

Features UNIQUE to Each Class that Constitute “Identity”

| Class | # Unique Features | 1st-4th Level | 5th-10th level | 11th-16th level | 17th-20th level |
|-----------|---|---|--|--|--|
| Barbarian | 8 | Rage, Reckless Attack, Danger Sense (3) | Feral Instinct, Brutal Critical (2) | Relentless Rage (1) | Indomitable Might, Primal Champion (2) |
| Bard | 6 | Bardic Inspiration, Jack of All Trades, Song of Rest, x3 Bard-only spells (<i>vicious mocker, compulsion, power word heal</i>) (4) | Countercharm, Magical Secrets (2) | – | – |
| Cleric | 7 | Channel Divinity: Turn Undead, x18 Cleric-only spells (<i>sacred flame, spare the dying, thaumaturgy, guiding bolt, augury, prayer of healing, warding bond, spirit guardians, blade barrier, forbiddance, harm, planar ally, word of recall, conjure celestial, divine word, holy aura, mass heal</i>) (5) | Destroy Undead, Divine Intervention (2) | – | – |
| Druid | 7 | Druidic, Wild Shape, x16 Druid-only spells (<i>druidcraft, produce flame, shillelagh, thornwhip, entangle, flame blade, giant insect, reincarnate, bones of the earth, primordial ward, transport via plants, wall of thorns, windwalk, animal shapes, tsunami, storm of vengeance</i>) (5) | – | – | Beast Spells, Archdruid (2) |
| Fighter | 3 (or 5 if you count Extra Attacks at 11th & 20th) | Second Wind, Action Surge (2) | Indomitable (1) | – | – |
| Monk | 13 | Martial Arts, Ki, Unarmored Movement, Deflect Missiles, Slow Fall (5) | Stunning Strike, Ki-Empowered Strikes, Stillness of Mind, Purity of Body (4) | Tongue of the Sun and Moon, Diamond Soul (2) | Empty Body, Perfect Self (2) |
| Ranger | 9 | Favored Enemy, Natural Explorer, Primeval Awareness, x6 Ranger-only spells (<i>hail of thorns, cordon of arrows, conjure barrage, lightning arrow, conjure volley, swift quiver</i>) (4) | Land's Stride, Hide in Plain Sight (2) | Vanish (1) | Feral Senses, Foe Slayer (2) |
| Rogue | 9 | Sneak Attack, Thieves' Cant, Cunning Action (3) | Uncanny Dodge (1) | Reliable Talent, Blindsight, Slippery Mind (3) | Elusive, Stroke of Luck (2) |
| Paladin | 11 | Divine Sense, Lay on Hands, Divine Smite, Divine Health, x12 Paladin-only spells (<i>compelled duel, searing smite, thunderous smite, wrathful smite, branding smite, find steed, aura of vitality, blinding smite, aura of life, staggering smite, banishing smite, circle of power</i>) (6) | Aura of Protection, Aura of Courage (2) | Improved Divine Smite, Cleaning Touch (2) | Sacred Oath feature (1) |
| Sorcerer | 3 | Font of Magic, Metamagic (2) | – | – | Sorcerous Restoration (1) |
| Warlock | 5 | Eldritch Invocations, Pact Boon, x5 Warlock-only spells (<i>eldritch blast, armor of agathys, hellish rebuke, hex, hunger of hadar</i>) (4) | – | – | Eldritch Master (1) |
| Wizard | 8 | Arcane Recovery, x26 Wizard-only spells (<i>find familiar, grease, tenser's floating disc, arcane lock, nystul's magic aura, phantom steed, wall of sand, leomund's secret chest, mordenkainen's faithful hound, mordenkainen's private sanctum, otiluke's resilient sphere, phantasmal killer, bigby's hand, rary's telepathic bond, wall of force, contingency, drawmij's instant summons, magic jar, otiluke's freezing sphere, wall of ice, sequester, simulacrum, clone, telepathy, prismatic wall, weird</i>) (6) | – | – | Spell Mastery, Signature Spell (2) |

Class-only spells (and Warlock invocations) are valued as 1 feature “point” per 5 or less spells (or invocations), rounding normally.

I did not count things which are merely an upgrade of an existing feature. For example, I didn't count the barbarian's Persistent Rage which only changes the circumstances under which Rage ends. However I did count Relentless Rage because it adds a whole new dimension to the barbarian – making him or her much harder to drop. Similarly for the paladin's Improved Divine Smite, which actually outright adds a die of radiant damage to the paladin's melee attacks – the “improved” nomenclature is misleading, because it's actually a whole new dimension of deadliness that has little to do with Divine Smite.

I counted the Bard's “Magical Secrets” because even though it involves selecting spells not unique to the bard, it transcends usual limits on cross-class spellcasting available with multiclassing or the Magic Initiate feat. This allows the bard to fill in holes in a party's spell repertoire in a way that supports the bard's unique identity. However, I only counted Magical Secrets once in keeping with my philosophy above.