeance.
- *Ranger*: Beast Master, Fey Wanderer, Gloom Stalker, Hunter.
- *Rogue*: Arcane Trickster, Assassin, Soulknife, Thief.
- *Sorcerer*: Aberrant Sorcery, Clockwork Sorcery, Draconic Sorcery, Wild Magic.
- *Warlock*: Archfey Patron, Celestial Patron, Fiend Patron, Great Old One Patron.
- *Wizard*: Abjurer, Diviner, Evoker, Illusionist.

Proposed Class List for IPDND

- Artificer
- Cleric
- Druid
- Fighter
- Monk
- Psion
- Rogue
- Sorcerer
- Warlock
- Wizard

I am thinking of combining the concepts of Subclasses and Prestige Classes. At 5th level, every class will have the opportunity of choosing between 3 Subclasses tailored to support the class, or several Prestige classes which will become an entirely new progression path going forward.

These will include:

- Assassin: There are many paths to become a killer.
- Bard: Your music has become magic.
- Duelist: You specialize in one-on-one combat
- Necromancer: The forbidden arts, uncovered
- Oracle: Knowledge is power
- Paladin: One does not simply walk into glory
- Ranger: Unparalleled Monster hunter
- Warlord: Tactician and Battlecommander, tried and true.

Tiana's Early level stuff

- Acolyte
- Fighter
- Rogue
- Mage

Basic four classes, combined with background to give a strong starting point. Stay with them for levels 1-2. Level into the main classes at 3rd level.