

Consolidated Character Options List

Compiled from the Player's Handbook, Dungeon Master's Guide ^(DMG), Elemental Evil Supplement ^(EE), Sword Coast Adventurer's Guide ^(SCAG), Curse of Strahd ^(CoS), The Blood Magic ^(BM) PDF from the <http://www.dmsguild.com/>, Adventurers League PDFs for Backgrounds ^(AL) (<http://dndadventurersleague.org/downloads/>), and Unearthed Arcana Articles ^(UA).

Races

Bullet points indicate subraces.

Aarakocra ^{EE}

Aasimar ^{DMG}

Changeling ^{UA}

Dragonborn

- Revenant ^{UA}

Dwarf

- Gray Dwarf (Duergar) ^{SCAG}
- Hill Dwarf
- Mountain Dwarf
- Revenant ^{UA}

Elf

- Dark Elf (Drow)
- Eladrin ^{DMG}
- High Elf
- Revenant ^{UA}
- Wood Elf

Genasi ^{EE}

- Air Genasi ^{EE}
- Earth Genasi ^{EE}
- Fire Genasi ^{EE}
- Revenant ^{UA}
- Water Genasi ^{EE}

Gnome

- Deep Gnome (Svirfneblin) ^{EE, SCAG}
- Forest Gnome
- Revenant ^{UA}
- Rock Gnome

Goliath ^{EE}

Half-Elf

Halfling

- Ghostwise ^{SCAG}
- Lightfoot
- Revenant ^{UA}
- Stout

Half-Orc

Human

- Revenant ^{UA}

Minotaur (Krynn) ^{UA}

Shifter ^{UA}

- Beasthide ^{UA}
- Cliffwalk ^{UA}
- Longstride ^{UA}
- Razorclaw ^{UA}
- Revenant ^{UA}
- Wildhunt ^{UA}

Tiefling

- Abyssal ^{UA}
- Infernal ^{UA}
- Revenant ^{UA}

Warforged ^{UA}

Classes

Bullet points indicate class paths.

Barbarian

- Path of the Battlerager ^{SCAG}
- Path of the Berserker
- Path of the Totem Warrior

Bard

- College of Lore
- College of Satire ^{UA}
- College of Swords ^{UA}
- College of Valor

Cleric

- Arcana Domain ^{SCAG}
- City Domain ^{UA}
- Death Domain ^{DMG}
- Knowledge Domain
- Life Domain
- Light Domain
- Nature Domain
- Tempest Domain
- Trickery Domain
- War Domain

Druid

- Circle of the Land
- Circle of the Moon

Fighter

- Battle Master
- Blood Thrall ^{BM}
- Cavalier ^{UA}
- Champion
- Eldritch Knight
- Monster Hunter ^{UA}
- Purple Dragon Knight (Banneret) ^{SCAG}
- Scout ^{UA}

Monk

- Way of Shadow
- Way of the Four Elements
- Way of the Long Death ^{SCAG}
- Way of the Open Hand
- Way of the Sun Soul ^{SCAG}

Mystic ^{UA}

- Order of the Awakened ^{UA}
- Order of the Immortal ^{UA}

Paladin

- Oath of Devotion
- Oath of the Ancients
- Oath of the Crown ^{SCAG}
- Oath of Vengeance
- Oathbreaker ^{DMG}

Ranger (Spell-less variant) ^{UA}

- Beast Master
- Deep Stalker ^{UA}
- Hunter

Ranger (Playtest Variat) ^{UA}

- Guardian ^{UA}
- Seeker ^{UA}
- Stalker ^{UA}

Rogue

- Arcane Trickster
- Assassin
- Inquisitive ^{UA}
- Mastermind ^{SCAG}
- Swashbuckler ^{SCAG}
- Thief

Sorcerer

- Draconic Bloodline
- Favored Soul ^{UA}
- King's Blood ^{BM}
- Shadow ^{UA}
- Storm Sorcery ^{SCAG}
- Wild Magic

Warlock

- The Archfey
- The Fiendish
- The Ghost in the Machine ^{UA}
- The Great Old One
- The Undying ^{SCAG}
- The Undying Light ^{UA}

Wizard

- Abjurer
- Artificer ^{UA}
- Bladesinging ^{SCAG}
- Blood Magic ^{BM}
- Conjurer
- Diviner
- Enchanter
- Evoker
- Illusionist
- Necromancer
- Technomancy ^{UA}
- Transmuter

Prestige Classes

Rune Scribe ^{UA}

Fighting Styles

Archery

Close Quarters Shooter ^{UA}

Defense

Dueling

Great Weapon Fighting

Mariner ^{UA}

Protection

Tunnel Fighter ^{UA}

Two-Weapon Fighting

Backgrounds

Bullet points indicate background variants.

Acolyte

Black Fist Double Agent ^{AL}

Caravan Specialist ^{AL}

Charlatan

City Watch ^{SCAG}

- Investigator ^{SCAG}

Clan Crafter ^{SCAG}

Cloistered Scholar ^{SCAG}

Courtier ^{SCAG}

Criminal

- Spy

Cormanthor Refugee ^{AL}

Dragon Casualty ^{AL}

Entertainer

- Gladiator

Earthspur Miner ^{AL}

Faction Agent ^{SCAG}

Far Traveler ^{SCAG}

Folk Hero

Gate Urchin ^{AL}

Guild Artisan

- Guild Merchant

Haborfolk ^{AL}

Hermit

Haunted One ^{CoS}

Hillsfar Merchant ^{AL}

Hillsfar Smuggler ^{AL}

Inheritor ^{SCAG}

Iron Route Bandit ^{AL}

Knight of the Order ^{SCAG}

Mercenary Veteran ^{SCAG}

Mulmaster Aristocrat ^{AL}

Noble

- Knight

Outlander

Phlan Insurgent ^{AL}

Phlan Refugee ^{AL}

Sage

Sailor

- Pirate

Secret Identity ^{AL}

Shade Fanatic ^{AL}

Soldier

Stojanow Prisoner ^{AL}

Trade Sherif ^{AL}

Trcklebelly Nomad ^{AL}

Urban Bounty Hunter ^{SCAG}
Urchin
Uthgardt Tribe Member ^{SCAG}
Waterdhavian Noble ^{SCAG}

Feats

Actor
Alert
Athlete
Charger
Crossbow Expert
Defensive Duelist
Dragonmark ^{UA}
Dual Wielder
Dungeon Delver
Durable
Elemental Adept
Grappler
Great Weapon Master
Healer
Heavily Armored
Heavy Armor Master
Inspiring Leader
Keen Mind
Lightly Armored
Linguist
Lucky
Mage Slayer
Magic Initiate
Martial Adept
Medium Armor Master
Mobile
Moderately Armored
Mounted Combatant
Observant
Polearm Master
Resilient
Ritual Caster
Savage Attacker
Sentinel
Sharpshooter
Shield Master
Skilled
Skulker
Spell Sniper
Svirfneblin Magic ^{EE, SCAG}
Tavern Brawler
Tough
War Caster
Weapon Master