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 Ravnica, 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

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

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

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

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

Classes

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

Guildmasters' Guide to Ravnica	Status
Cleric - Order	Permitted
Druid - Spores	Permitted

Mythic Odysseys of Theros	Status
Bard - Eloquence	Permitted
Paladin - Glory	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	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
Wizard - Bladesinging	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

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 $5d4 \times 10$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.

SPELLS

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

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

permitted.

Customizing your origin

The rules described in Appendix 1 of the Adventurer's League Player's Guide version 10.0 (Icewind Dale: Rime of the Frostmaiden) are used.

In short, these rules allow a player to ignore the Ability Score Increase trait of a species and instead assign ability score increases tailored to their character. This is done by taking any ability score increase provided by the species or subspecies and assigning them to an ability score of the player's choice. No ability score may be increased twice in this way.

Similarly, proficiencies provided by a species or subspecies may be swapped for different proficiences. A skill proficiency may be changed with any other skill proficiency. A simple weapon proficiency or tool proficiency may be changed with proficiency in any other simple weapon or tool. A martial weapon proficiency may be changed with any other martial or simple weapon proficiency, or tool proficiency.

The description of a species also suggests various things about the behavior and personality of the individuals of that species. You may ignore those suggestions - your character's personality and behavior is entirely yours to determine.

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 sell 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 spell *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.