

D&D 5e Class Point Buy – 50 Points

The previous version of each item in each section must be purchased first before you can purchase the next item level. So for example if you wanted d12 HP, you would first need to buy the point cost of the d8 HP, then the point cost of the d10 HP, and finally the point cost of the d12 HP, for a total of 9 points spent.

Hit-Points

d6 = 0 points

d8 = 2 points

d10 = 3 points

d 12 = 4 points

Armor

Light Armor = 2 points

Medium Armor = 3 points

Heavy Armor = 4 points

Shields = 3 points* (requires Light Armor)

Weapons

Simple Weapons = 0 points

Martial Weapons = 4 points

Unarmed (d4) and Improvised = 4 points

Skills

2 Skills = 0 points

1st Bonus Skill = 1 point

2nd Bonus Skill = 1 point

3rd Bonus Skill = 2 points

4th Bonus Skill = 2 points

5th Bonus Skill = 3 points

6th Bonus Skill = 3 points

7th Bonus Skill = 4 points

8th Bonus Skill = 4 points

Languages

1st Bonus Language = 1 point

2nd Bonus Language = 2 points

3rd Bonus Language = 3 points

4th Bonus Language = 4 points

5th Bonus Language = 5 points

Tool Proficiency

1st Tool Proficiency = 2 points

2nd Tool Proficiency = 4 points

3rd Tool Proficiency = 6 points

4th Tool Proficiency = 8 points

5th Tool Proficiency = 10 Points

Saves

2 Saves = 0 points

1st Bonus Save = 2 points

2nd Bonus Save = 4 points

3rd Bonus Save = 6 points

4th Bonus Save = 8 points

Short Rest Powers – 1/Rest

Action Surge = 3 points

Divine Smite = 3 points

Indomitable = 2 points

Inspiration = 2 points

Lay on Hands = 4 points

Lucky = 4 points

Rage = 4 points

Second Wind = 2 points

Stone's Endurance = 2 points

Turn Undead = 3 points

Wild Shape = 4 points

Long Rest Powers

Animal Companion = 4 points

Familiar = 3 points

Divine Smite 3/Rest = 3 points

Indomitable 3/Rest = 2 points

Inspiration 3/Rest = 2 points

Lay on Hands 3/Rest = 4 points

Lucky 3/Rest = 4 points

Rage 3/Rest = 4 points

Second Wind 3/Rest = 2 points

Stone's Endurance 3/Rest = 2 points

Turn Undead 3/Rest = 3 points

Wild Shape 3/Rest = 4 points

Passive Powers

Cunning Action = 4 points

Dark Vision = 3 points

Disease Immunity = 5 points

Eschew Minor Materials = 4 points

Extra Attack = 3 points

Extra Attack 2 = 6 points

Extra Attack 3 = 9 points

1st Fighting Style = 4 points

2nd Fighting Style = 8 points

3rd Fighting Style = 12 points

4th Fighting Style = 16 points

5th Fighting Style = 20 points

Monk Unarmed Strike Progression = 4 points

Poison Immunity = 5 points

Unarmored Defense = 4 points

Unarmored Movement = 3 points

Spells

Cantrips = 2 points

1st Level Spells = 1 point

2nd Level Spells = 2 points

3rd Level Spells = 3 points

4th Level Spells = 4 points

5th Level Spells = 5 points

6th Level Spells = 6 points

7th Level Spells = 7 points

8th Level Spells = 8 points

9th Level Spells = 9 points