Introduction

This document contains a compilation of character options that I permit and do not permit in campaigns. If anything in this document is unclear, please contact me or open an issue on github.

This document considers content from the following sources: Acquisitions Incorporated, Baldur's Gate: Descent Into Avernus, Curse of Strahd, Dungeon Master's Guide, Eberron: Rising from the Last War, Elemental Evil Player's Companion, Explorer's Guide to Wildemount, Fizban's Treasury of Dragons, Ghosts of Saltmarsh, Guildmasters' Guide to Ravnica, Mordenkainen's Tome of Foes, Mythic Odysseys of Theros, Player's Handbook, Sword Coast Adventurer's Guide, Tasha's Cauldron of Everything, The Wild Beyond the Witchlight, Tomb of Annihilation, Van Richten's Guide to Ravenloft, Volo's Guide to Monsters, Xanathar's Guide to Everything.

If you wish to use any content outside of these sources, check with your GM beforehand. Your GM may also allow/disallow content based on the setting your campaign is taking place in - you are always encouraged to talk about your character ideas with your GM.

Contents

ABILITY SCORES

Ability scores shall be generated through the "Variant: Customizing Ability Scores"[1] found in the Basic Rules (page 10), or the Player's Handbook (page 13). An example array of ability scores with this method is "15, 14, 13, 12, 10, 8".

SPECIES

In addition to the species permitted below, the Custom Lineage option presented in Tasha's Cauldron of Everything is permitted.

Acquisitions Incorporated	Status
Verdan	Permitted

Dungeon Master's Guide	Status
Aasimar	Not permitted
Elf (Eladrin)	Not permitted

Elemental Evil Player's Companion	Status
Aarakocra	Not permitted
Genasi	Permitted

Explorer's Guide to Wildemount	Status
Dragonborn (Draconblood)	Permitted
Dragonborn (Ravenite)	Permitted
Elf (Pallid)	Permitted
Halfling (Lotusden)	Permitted
Orc	Permitted

Eberron: Rising from the Last War	Status
Bugbear	Permitted
Changeling	Not permitted
Dragonmarked subspecies	Permitted
Goblin	Permitted
Hobgoblin	Permitted
Kalashtar	Permitted
Orc	Permitted
Shifter (Beasthide)	Not permitted
Shifter (Longtooth)	Not permitted
Shifter (Swiftstride)	Permitted
Shifter (Wildhunt)	Permitted
Warforged	Not permitted

Fizban's Treasury of Dragons	Status
Chromatic Dragonborn	Permitted
Gem Dragonborn	Permitted
Metallic Dragonborn	Permitted

Guildmasters' Guide to Ravnica	Status
Centaur	Not permitted
Goblin	Permitted
Loxodon	Permitted
Minotaur	Permitted
Simic Hybrid	Permitted
Vedalken	Permitted

Mordenkainen's Tome of Foes	Status
Dwarf (Duergar)	Permitted
Elf (Eladrin)	Not permitted
Elf (Sea)	Permitted
Elf (Shadar-kai)	Not permitted
Gith (Githyanki)	Permitted
Gith (Githzerai)	Permitted
Gnome (Deep)	Permitted
Tiefling subspecies	Permitted

Mythic Odysseys of Theros	Status
Centaur	Not permitted
Leonin	Not permitted
Minotaur	Permitted
Satyr	Not permitted
Triton	Permitted

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[1]Sometimes referred to as "Point Buy."

Player's Handbook	Status
All species and subspecies	Permitted
Human (variant)	Permitted

Sword Coast Adventurer's Guide	Status
Gnome (Deep)	Permitted
Half-elf variants	Permitted
Halfling (Ghostwise)	Permitted
Tiefling (Variant)	Not permitted

The Wild Beyond the Witchlight	Status
Fairy	Not permitted
Harengon	Permitted

Van Richten's Guide to Ravenloft	Status
Dhampir	Not permitted
Hexblood	Permitted
Reborn	Permitted

Volo's Guide to Monsters	Status
Aasimar (Fallen)	Permitted
Aasimar (Protector)	Permitted
Aasimar (Scourge)	Permitted
Bugbear	Permitted
Firbolg	Permitted
Goblin	Permitted
Goliath	Permitted
Hobgoblin	Permitted
Kenku	Not permitted
Kobold	Permitted
Lizardfolk	Permitted
Orc	Permitted
Tabaxi	Permitted
Triton	Permitted
Yuan-ti Pureblood	Not permitted

Eberron: Rising from the Last War	Status
Artificer - Alchemist	Permitted
Artificer - Artillerist	Permitted
Artificer - Battle Smith	Permitted

Explorer's Guide to Wildemount	Status
Fighter - Echo Knight	Not permitted
Wizard - Chronurgy	Not permitted
Wizard - Graviturgy	Permitted

CLASSES

Dungeon Master's Guide	Status
Cleric - Death	Permitted
Paladin - Oathbreaker	Permitted

Fizban's Treasury of Dragons	Status
Monk - Ascendant Dragon	Permitted
Ranger - Drakewarden	Permitted

Player's Handbook	Status
Barbarian - Berserker	Permitted
Barbarian - Totem Warrior	Permitted
Bard - Lore	Permitted
Bard - Valor	Permitted
Cleric - Knowledge	Permitted
Cleric - Life	Permitted
Cleric - Light	Permitted
Cleric - Nature	Permitted
Cleric - Tempest	Permitted
Cleric - Trickery	Permitted
Cleric - War	Permitted
Druid - Land	Permitted
Druid - Moon	Not permitted
Fighter - Battle Master	Permitted
Fighter - Champion	Permitted
Fighter - Eldritch Knight	Permitted
Monk - Four Elements	Permitted
Monk - Open Hand	Permitted
Monk - Shadow	Permitted
Paladin - Ancients	Permitted
Paladin - Devotion	Permitted
Paladin - Vengeance	Permitted
Ranger - Beast Master	Permitted
Ranger - Hunter	Permitted
Rogue - Arcane Trickster	Permitted
Rogue - Assassin	Permitted
Rogue - Thief	Permitted
Sorcerer - Draconic	Permitted
Sorcerer - Wild	Not permitted
Warlock - Archfey	Permitted
Warlock - Fiend	Permitted
Warlock - Great Old One	Permitted
Wizard - Abjuration	Permitted
Wizard - Conjuration	Permitted
Wizard - Divination	Permitted
Wizard - Enchantment	Permitted
Wizard - Evocation	Permitted
Wizard - Illusion	Not permitted
Wizard - Necromancy	Permitted
Wizard - Transmutation	Permitted

Sword Coast Adventurer's Guide	Status
Barbarian - Battlerager	Permitted
Cleric - Arcana	Permitted
Fighter - Purple Dragon Knight	Permitted
Monk - Long Death	Permitted
Paladin - Crown	Permitted
Warlock - Undying	Permitted

Tasha's Cauldron of Everything	Status
Artificer - Alchemist	Permitted
Artificer - Armorer	Permitted
Artificer - Artillerist	Permitted
Artificer - Battle Smith	Permitted
Barbarian - Beast	Permitted
Barbarian - Wild Magic	Permitted
Bard - Creation	Permitted
Bard - Eloquence	Permitted
Cleric - Order	Permitted
Cleric - Peace	Not permitted
Cleric - Twilight	Not permitted
Druid - Spores	Permitted
Druid - Stars	Permitted
Druid - Wildfire	Permitted
Fighter - Psi Warrior	Permitted
Fighter - Rune Knight	Permitted
Monk - Astral Self	Permitted
Monk - Mercy	Permitted
Paladin - Glory	Permitted
Paladin - Watchers	Permitted
Ranger - Fey Wanderer	Permitted
Ranger - Swarmkeeper	Permitted
Rogue - Phantom	Not permitted
Rogue - Soulknife	Permitted
Sorcerer - Aberrant Mind	Permitted
Sorcerer - Clockwork Soul	Permitted
Warlock - Fathomless	Permitted
Warlock - Genie	Permitted
Wizard - Bladesinging	Permitted
Wizard - Scribes	Permitted

Van Richten's Guide to Ravenloft	Status
Bard - College of Spirits	Permitted
Warlock - The Undead	Permitted

Xanathar's Guide to Everything	Status
Barbarian - Ancestral Guardian	Permitted
Barbarian - Storm Herald	Permitted
Barbarian - Zealot	Permitted
Bard - Glamour	Permitted
Bard - Swords	Permitted
Bard - Whispers	Permitted
Cleric - Forge	Permitted
Cleric - Grave	Permitted
Druid - Dreams	Permitted
Druid - Shepherd	Permitted
Fighter - Arcane Archer	Permitted
Fighter - Cavalier	Permitted
Fighter - Samurai	Permitted
Monk - Drunken Master	Permitted
Monk - Kensei	Permitted
Monk - Sun Soul	Permitted
Paladin - Conquest	Permitted
Paladin - Redemption	Permitted
Ranger - Gloom Stalker	Permitted
Ranger - Horizon Walker	Permitted
Ranger - Monster Slayer	Permitted
Rogue - Inquisitive	Permitted
Rogue - Mastermind	Permitted
Rogue - Scout	Permitted
Rogue - Swashbuckler	Permitted
Sorcerer - Divine Soul	Permitted
Sorcerer - Shadow	Permitted
Sorcerer - Storm	Permitted
Warlock - Celestial	Permitted
Warlock - Hexblade	Permitted
Wizard - War	Permitted

Optional features

This section discusses class-specific optional features, such as a warlock's eldritch invocation options or a battle master fighter's maneuvers. It also addresses the optional class features introduced in Tasha's Cauldron of Everything, and details a handful of home-made optional features which compliment those.

All classes

All classes gain the following optional class feature.

Proficiency versatility

Whenever you gain the Ability Score Improvement feature from your class, you can also replace one of your skill proficiencies with a skill proficiency offered by your class at 1st level (the proficiency you replace needn't be from the class).

Fighting styles

When gaining a fighting style, either from the Fighting Style feature or from the Fighting Initiate feat from Tasha's Cauldron of Everything, you can choose from the fighting styles from the Player's Handbook and Tasha's Cauldron of Everything listed by that feature or feat.

You may also take the following optional class feature.

Martial versatility

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class.

Artificer

Cantrip versatility

Whenever you gain a level in this class which grants you the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the artificer spell list.

Artificer infusions

All artificer infusions found in Tasha's Cauldron of Everything are permitted. However, the Replicate Magic Item infusion cannot replicate the *bag of holding* or the *quiver of Ehlonna*.

Barbarian

The optional class features Primal Knowledge and Instinctive Pounce described in Tasha's Cauldron of Everything may be taken.

Bard

The Magical Inspiration and Bardic Versatility optional class features from Tasha's Cauldron of Everything may be taken. In addition, the following optional class feature may be taken.

Spell Versatility

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the bard spell list. The new spell must be the same level as the spell you replace.

Cleric

The Channel Divinity: Harness Divine Power optional class feature from Tasha's Cauldron of Everything may not be taken. The Cantrip Versatility optional class feature from Tasha's Cauldron of Everything may be taken.

Druid

The Wild Companion and Cantrip Versatility optional class features from Tasha's Cauldron of Everything may be taken.

Fighter

The Maneuver Versatility optional class feature here may be taken. The Martial Versatility optional class feature from Tasha's Cauldron of Everything may not be taken.

Maneuver Versatility

If you know any maneuvers from the fighter's Battle Master archetype, you can replace one maneuver you know with a different maneuver whenever you finish a long rest.

Battle master maneuvers

All maneuvers found in the Player's Handbook or in Tasha's Cauldron of everything are permitted.

Monk

The Dedicated Weapon, Ki-Fueled Attack, Quickened Healing, and Focused Aim optional class features from Tasha's Cauldron of Everything may be taken.

Paladin

The Channel Divinity: Harness Divine Power and Martial Versatility optional class features from Tasha's Cauldron of Everything may not be taken.

Ranger

The Favored Foe, Deft Explorer, Spellcasting Focus, Primal Awareness, and Nature's Veil optional class features from Tasha's Cauldron of Everything may be taken. The Martial Versatility optional class feature from Tasha's Cauldron of Everything may not be taken. In addition, the following optional class feature may be taken.

Spell Versatility

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the ranger spell list. The new spell must be the same level as the spell you replace.

The optional subclass feature Primal Companion from Tasha's Cauldron of Everything may be taken.

Rogue

The Steady Aim optional class feature from Tasha's Cauldron of Everything may be taken.

Sorcerer

The Magical Guidance optional class feature from Tasha's Cauldron of Everything may be taken. The Sorcerous Versatility optional class feature from Tasha's Cauldron of Everything may not be taken. In addition, the Spell Versatility and Metamagic Versatility optional class features here may be taken.

Spell Versatility

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the sorcerer spell list. The new spell must be the same level as the spell you replace.

Metamagic Versatility

When you gain a level in this class, you can replace one metamagic option you learned from your Metamagic feature with another metamagic option from the list of metamagic options.

Metamagic options

All metamagic options in the Player's Handbook and Tasha's Cauldron of Everything are permitted.

Warlock

The Eldritch Versatility optional class feature from Tasha's Cauldron of Everything may not be taken. However, the Spell Versatility and Mystic Arcanum Versatility optional class features here may be taken.

Spell Versatility

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

Mystic Arcanum Versatility

Whenever you finish a long rest, you can replace one spell you learned from your Mystic Arcanum feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

Eldritch invocations

All warlock eldritch invocation options in the Player's Handbok and Tasha's Cauldron of Everything are permitted.

Pact boons

All warlock pact boon options in the Player's Handbook and Tasha's Cauldron of Everything are permitted.

Wizard

The Cantrip Formulas optional class feature from Tasha's Cauldron of Everything is permitted.

Customizing your origin

You may customize your origin, as described in Tasha's Cauldron of Everything, or in Appendix 1 of the Adventurer's League Player's Guide version 10.0 (Icewind Dale: Rime of the Frostmaiden).

Changing a skill

Sometimes you pick a skill proficiency that ends up not being very useful in the campaign or that no longer fits your character's story. Whenever you advance in level in a class, you may replace one of your skill proficiencies with another skill proficiency offered by your class at 1st level.

Changing your subclass

Each character class involves the choice of a subclass at 1st, 2nd, or 3rd level. You can change your subclass whenever you gain a level in its class. If you decide to make this change, choose another subclass that belongs to your class and replace all your old subclass features with the features of the new subclass that are for your new level and lower.

Backgrounds

The method for customizing a character background found in the Basic Rules (page 38) or the Player's Handbook (page 125), is allowed.

All backgrounds from the Player's Handbook are allowed. Backgrounds from other sources are also allowed if appropriate to the setting - check with your GM first.

Starting Equipment

If you are rolling for starting gold, instead of using the equipment provided by your class and background, you may take $5d4 \times 10$gp (or 125gp) instead of what the "Starting Wealth By Class" table in the Player's Handbook (page 143) indicates.

Note that if you are starting the campaign on a level higher than 1, it is likely that your GM will provide another method for you to determine your starting equipment, to account for the wealth that your character would have accrued during their previous adventures.

Multiclassing

Multiclassing is allowed, as described in the Player's Handbook (chapter 6).

Feats

All feats in Fitzban's Treasury of Dragons, the Player's Handbook, Tasha's Cauldron of Everything, and Xanathar's Guide to Everything are permitted. The feats from Eberron: Rising from the Last War and Mordenkainen's Tome of Foes are not permitted.

The *Gunner* feat which appears in Tasha's Cauldron of Everything is permitted, but it being allowed does not imply that firearms exist in the setting. Check with your GM if you want to use firearms.

Spells

All spells found in the Player's Handbook, Xanathar's Guide to Everything, Guildmaster's Guide to Ravnica, Icewind Dale: Rime of the Frostmaiden, and Tasha's Cauldron of Everything are permitted.

The spells found in Acquisitions Incorporated or in Explorer's Guide to Wildemount are not permitted.

Expanded spell lists

The expanded spell lists in Tasha's Cauldron of Everything are permitted.

Misc.

The following are houserules that may influence choices you make at character creation.

Arcane ward

An abjuration wizard's *Arcane Ward* can be recharged by casting abjuration spells. Unfortunately, problems occur when the abjuration wizard acquires the means of casting an abjuration spell at will. Thus, the second to last sentence of the feature *Arcane Ward* is houseruled to the following:

> "Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the slot expended to cast the spell."

Clone

It is houseruled that a character can have at most one *clone* at once. A later casting of the *clone* spell causes any earlier clones to disappear.

The above is to prevent the situation where a wizard uses a few days of downtime and *wish* to create an army of clones of your entire party - all able to re-join a fight after their death by leaving a small personal belonging near the clone as well as a scroll of *teleport*. This houserule is a power-level concern.

LUCKY

A character with the feat *Lucky* would have a higher chance to succeed if they cause themselves to gain disadvantage before the roll, because of the wording of *Lucky*. To avoid that, the last sentence of the second paragraph describing the feat is houseruled to the following:

> You choose whether to keep the previously rolled result or substitute the result of the d20 for the attack roll, ability check or saving throw.

NET

As written, the weapon net will be thrown at disadvantage if thrown from 5 feet distance since it is a ranged weapon, and at disadvantage if thrown from a further distance than 5 feet since the net has a normal range of 5 feet. The following houserule will be applied:

> When attacking with a net, the attacker does not suffer disadvantage from being within 5 feet of a hostile creature who can see the attacker and who isn't incapacitated.

MAGIC MISSILE

The spell *magic missile* has some unfortunate interactions with features such as the hexblade warlocks's *Hexblade's Curse* and evocation wizard's *Empowered Evocation*. Hence, the following houserule will be applied:

> When an effect adds a modifier to the damage roll of the spell *magic missile*, the modifier is applied to only one of the missiles.

SIMULACRUM

It is houseruled that an illusion created by the spell *simulacrum* cannot cast the spells *simulacrum* or *wish*.

There is a number of ways to exploit the combination of simulacrum and wish. One such example is having a simulacrum cast wish to replicate the effect of simulacrum, creating another simulacrum of the original caster (which can use wish), which creates another simulacrum, and so on ad infinitum. Another example is having a simulacrum wish for components needed to create another 16 simulacra, essentially creating infinite gold. All of these sequences have a simulacrum casting wish in common, so preventing that specific interaction does stop these interactions while preserving most of the not-broken uses of simulacrum.