

This is a fairly simple listing of the available classes, their subclasses I am using, and what books to find them in. If your interested in a class or subclass and don't have the book, just let me know and I'll make the relevant information available. As characters begin at level 0 without a class, it is wise to pay close attention to the required ability scores to gain access to a class, as you'll probably want to make getting into one a priority.

<b>Class</b>	<b>Hit Die</b>	<b>Requirements</b>	<b>Subclass</b>	<b>Source</b>
Artificer	d8	Intelligence 13+	3rd	TCE.9
Barbarian	d12	Strength 13+	3rd	PHB.46
Bard	d8	Charisma 13+	3rd	PHB.51
Blood Hunter	d10	Str 13+ /or/ Dex 13+ /and/ Int 13+	3rd	BHC
Cleric	d8	Wisdom 13+	1st	PHB.56
Druid	d8	Wisdom 13+	2nd	PHB.64
Fighter	d10	Str 13+ /or/ Dex 13+	3rd	PHB.70
Monk	d8	Dex 13+ /and/ Wis 13+	3rd	PHB.76
Paladin	d10	Str 13+ /and/ Cha 13+	3rd	PHB.82
Ranger	d10	Dex 13+ /and/ Wis 13+	3rd	PHB.89
Rogue	d8	Dexterity 13+	3rd	PHB.94
Sorcerer	d6	Charisma 13+	1st	PHB.99
Warlock	d8	Charisma 13+	1st	PHB.105
Wizard	d6	Intelligence 13+	2nd	PHB.112

## **Subclasses**

<b>Subclass</b>	<b>Description</b>	<b>Ref</b>
<b>Artificer</b>		
Alchemist	Use their creations to give life and to leech it away.	TCE.14
Armorer	Enhances armor to enable potent attacks and formidable defense	TCE.15
Artillerist	Specializes in devices to hurl energy, projectiles, and explosions	TCE.17
Battle Smith	Expert at defending others, accompanied by a construct minion	TCE.18
<b>Barbarian</b>		
Path of the Ancestral Guardian	Calls on the spirits of honored ancestors to protect others	XGE.9
Path of the Beast	Physically transforms into a bestial state while raging	TCE.24
Path of the Berserker	Pure frothing offense, rage as violent power.	PHB.49
Path of the Fractured	Splinters rage into another psyche, dividing Id and Ego	GHP.39
Path of the Juggernaut	Unstoppable force and immovable object, all at once	TDR.165
Path of the Primal Spirit	Forging a powerful bond to manifest a spirit animal companion	GHP.40
Path of the Storm Herald	Filled with a rage that channels the primal magic of the storm	XGE.10
Path of the Totem Warrior	Imbued with an animal spirit, enhancing the power of your fury.	PHB.50
Path of Wild Magic	Explode with uncontrolled magic through your passion	TCE.25
Path of the Zealot	Fueled by a religious zeal that visits destruction on foes.	XGE.11
<b>Bard</b>		
College of Adventurers	Learning from heroes of old to become highly versatile	GHP.42
College of Creation	Creates and animates objects through their songs	TCE.28
College of Eloquence	Master the arts of inspiration and oratory	TCE.29
College of Glamour	Wields the beguiling, glorious magic of the Feywild	XGE.14
College of Lore	Knowing a little about a lot, confident and insulting in turn	PHB.54
College of Requiems	Sing songs to stir the bones of the dead	GHP.44
College of Swords	Exertains and slays with daring feats of weapon prowess	XGE.15
College of Tragedy	Specialize in the power of tragic storytelling	TDR.167

College of Valor	A daring skald who inspires warriors from the midst of the fray.	PHB.55
College of Whispers	Plants fear and doubt in the minds of others	XGE.16
<b>Blood Hunter</b>		
Order of the Ghostslayer	Channels Blood Magic to combat the undead.	BHC.5
Order of the Profane Soul	Making pacts with lesser evils to combat greater ones.	BHC.6
Order of the Mutant	Altering your own biology through alchemy to battle better	BHC.8
Order of the Lycan	Chaining lycanthropy to tear apart other monsters	BHC.9
<b>Cleric</b>		
Blood Domain	The natural source of life in the body, anchor of spirit and being	TDR.168
Eldritch Domain	Incomprehensible entities, dead gods, and stranger forces still	GHP.45
Forge Domain	Clad in heavy armor, serves a god of the forge or creation	XGE.18
Grave Domain	Opposes the blight of undeath	XGE.19
Inquisition Domain	Opposition to evil arcane magic, and isn't it /all/ evil really?	GHP.47
Knowledge Domain	Possesses a variety of tools to learn the secrets of the world	PHB.59
Life Domain	Vibrant positive energy, flourishing life and healing.	PHB.60
Light Domain	The light and the flame, burning away the impure.	PHB.60
Nature Domain	Champion of plants and animals, commanding the elements	PHB.61
Order Domain	Represents discipline, laws, and legitimate hierarchy	TCE.31
Peace Domain	Resolves conflicts and opposes those who breed it	TCE.32
Tempest Domain	Thunderbolts and lightning, very very frightening	PHB.62
Trickery Domain	Mischief-makers and instigators, challenging the established order.	PHB.62
Twilight Domain	Guards against the horrors of the night	TCE.34
War Domain	Be it chivalrous or horrific, patron of battle in all its forms.	PHB.63
<b>Druid</b>		
Circle of the Blighted	Twisted by a tie to corrupted land, defending it all the fiercer	TDR.171
Circle of Blood	Keeper of the old ways, sacrificing lives for power	GHP.48
Circle of Dreams	Mends wounds, guards the weary, and strides through dreams	XGE.22
Circle of the Land	Mystics and sage influenced by the magic of the land itself.	PHB.68
Circle of the Moon	Fierce guardians of the wilds, wielding beast and elemental forms.	PHB.69
Circle of Mutation	Protect nature at any cost, even if you must twist it beyond recognition	GHP.49
Circle of the Shepherd	Summons nature spirits to bolster friends and harry foes	XGE.23
Circle of Spores	Embraces molds and decay as part of the natural order	TCE.36
Circle of Stars	Draws forth the power of the stars to invoke a stary form	TCE.38
Circle of Wildfire	Honors fire as both a destructive and creative force of renewal	TCE.39
<b>Fighter</b>		
Arcane Archer	Imbues arrows with spectacular magical effects	XGE.28
Battle Master	Combat is an academic field, an equation solved with violence	PHB.73
Bulwark Warrior	Lures attacks onto themselves, protecting softer allies	GHP.51
Cavalier	Defends allies and knocks down enemies, often on horseback	XGE.30
Champion	Raw physical power honed to deadly perfection	PHB.72
Echo Knight	Uses what might have been as an ally in battle	EGW.182
Eldritch Knight	Weaving together weapons and spells to potent effect.	PHB.74
Living Crucible	Consume dangerous alchemical compounds for increased might	GHP.52
Psi Warrior	Awake to the psionic power to add psychic to physical power	TCE.42
Rune Knight	Uses the power of runes to invoke the might of Giants.	TCE.44
Samurai	Combines resilience with courtly elegance and mighty strikes	XGE.31
<b>Monk</b>		
Way of the Astral Self	Believe the body is an illusion, and strike with the astral self	TCE.50
Way of the Cobalt Soul	Sharpening mind as well as body, using analysis and lore	TDR.173
Way of the Drunken Master	Confounds foes through a tradition inspired by drunken swaying	XGE.33
Way of the Four Elements	Harnessing the natural elements through chi.	PHB.80
Way of the Kensei	Channels ki through a set of mastered weapons	XGE.34
Way of the Leadend Crown	Sharpen mind and body to liberate humanoids from outsiders	GHP.54
Way of Mercy	Manipulate life force to heal and harm in pursuit of balance	TCE.49

Way of the Open Hand	Masters of martial arts, throwing around foes with ease.	PHB.79
Way of Pride	Turn Pride into power, and Humiliation into fuel for Vengeance	GHP.55
Way of Shadow	Called ninjas or shadowdancers, master spies and assassins.	PHB.80
Way of the Sun Soul	Transforms ki into bursts of fire and searing bolts of light	XGE.35
<b>Paladin</b>		
Oath of the Ancients	Primeval defender of the living world in the ancient tradition.	PHB.86
Oath of Conquest	Strikes terror in enemies and crushes the forces of chaos	XGE.37
Oath of Devotion	The ideal knight in shining armor, protecting and smiting as needed.	PHB.85
Oath of Glory	Achieve amazing things by perfecting the self. Become a legend	TCE.53
Oath of the Open Sea	Stop those who would deny freedom and liberty to travelers.	TDR.174
Oath of Pestilence	Purify the unclean with the power of plague. May have lost it.	GHP.56
Oath of Redemption	Offers redemption to the worthy and destruction to those who refuse	XGE.38
Oath of Vengeance	Grim avenger determined to punish evildoers, perhaps to excess	PHB.87
Oath of the Watchers	Guard the walls of reality from the invaders from beyond the world	TCE.54
Oath of Zeal	Determined to eradicate heretics, perhaps at too high a cost	GHP.58
<b>Ranger</b>		
Beast Master	United in focus, beast and ranger battle monsters together.	PHB.93
Fey Wanderer	Bring the mirth and fury of the Feywild to the mortal realms	TCE.58
Gloom Stalker	Unafraid of the dark, relentlessly stalks and ambushes foes	XGE.41
Green Reaper	Specializes in the use of natural toxins to poison foes	GHP.60
Horizon Walker	Finds portals to other worlds and channels planar magic	XGE.42
Hunter	Bulwark between civilization and the terrors of the wilderness.	PHB.93
Monster Slayer	Hunts down creatures of the night and wielders of grim magic	XGE.43
Swarmkeeper	Combine with a swarm of nature spirits to become a potent force	TCE.59
Vermin Lord	Raise up diseased rats as a weapon against worse threats	GHP.62
<b>Rogue</b>		
Arcane Trickster	Weaving enchantment and illusion with stealth and agility.	PHB.97
Assassin	Stealth, poison, and disguise focused on taking life.	PHB.97
Highway Rider	Use fast reactions and pistols from atop your trusty steed	GHP.64
Inquisitive	Roots out secrets, akin to a masterful detective	XGE.45
Mastermind	A master tactician, manipulates others	XGE.46
Misfortune Bringer	Mark your enemies for mishaps and misfortune	GHP.66
Phantom	Harvest the spirits of the dead to become a better killer	TCE.62
Scout	Combines stealth with a knack for survival	XGE.47
Soulknife	Strike and infiltrate with the power of the mind itself	TCE.63
Swashbuckler	Delivers deadly strikes with speed and panache	XGE.47
Thief	Focused on the real goal, sneaking into places and getting loot.	PHB.97
<b>Sorcerer</b>		
Aberrant Mind	Manifests the horrible psychic powers of an aberration	TCE.66
Clockwork Soul	Imbued with the cosmic force of order, the base code of reality	TCE.68
Divine Soul	Harnesses magic bestowed by a god or other divine source	XGE.50
Draconic Bloodline	Calls for the elemental power of a dragon ancestor.	PHB.102
Haunted	You weren't born with your power, you gained it when you died	GHP.68
Runecchild	Manifests the weave of magic with natural runes on your body	TDR.176
Shadow Magic	Wields the grim magic of the Shadowfell	XGE.50
Storm Sorcery	Crackles with the power of the storm	XGE.51
Wild Magic	Pure untamed magical chaos, looking for any outlet.	PHB.103
Wretched Bloodline	Born cursed, and turning that curse into a source of power	GHP.70
<b>Warlock</b>		
The Archfey	Entangled with a lord or lady of the fey, holder of legendary secrets.	PHB.108
The Celestial	Forges a pact with a being from the celestial realms	XGE.54
The Fathomless	A pact with a beast of the deeps, a pelagic horror	TCE.72
The Fiend	Strike a deal with a creature of pure evil, and terrible power comes.	PHB.109
The First Vampire	A pact forged with the eldest and mightiest bloodfeaster	GHP.72

The Genie	A turn of the tables, you are bound to genie nobility	TCE.73
The Great Old One	Your patron is a mysterious entity foreign to reality itself.	PHB.109
The Hexblade	Serves a shadowy entity that bestows dread curses	XGE.55
The Parasite	Become host to the offspring of a cosmic parasite	GHP.73
<b>Wizard</b>		
Bladesinging	A tradition of wizardry that incorporates swordplay and dance	TCE.76
Chronurgy Magic	Learn to alter the flow of time manipulate the pace of reality	EGW.184
Gravimurgy Magic	Bend the forces that draw objects together or force them apart	EGW.184
Order of Scribes	Magic of the book, taken to its logical extreme	TCE.77
Plague Doctor	Blend magic and science, by necessity, to heal and harm	GHP.76
School of Abjuration	Expert in magic that blocks, banishes, or protects.	PHB.115
School of Conjuration	Expert in magic that produces objects and creatures out of thin air.	PHB.116
School of Divination	Expert in magic of discernment, remove viewing, and foresight.	PHB.116
School of Enchantment	Expert in magic that entrances and beguiles others.	PHB.116
School of Evocation	Expert in magic that creates powerful elemental effects.	PHB.117
School of Illusion	Expert in magic that dazzles the senses and befuddles the mind.	PHB.118
School of Necromancy	Expert in magic that explores life, death, and undeath.	PHB.118
School of Sangromancy	Expert in magic that draws wonderful power from the blood	GHP.77
School of Transmutation	Expert in magic that modifies energy and matter.	PHB.119
War Magic	Mixes evocation and abjuration magic to dominate the battlefield	XGE.59