

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 contents 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, Ghosts of Saltmarsh, Guildmasters' Guide to Ravnic, Mordenkainen's Tome of Foes, Mythic Odysseys of Theros, Player's Handbook, Sword Coast Adventurer's Guide, Tomb of Annihilation, 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.

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ABILITY SCORES

Ability scores shall be generated through the "Variant: Customizing Ability Scores" 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

Source	Status
<i>Acquisitions Incorporated</i>	
Verdan	Permitted
<i>Dungeon Master's Guide</i>	
Aasimar	Not permitted
Elf (Eladrin)	Not permitted
<i>Elemental Evil Player's Companion</i>	
Aarakocra	Not permitted
Genasi	Permitted
<i>Explorer's Guide to Wildemount</i>	
Dragonborn	Permitted
(Draconblood)	
Dragonborn (Ravenite)	Permitted
Elf (Pallid)	Permitted
Halfling (Lotusden)	Permitted
Orc	Permitted
<i>Eberron: Rising from the Last War</i>	
Bugbear	Permitted
Changeling	Not permitted
Dragonmarked subspecies	Not 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
<i>Guildmasters' Guide to Ravnica</i>	
Centaur	Not permitted
Goblin	Permitted
Loxodon	Permitted
Minotaur	Permitted
Simic Hybrid	Permitted
Vedalken	Permitted

CLASSES

Mythic Odysseys of Theros

Centaur	Not permitted
Leonin	Not permitted
Minotaur	Permitted
Satyr	Not permitted
Triton	Permitted

Mordenkainen's Tome of Foes

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

Player's Handbook

All species and subspecies	Permitted
Human (variant)	Permitted

Sword Coast

Adventurer's Guide

Gnome (Deep)	Permitted
Half-elf variants	Permitted
Halfling (Ghostwise)	Permitted
Tiefling (Variant)	Not permitted

Volo's Guide to Monsters

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

Source

Status

Player's Handbook

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	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

Dungeon Master's Guide

Cleric - Death	Permitted
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Paladin - Oathbreaker	Permitted
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Eberron: Rising from the Last War

Artificer - Alchemist	Permitted
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Artificer - Artillerist	Permitted
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Artificer - Battle Smith	Permitted
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Explorer's Guide to Wildemount

Fighter - Echo Knight	Not permitted
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Wizard - Chronurgy	Not permitted
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Wizard - Graviturgy	Permitted
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Guildmasters' Guide to Ravnica

Cleric - Order	Permitted
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Druid - Spores	Permitted
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Mythic Odysseys of Theros

Bard - Eloquence	Permitted
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Paladin - Glory	Permitted
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Sword Coast

Adventurer's Guide

Barbarian - Battlerager	Permitted
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Cleric - Arcana	Permitted
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Fighter - Purple Dragon Knight	Permitted
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Monk - Long Death	Permitted
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Paladin - Crown	Permitted
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Warlock - Undying	Permitted
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Wizard - Bladesinging	Permitted
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Xanathar's Guide to Everything

Barbarian - Ancestral Guardian	Permitted
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Barbarian - Storm Herald	Permitted
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Barbarian - Zealot	Permitted
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Bard - Glamour	Permitted
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Bard - Swords	Permitted
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Bard - Whispers	Permitted
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Cleric - Forge	Permitted
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Cleric - Grave	Permitted
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Druid - Dreams	Permitted
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Druid - Shepherd	Permitted
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Fighter - Arcane Archer	Permitted
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Fighter - Cavalier	Permitted
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Fighter - Samurai	Permitted
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Monk - Drunken Master	Permitted
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Monk - Kensei	Permitted
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Monk - Sun Soul	Permitted
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Paladin - Conquest	Permitted
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Paladin - Redemption	Permitted
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Ranger - Gloom Stalker	Permitted
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Ranger - Horizon Walker	Permitted
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Ranger - Monster Slayer	Permitted
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Rogue - Inquisitive	Permitted
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Rogue - Mastermind	Permitted
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Rogue - Scout	Permitted
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Rogue - Swashbuckler	Permitted
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Sorcerer - Divine Soul	Permitted
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Sorcerer - Shadow	Permitted
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Sorcerer - Storm	Permitted
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Warlock - Celestial	Permitted
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Warlock - Hexblade	Permitted
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Wizard - War	Permitted
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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, with the *exception* of those in Guildmasters' Guide to Ravnica.

STARTING EQUIPMENT

If you are rolling for starting gold, instead of using the equipment provided by your class and background, you may take $5d4 \times 10\text{gp}$ (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 the Player's Handbook 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.

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."

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 warlock'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.

WISH

Using the spell *wish* to replicate the effects of either of the spells *clone* or *simulacrum* is houseruled to be impossible.