Races

Racial Statistics

	Height (")	Weight (lbs)	Age (a)
Dwarf			
Gold	43/41+1d10	130/105+4d10	40+5d6
Shield	49/47+1d10	145/115+5d10	50+6d6
Elb			
Gold	65/60+1d12	85/75 +3d10	120+5d8
Moon	60/55+1d10	90/70 +3d10	100+5d6
Wood	65/60+1d12	95/80 +3d12	100+5d6
Gnome			
Forest	24/22+1d6	54/50 +4d4	50+2d12
Rock	38/36+1d6	72/68 +5d4	60+3d12
Half-Elb	60/58+2d8	110/85 +3d12	15+1d6
Halfling			
Hairfoot	32/30+2d8	52/48 +5d4	20+3d4
Stout	34/32+2d8	55/52 +4d6	20+3d4
Tallfellow	38/34+2d6	55/52 +4d4	20+3d4
Human	60/59+2d10	140/100+6d10	15+1d4
	male/female		

Racial Ability Requirement

	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Dwarf									
Gold	8/18	3/17	11/18	3/18	3/18	3/18	6/19	3/17	3/17
Shield	8/18	3/17	11/19	3/18	3/18	3/18	6/18	3/16	3/17
Elb									
Gold	3/17	7/19	5/16	6/19	8/20	3/18	3/15	8/18	8/20
Moon	3/18	6/19	7/17	6/19	8/18	3/18	3/15	8/18	8/20
Wood	6/19	6/19	7/17	6/19	8/18	3/18	3/16	7/17	7/19
Gnome									
Forest	3/17	8/19	8/18	11/20	3/17	6/18	3/17	3/18	3/17
Rock	6/18	3/18	8/18	8/19	7/19	2/17	3/17	3/18	3/17
Half-Elb	3/18	6/18	6/18	3/18	4/18	3/18	3/17	3/18	3/19
Halfling									
Hairfoot	3/17	8/19	10/18	10/19	6/18	3/18	3/17	7/18	7/18
Stout	5/17	8/19	10/19	10/19	6/18	3/18	3/17	5/18	5/18
Tallfellow	3/17	8/19	10/18	10/19	6/18	7/19	3/16	5/18	5/18
	min/max								

Racial Ability Adjustments

	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Dwarf			+1				+1	-1	-1
Elb									
Gold	-1	+1	-2	+1	+2		-3		+2
Moon		+1	-1	+1			-3		+2
Wood	+1		-1	+1			-2		+1
Gnome									
Forest	-1	+1		+2	-1	+1	-1		-1
Rock				+2	+1	-1	-1		-1
Half-Elb							-1		+1
Halfling									
Hairfoot	-1	+1		+1			-1		
Stout	-1	+1*	+1*	+1			-1		
Tallfellow	-1	+1*		+1		+1*	-1		
	* one of them								

Classes

Class Ability Minimums

	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter	$9^\dagger$	-	-	9	-	-	-	-	-
Barbarian	$12^\dagger$	9	$12^\dagger$	9	-	-	-	-	-
Paladin	$12^\dagger$	-	9	-	-	$13^\dagger$	-	17	9
Ranger	$13^\dagger$	$13^\dagger$	14	9	-	$14^\dagger$	-	-	-
Mage	-	-	-	-	$9^\dagger$	-	9	-	-
Demoniser	-	-	-	-	$15^\dagger$	12	9	$15^\dagger$	-
Spellsinger	-	15	-	-	15	15	9	-	-
Priest	-	-	-	-	-	$9^\dagger$	9	-	-
Crusader	$12^\dagger$	-	-	-	-	$9^\dagger$	-	12	9
Druid	-	-	-	-	-	$12^\dagger$	-	$15^\dagger$	9
Monk	-	-	13	-	$14^\dagger$	$15^\dagger$	9	-	-
Mystic	-	-	-	-	11	$12^\dagger$	9	$15^\dagger$	-
Runecaster	11	-	-	9	$14^\dagger$	$15^\dagger$	-	-	-
Shaman	-	9	$12^\dagger$	9	-	$12^\dagger$	-	-	-
Psionicist	-	-	$11^\dagger$	-	12	$15^\dagger$	9	-	-
Rogue	-	$9^\dagger$	-	9	-	-	-	-	-
Bard	-	$12^\dagger$	-	-	13	-	-	$15^\dagger$	9
Shadow Walker	-	$15^\dagger$	-	9	$15^\dagger$	-	-	-	-
	† Prime Requisite								

Racial Class and Level Limits

	Dwarf	Elb	Gnome	Half-Elb	Halfling	Human
Fighter	15	12	11	14	9	U‡
Barbarian	(15)	(12)	-	-	-	U‡
Paladin	-	-	-	-	-	U‡
Ranger	(15)	15‡	(11)	16	(9)	U‡
Mage	-	15	15	12	-	U‡
Demoniser	-	11‡	-	14‡	-	U‡
Spellsinger	-	-	-	12‡	-	U‡
Priest	10	12‡	9	14	8‡	U‡
Crusader	13‡	12‡	-	(12)	-	U‡
Druid	-	(12)	-	9	-	U‡
Monk	-	-	-	-	-	U‡
Mystic	-	12‡	-	14	13‡	U‡
Runecaster	9‡	-	-	-	-	U‡
Shaman	(10)	(12)	-	-	-	U‡
Psionicist	8	7‡	9‡	7‡	10	U‡
Rogue	12	12	13	13	15	U‡
Bard	(15)	(15)	(15)	U	(15)	U‡
Shadow Walker	-	-	-	-	-	U‡

‡ no Multi-Class Combination possible
above maximal Level: 4× XPs requiered

Subracial Level Limit Adjustmant

	Fighter	Mage	Priest	Psionicist	Rogue
Dwarf					
Gold	0	-	0	0	0
Shield	+1	-	0	0	0
Elb					
Gold	0	+1	0	-1	0
Moon	0	0	0	0	0
Wood	+1	+1	0	-1	0
Halfling					
Hairfoot	-1	-	0	0	0
Stout	0	-	0	0	0
Tallfellow	+1	-	0	0	0

Prime Requisite Level Bonus

Ability Score	Additional Levels
14,15	+1
16,17	+2
18	+3
19	+4
20	+5

Subclass/Kit Ability Minimums

Dwarf-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter									
Amazon	9†	-	-	9	-	-	-	-	-
Animal Master	9†	-	-	9	-	12	-	-	-
Axe for Hire	9†	-	-	9	-	-	-	-	-
Barbarian	15†	-	-	9	-	-	-	-	-
Battlerager	15†	-	-	9	< 10	< 10	-	-	-
Beast-Rider	9†	-	-	9	-	-	-	13	-
Clansdwarf	9†	-	-	9	-	-	-	-	-
Gladiator	9†	-	-	9	-	-	-	-	-
Hearth Guard	9†	-	-	9	-	-	-	-	-
Highborn	9†	-	-	9	-	-	-	-	-
Myrmidon	12†	-	12	9	-	-	-	-	-
Noble Warrior	13†	-	13	9	-	-	-	-	-
Outcast	9†	-	-	9	-	-	-	-	-
Pirate/Outlaw	9†	-	-	9	-	-	-	-	-
Rapid Response Rider	9†	-	-	9	-	-	-	-	-
Sharpshooter	9†	-	-	9	-	-	-	-	-
Wildeness Warrior	9†	-	13	9	-	-	-	-	-
Fighter (Faerûnian)									
Dragon Coast	9†	-	-	9	-	-	-	-	-
Island Kingdoms	9†	-	-	9	-	-	-	-	-
Moonsea	11†	-	-	9	-	-	-	-	-
Savage North	9†	-	-	9	-	-	-	-	-
Vast	9†	-	-	9	-	-	-	-	-
Waterdeep	9†	-	-	9	-	-	-	-	-
Western Heartlands	9†	-	-	9	-	-	-	-	-
Fighter/Priest									
Champion	15†	-	-	9	-	15†	9	14	-
Temple Guard	9†	-	-	9	-	9†	9	-	-
Vinidicator	15†	-	-	9	< 10	< 14†	9	-	-
Fighter/Rogue									
Ghetto Fighter	9†	9†	-	9	-	-	-	-	-
Trader	9†	9†	-	9	-	-	-	-	-
Vermin Slayer	14†	14†	-	9	-	-	-	-	-
Wayfinder	9†	9†	-	9	12	-	-	-	-
Barbarian									
Brute	12†	9	12†	9	< 7	-	-	< 9	-
Wizard Slayer	12†	9	12†	9	-	-	-	-	-
Paladin (Fighter/Priest)									
Forgelighter	12†	-	14	-	-	13†	-	16	9
Ranger									
Deep Ranger	13†	13†	14	9	-	14†	-	-	-
Guardian	13†	13†	14	9	-	14†	-	-	-
Mountain Man	14†	13†	15	9	-	14†	-	-	-
Warden	13†	13†	14	9	-	14†	-	12	-
Priest									

* one of them required
† Prime Requisite

Dwarf-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Amazon Priest	-	-	-	-	-	9†	9	-	-
Crafts Priest	-	-	-	-	-	9†	9	-	-
Nobleman Priest	-	-	-	-	-	9†	9	-	-
Outlaw Priest	-	-	-	-	-	9†	9	-	-
Pacifist	-	-	-	-	-	9†	9	-	-
Pariah	-	-	-	-	-	9†	9	-	-
Patrician	-	-	-	-	-	9†	9	-	-
Peasant Priest	-	-	-	-	-	9†	9	-	-
Prophet	-	-	-	-	-	15†	9	-	-
Ritual Priest	-	-	-	-	-	9†	9	-	-
Scholar	-	-	-	-	13	9†	9	-	-
Shaman									
Flamespeaker	-	9	12†	9	-	12†	-	-	-
Witchman	-	9	12†	9	-	12†	-	-	-
Holy Crusader (Faerûnian)									
Auril – Chillbringer	-	-	-	-	-	9†	9	-	-
Azuth – Golemmaster	-	-	-	-	16	16†	9	-	-
Beshaba – Wormluck	-	-	-	-	-	9†	9	-	-
Chauntea – Cultivator	-	-	-	-	-	9†	9	-	-
Chauntea – Lifewarden	-	-	-	-	-	9†	9	-	-
Deneir – Wordsmith	-	-	-	-	14	9†	9	-	-
Eldath – Stillwater	-	-	-	-	-	9†	9	-	-
Gond – Holy Builder	-	-	-	-	12	9†	9	-	-
Hoar – Nemesis	-	-	-	-	-	9†	9	-	-
Ilmater – Alleviator	-	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Gauntlet	12	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Orb	-	-	-	-	-	9†	9	12	-
Kelemvor – Mortarch	-	-	-	-	-	9†	9	12	-
Kelemvor – Necrobane	-	-	-	-	-	9†	9	-	-
Lathander – Springlord/lady	-	-	-	-	-	9†	9	-	-
Lliira – Festbringer	-	12	-	-	-	9†	9	13	-
Lliira – Profitprophet	-	-	-	-	12	9†	9	-	-
Loviatar – Painteacher	-	-	-	-	-	9†	9	-	-
Mask – Catfoot	-	16	-	-	-	9†	9	-	-
Oghma – Quill	-	-	-	-	12	9†	9	-	-
Selûne – Moon Knight	12	-	-	-	-	9†	9	-	-
Selûne – Silver Lady	-	-	-	-	-	9†	9	-	-
Shar – Darkcloak	-	-	-	-	-	9†	9	-	-
Shar – Nightbringer	-	-	-	-	-	9†	9	-	-
Sharess – Indulgent	-	-	-	-	-	12†	9	16	-
Silvanus – Greenlord/lady	-	-	-	-	-	9†	9	-	-
Talona – Fang	-	-	-	-	-	9†	9	-	-
Talos – Stormrider	-	-	-	-	-	9†	9	-	-
Tempus – Battleforge	-	-	-	-	14	9†	9	-	-
Tempus – Gloryblood	14	-	-	-	-	9†	9	-	-
Tymora – Favored	-	-	-	-	-	9†	9	12	-
Tymora – Luckrider	-	-	-	-	-	9†	9	-	-
Umberlee – Anchor	-	-	14	-	-	9†	9	-	-

* one of them required
† Prime Requisite

Dwarf-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Valkur – Stormharbor	-	-	-	-	-	9†	9	-	-
Priest (Mythos)									
Moradin	13	-	-	-	-	9†	-	-	-
Clanggedin	15	-	-	-	-	9†	-	-	-
Dugmaren	-	-	-	-	10	13†	-	-	-
Dumathoin	-	-	12	-	-	9†	-	-	-
Abbathor	-	-	-	-	-	9†	-	-	-
Vergadain	-	12*	-	-	12*	9†	-	-	-
Berronar	-	-	-	-	-	9†	-	-	-
Sharindlar	-	12	-	-	-	9†	-	-	-
Marthammor	-	-	-	-	-	9†	-	-	-
Gorm	-	-	-	-	-	9†	-	-	-
Haela	-	12	-	-	-	9†	-	-	-
Thard Harr	-	-	-	-	-	9†	-	-	-
Laduguer	15*	15*	-	-	-	9†	-	-	-
Priest (Faerûnian)									
Grumbar (*Earth*)	12†	-	-	-	-	12†	-	-	-
Ibrandul (dead)	-	-	11†	-	-	10†	-	-	-
Oghma	-	-	-	-	12†	14†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
Torm	-	-	12†	-	-	15†	-	-	-
Psionicist									
Crystallite	-	-	11†	-	12	15†	9	-	-
Empath	-	-	11†	-	12	15†	9	14	-
Healer	-	-	11†	-	12	15†	9	-	-
Psychic Surgeon	-	-	11†	-	12	15†	9	-	-
Thought Agent	-	-	11†	-	13	16†	9	-	-
Psionicist (Discipline)									
Clairsentientist	-	-	11†	-	15	16†	9	-	-
Psychokinetant	-	12	11†	-	15	15†	9	-	-
Psychometabolist	11	-	16†	-	12	15†	9	-	-
Psychoportant	-	-	15†	-	13	15†	9	-	-
Telepathist	-	-	11†	-	12	16†	9	14	-
Rogue									
Adventurer	-	9†	-	9	-	-	-	-	-
Assassin	12	12†	-	9	11	-	-	-	-
Bandit	10	9†	10	9	-	-	-	-	-
Bounty Hunter	11	11†	11	9	11	11	-	-	-
Burglar	10	13†	-	9	-	-	-	-	-
Clod	15	< 17†	-	< 11	< 11	< 11	-	-	-
Diplomat	-	9†	-	9	-	-	-	13	-
Entertainer	-	14†	-	9	-	-	-	-	-
Fence	-	9†	-	9	12	-	-	-	-
Locksmith	-	9†	-	9	-	-	-	-	-
Pest Controller	-	9†	-	9	-	-	-	-	-
Scout	-	9†	-	9	-	-	-	-	-
Trader	-	9†	-	9	12	-	-	-	-
Troubleshooter	-	9†	-	9	-	-	-	-	-

* one of them required
† Prime Requisite

Dwarf-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Rogue (Faerûnian)									
Empires of the Sand	-	9†	-	9	-	-	-	-	-
Old Empires	-	9†	-	9	-	-	-	-	-
Savage North	-	9†	12	9	-	-	-	-	-
Vilhon Reach	-	9†	-	9	-	-	-	-	-
Waterdeep	-	9†	-	9	-	-	-	-	-
Bard									
Chanter	-	12†	13	-	-	-	-	15†	9
Herald	-	12†	-	-	13	-	-	15†	9
Skald	-	12†	-	-	13	-	-	15†	9

* one of them required
† Prime Requisite

Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Any									
Undead Slayer	-	-	-	-	-	-	-	-	-
Fighter									
Amazon	9†	-	-	9	-	-	-	-	-
Archer	9†	-	-	9	-	-	-	-	-
Barbarian	15†	-	-	9	-	-	-	-	-
Beast-Rider	9†	-	-	9	-	-	-	13	-
Cavalier	15†	15	15	9	10	10	-	-	-
Elven Knight	14†	16	15	9	-	12	-	-	-
Gladiator	9†	-	-	9	-	-	-	-	-
Myrmidon	12†	-	12	9	-	-	-	-	-
Noble Warrior	13†	-	13	9	-	-	-	-	-
Pirate/Outlaw	9†	-	-	9	-	-	-	-	-
Savage	11†	-	15	9	-	-	-	-	-
Swashbuckler	9†	13	-	9	13	-	-	-	-
Unicorn Rider	13†	16	15	9	-	13	-	15	-
Wilderness Runner	9†	-	-	9	-	-	-	-	-
Wildeness Warrior	9†	-	13	9	-	-	-	-	-
Windrider	9†	-	-	9	-	-	-	-	-
Fighter (Faerûnian)									
Cormyr	9†	-	-	9	-	-	-	-	-
Dales	9†	-	-	9	-	-	-	-	-
Dragon Coast	9†	-	-	9	-	-	-	-	-
Elven Court	9†	-	-	9	-	-	-	-	-
Island Kingdoms	9†	-	-	9	-	-	-	-	-
Moonsea	11†	-	-	9	-	-	-	-	-
Savage North	9†	-	-	9	-	-	-	-	-
Vast	9†	-	-	9	-	-	-	-	-
Waterdeep	9†	-	-	9	-	-	-	-	-
Western Heartlands	9†	-	-	9	-	-	-	-	-
Fighter/Mage									
Bladesinger	13†	15	13	9	15†	-	9	-	-
War Wizard	9†	-	-	9	9†	-	9	-	-
Fighter/Mage/Rogue									
Collector	9†	9†	-	9	13†	-	9	15	-
Infiltrator	9†	9†	-	9	9†	-	9	-	-
Fighter/Rogue									
Huntsman	9†	9†	-	9	-	-	-	-	-
Barbarian									
Bushrunner	12†	9	12†	9	-	-	-	-	-
Forest Lord	12†	9	12†	9	-	-	-	-	-
Islander	12†	9	12†	9	-	-	-	-	-
Paladin (Fighter/Priest)									
Trooper	12†	-	13	-	-	13†	-	17	9
Ranger									
Beastmaster	13†	13†	14	9	-	14†	-	-	-
Deep Ranger	13†	13†	14	9	-	14†	-	-	-
Desert Ranger	13†	13†	14	9	-	14†	-	-	-

* one of them required

† Prime Requisite

Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Explorer	13†	13†	14	9	12	14†	-	-	-
Falconer	13†	13†	14	9	-	14†	-	-	-
Feralan	14†	13†	15	9	-	14†	-	-	-
Forest Runner	13†	13†	14	9	-	14†	-	12	-
Giant Killer	15†	15†	14	9	-	14†	-	-	-
Guardian	13†	13†	14	9	-	14†	-	-	-
Pathfinder	13†	13†	14	9	-	14†	-	-	-
Sea Ranger	13†	13†	14	9	12	14†	-	-	-
Seeker	13†	13†	14	9	-	15†	-	-	-
Warden	13†	13†	14	9	-	14†	-	12	-
Mage									
Academican	-	-	-	-	13†	11	9	-	-
Amazon Sorceress	-	-	-	-	9†	-	9	-	-
Anagakok	-	-	13	-	9†	-	9	-	-
High Mage	-	-	-	-	17†	17	9	-	-
Magesmith	13	-	12	-	14†	-	9	-	-
Militant Wizard	13	-	-	-	9†	-	9	-	-
Mystic	-	-	-	-	9†	13	9	-	-
Patrician	-	-	-	-	9†	-	9	-	-
Savage Wizard	11	-	13	-	9†	-	9	-	-
Witch	-	-	13	-	13†	13	9	-	-
Mage/Rogue									
Spellfilcher	-	9†	-	9	9†	-	9	-	-
Mage (Faerûnian)									
Cormyr	-	-	-	-	9†	-	9	-	-
Dales	-	-	12	-	9†	-	9	-	-
Dragon Coast	-	-	-	-	9†	-	9	-	-
Elven Wood	-	-	-	-	9†	-	9	-	-
Island Kingdoms	-	-	-	-	9†	-	9	-	-
Moonsea Region	-	-	-	-	9†	-	9	-	-
Vast	-	-	-	-	9†	-	9	-	-
Waterdeep	-	-	-	-	9†	9	9	-	-
Western Heartlands	-	-	-	-	9†	-	9	-	-
Mage (Philosophy)									
Diviner	-	-	-	-	9†	16	9	-	-
Enchanter	-	-	-	-	9†	-	9	16	-
Metamagican	-	-	-	-	17†	-	9	-	-
Mage (Thaumaurgy)									
Geometer	-	-	-	-	15†	14	9	-	-
Song Mage	-	-	-	-	14†	-	9	15	-
Wild Mage	-	-	-	-	16†	-	9	-	-
Priest									
Amazon Priest	-	-	-	-	-	9†	9	-	-
Fighting-Monk	-	12	-	-	-	9†	9	-	-
Herbalist	-	-	-	-	-	9†	9	-	-
Nobleman Priest	-	-	-	-	-	9†	9	-	-
Outlaw Priest	-	-	-	-	-	9†	9	-	-
Pacifist	-	-	-	-	-	9†	9	-	-

* one of them required
† Prime Requisite

Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Peasant Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Prophet	-	-	-	-	-	$15^{\dagger}$	9	-	-
Scholar	-	-	-	-	13	$9^{\dagger}$	9	-	-
Skinwalker	-	-	-	-	-	$9^{\dagger}$	9	-	-
Totem-Sister	-	-	-	-	-	$9^{\dagger}$	9	-	-
Shaman									
Dreamwalker	-	9	$12^{\dagger}$	9	-	$12^{\dagger}$	-	-	-
Seer	-	9	$12^{\dagger}$	9	-	$12^{\dagger}$	-	-	-
Holy Crusader (Faerûnian)									
Auril – Chillbringer	-	-	-	-	-	$9^{\dagger}$	9	-	-
Azuth – Golemmaster	-	-	-	-	16	$16^{\dagger}$	9	-	-
Azuth – Magefriend	-	-	-	-	16	$9^{\dagger}$	9	-	-
Beshaba – Wormluck	-	-	-	-	-	$9^{\dagger}$	9	-	-
Chauntea – Cultivator	-	-	-	-	-	$9^{\dagger}$	9	-	-
Chauntea – Lifewarden	-	-	-	-	-	$9^{\dagger}$	9	-	-
Deneir – Wordsmith	-	-	-	-	14	$9^{\dagger}$	9	-	-
Eldath – Stillwater	-	-	-	-	-	$9^{\dagger}$	9	-	-
Hoar – Nemesis	-	-	-	-	-	$9^{\dagger}$	9	-	-
Ilmater – Alleviator	-	-	-	-	-	$9^{\dagger}$	9	-	-
Iyachtu Xvim – Orb	-	-	-	-	-	$9^{\dagger}$	9	12	-
Kelemvor – Mortarch	-	-	-	-	-	$9^{\dagger}$	9	12	-
Lathander – Springlord/lady	-	-	-	-	-	$9^{\dagger}$	9	-	-
Leira – Mistwalker	-	-	-	-	14	$9^{\dagger}$	9	-	-
Lliira – Festbringer	-	12	-	-	-	$9^{\dagger}$	9	13	-
Lliira – Profitprophet	-	-	-	-	12	$9^{\dagger}$	9	-	-
Loviatar – Painteacher	-	-	-	-	-	$9^{\dagger}$	9	-	-
Mask – Catfoot	-	16	-	-	-	$9^{\dagger}$	9	-	-
Mielikki – Treespeaker	-	-	-	-	-	$12^{\dagger}$	9	12	-
Mielikki – Woodscout	-	-	14	-	-	$9^{\dagger}$	9	-	-
Milil – Loresinger	-	-	-	-	12	$9^{\dagger}$	9	14	-
Mystra – Monitor	-	-	-	-	12	$9^{\dagger}$	9	-	-
Oghma – Holy Singer	-	-	-	-	-	$9^{\dagger}$	9	14	-
Oghma – Quill	-	-	-	-	12	$9^{\dagger}$	9	-	-
Selûne – Moon Knight	12	-	-	-	-	$9^{\dagger}$	9	-	-
Selûne – Silver Lady	-	-	-	-	-	$9^{\dagger}$	9	-	-
Shar – Darkcloak	-	-	-	-	-	$9^{\dagger}$	9	-	-
Shar – Nightbringer	-	-	-	-	-	$9^{\dagger}$	9	-	-
Sharess – Indulgent	-	-	-	-	-	$12^{\dagger}$	9	16	-
Silvanus – Greenlord/lady	-	-	-	-	-	$9^{\dagger}$	9	-	-
Sune – Aesthete	-	-	-	-	-	$9^{\dagger}$	9	14	-
Sune – Silkwhisper	-	-	-	-	11	$9^{\dagger}$	9	16	-
Talona – Fang	-	-	-	-	-	$9^{\dagger}$	9	-	-
Talos – Stormrider	-	-	-	-	-	$9^{\dagger}$	9	-	-
Tempus – Gloryblood	14	-	-	-	-	$9^{\dagger}$	9	-	-
Tymora – Favored	-	-	-	-	-	$9^{\dagger}$	9	12	-
Tymora – Luckrider	-	-	-	-	-	$9^{\dagger}$	9	-	-
Umberlee – Anchor	-	-	14	-	-	$9^{\dagger}$	9	-	-
Valkur – Stormharbor	-	-	-	-	-	$9^{\dagger}$	9	-	-

* one of them required

† Prime Requisite

Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Priest (Mythos)									
Corellon	11	-	-	-	11	9†	-	-	-
Sehanine	-	-	-	-	11	13†	-	-	-
Aerdie Faenya	-	-	-	-	-	9†	-	-	-
Erevan Ilesere	-	13*	-	-	13*	9†	-	-	-
Fenmarel	-	-	-	-	-	9†	-	-	-
Hanali Celanil	-	-	-	-	-	9†	-	13	-
Labelas	-	-	-	-	11	12†	-	-	-
Solonor	-	15	10	-	-	9†	-	-	-
Deep Sashelas	-	-	-	-	-	13†	-	-	-
Rallathil	-	-	-	-	-	15†	-	-	-
Lloth	-	-	-	-	-	13†	-	-	-
Klaransalee	-	-	-	-	-	9†	-	-	-
Vhaerun	-	12	-	-	-	9†	-	-	-
Priest (Faerûnian)									
Ibrandul (dead)	-	-	11†	-	-	10†	-	-	-
Istishia (*Water*)	12†	-	-	-	-	12†	-	-	-
Kossuth (*Fire*)	-	-	12†	-	-	12†	-	-	-
Mielikki (Rangers)	13†	13†	14	-	-	14†	-	-	-
Milil	-	-	-	-	13	14†	-	14†	-
Oghma	-	-	-	-	12†	14†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
Sune	-	-	-	-	-	12†	-	16†	-
Torm	-	-	12†	-	-	15†	-	-	-
Psionicist									
Berranie Seer	-	-	11†	-	12	15†	9	12	-
Dowser	-	-	11†	-	12	15†	9	-	-
Empath	-	-	11†	-	12	15†	9	14	-
Healer	-	-	11†	-	12	15†	9	-	-
Psychic Surgeon	-	-	11†	-	12	15†	9	-	-
Psionicist (Discipline)									
Clairsentientist	-	-	11†	-	15	16†	9	-	-
Psychokinetant	-	12	11†	-	15	15†	9	-	-
Psychometabolist	11	-	16†	-	12	15†	9	-	-
Psychoportant	-	-	15†	-	13	15†	9	-	-
Telepathist	-	-	11†	-	12	16†	9	14	-
Rogue									
Acrobat	12	14†	-	9	-	-	-	-	-
Adventurer	-	9†	-	9	-	-	-	-	-
Bandit	10	9†	10	9	-	-	-	-	-
Bounty Hunter	11	11†	11	9	11	11	-	-	-
Buccaneer	-	9†	10	9	-	-	-	-	-
Burglar	10	13†	-	9	-	-	-	-	-
Cutpurse	-	9†	-	9	-	-	-	-	-
Fence	-	9†	-	9	12	-	-	-	-
Scout	-	9†	-	9	-	-	-	-	-
Smuggler	-	9†	-	9	-	-	-	-	-
Spy	-	9†	-	9	11	-	-	-	-

* one of them required
† Prime Requisite

Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Swashbuckler	13	9†	-	9	-	-	-	-	-
Trader	-	9†	-	9	12	-	-	-	-
Rogue (Faerûnian)									
Elven Woods	-	9†	-	9	-	-	-	-	-
Empires of the Sand	-	9†	-	9	-	-	-	-	-
Evermeet	-	9†	-	9	-	-	-	-	-
Old Empires	-	9†	-	9	-	-	-	-	-
Savage North	-	9†	12	9	-	-	-	-	-
Vilhon Reach	-	9†	-	9	-	-	-	-	-
Waterdeep	-	9†	-	9	-	-	-	-	-
Bard									
Gypsy-Bard	-	12†	-	-	13	-	-	15†	9
Herald	-	12†	-	-	13	-	-	15†	9
Loremaster	-	12†	-	-	14	14	-	15†	9
Meistersinger	-	12†	-	-	13	-	-	15†	9
Minstrel	-	12†	-	-	13	-	-	15†	9

* one of them required

† Prime Requisite

Gnome-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter									
Amazon	9†	-	-	9	-	-	-	-	-
Beast-Rider	9†	-	-	9	-	-	-	13	-
Breachgnome	16†	-	-	9	-	-	-	-	-
Gladiator	9†	-	-	9	-	-	-	-	-
Goblinsticker	15†	-	15	9	-	-	-	-	-
Myrmidon	12†	-	12	9	-	-	-	-	-
Noble Warrior	13†	-	13	9	-	-	-	-	-
Pirate/Outlaw	9†	-	-	9	-	-	-	-	-
Wildeness Warrior	9†	-	13	9	-	-	-	-	-
Fighter (Faerûnian)									
Dragon Coast	9†	-	-	9	-	-	-	-	-
Island Kingdoms	9†	-	-	9	-	-	-	-	-
Moonsea	11†	-	-	9	-	-	-	-	-
Savage North	9†	-	-	9	-	-	-	-	-
Vast	9†	-	-	9	-	-	-	-	-
Waterdeep	9†	-	-	9	-	-	-	-	-
Western Heartlands	9†	-	-	9	-	-	-	-	-
Fighter/Rogue									
Stalker	13†	13†	-	9	-	-	-	-	-
Ranger									
Deep Ranger	13†	13†	14	9	-	14†	-	-	-
Forest Runner	13†	13†	14	9	-	14†	-	12	-
Pathfinder	13†	13†	14	9	-	14†	-	-	-
Stalker	13†	13†	14	9	14	14†	-	-	-
Mage									
Academican	-	16	-	-	13†	11	9	-	-
Imagemaker	-	16	-	-	9†	-	9	-	-
Mystic	-	16	-	-	9†	13	9	-	-
Patrician	-	16	-	-	9†	-	9	-	-
Peasant Wizard	-	16	-	-	9†	-	9	-	-
Vanisher	-	16	-	-	9†	-	9	-	-
Witch	-	16	13	-	13†	13	9	-	-
Mage (Philosophy)									
Illusionist	-	16	-	-	9†	-	9	-	-
Mage (Thaumaurgy)									
Artificer	-	-	15	-	12†	-	9	-	-
Priest									
Amazon Priest	-	-	-	-	-	9†	9	-	-
Outlaw Priest	-	-	-	-	-	9†	9	-	-
Pacifist	-	-	-	-	-	9†	9	-	-
Peasant Priest	-	-	-	-	-	9†	9	-	-
Prophet	-	-	-	-	-	15†	9	-	-
Scholar	-	-	-	-	13	9†	9	-	-
Holy Crusader (Faerûnian)									
Auril – Chillbringer	-	-	-	-	-	9†	9	-	-
Azuth – Golemmaster	-	-	-	-	16	16†	9	-	-
Azuth – Magefriend	-	-	-	-	16	9†	9	-	-

* one of them required
† Prime Requisite

Gnome-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Beshaba – Wormluck	-	-	-	-	-	9†	9	-	-
Chauntea – Cultivator	-	-	-	-	-	9†	9	-	-
Chauntea – Lifewarden	-	-	-	-	-	9†	9	-	-
Deneir – Wordsmith	-	-	-	-	14	9†	9	-	-
Eldath – Stillwater	-	-	-	-	-	9†	9	-	-
Gond – Holy Builder	-	-	-	-	12	9†	9	-	-
Hoar – Nemesis	-	-	-	-	-	9†	9	-	-
Ilmater – Alleviator	-	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Orb	-	-	-	-	-	9†	9	12	-
Kelemvor – Mortarch	-	-	-	-	-	9†	9	12	-
Lathander – Springlord/lady	-	-	-	-	-	9†	9	-	-
Leira – Mistwalker	-	-	-	-	14	9†	9	-	-
Lliira – Festbringer	-	12	-	-	-	9†	9	13	-
Lliira – Profitprophet	-	-	-	-	12	9†	9	-	-
Loviatar – Painteacher	-	-	-	-	-	9†	9	-	-
Mask – Catfoot	-	16	-	-	-	9†	9	-	-
Mystra – Apothecar	-	-	-	-	14	9†	9	-	-
Oghma – Quill	-	-	-	-	12	9†	9	-	-
Selûne – Moon Knight	12	-	-	-	-	9†	9	-	-
Selûne – Silver Lady	-	-	-	-	-	9†	9	-	-
Shar – Darkcloak	-	-	-	-	-	9†	9	-	-
Shar – Nightbringer	-	-	-	-	-	9†	9	-	-
Sharess – Indulgent	-	-	-	-	-	12†	9	16	-
Silvanus – Greenlord/lady	-	-	-	-	-	9†	9	-	-
Talona – Fang	-	-	-	-	-	9†	9	-	-
Talos – Stormrider	-	-	-	-	-	9†	9	-	-
Tempus – Battleforge	-	-	-	-	14	9†	9	-	-
Tempus – Gloryblood	14	-	-	-	-	9†	9	-	-
Tymora – Favored	-	-	-	-	-	9†	9	12	-
Tymora – Luckrider	-	-	-	-	-	9†	9	-	-
Umberlee – Anchor	-	-	14	-	-	9†	9	-	-
Valkur – Stormharbor	-	-	-	-	-	9†	9	-	-
Priest (Mythos)									
Garl	-	11	-	-	11	9†	-	-	-
Baervan	-	-	10	-	-	9†	-	-	-
Baravar	-	15*	-	-	15*	9†	-	-	-
Flandal	12*	-	12*	-	-	9†	-	-	-
Gaerdal	13	-	-	-	-	9†	-	-	-
Nebelun	-	-	-	-	13	9†	-	-	-
Segojan	-	-	12	-	-	9†	-	-	-
Urdlen	-	-	-	-	-	9†	-	-	-
Rocktender	-	-	-	-	-	9†	-	15†	-
Treetender	-	-	-	-	-	12†	-	15†	-
Callarduran	-	-	-	-	12	12†	-	-	-
Priest (Faerûnian)									
Gond	-	14†	-	-	14	14†	-	-	-
Grumbar (*Earth*)	12†	-	-	-	-	12†	-	-	-
Ibrandul (dead)	-	-	11†	-	-	10†	-	-	-

* one of them required
† Prime Requisite

Gnome-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Kossuth (*Fire*)	-	-	12†	-	-	12†	-	-	-
Leira (dead)	-	11	-	-	12†	14†	-	-	-
Oghma	-	-	-	-	12†	14†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
Psionicist									
Berranie Seer	-	-	11†	-	12	15†	9	12	-
Crystallite	-	-	11†	-	12	15†	9	-	-
Empath	-	-	11†	-	12	15†	9	14	-
Healer	-	-	11†	-	12	15†	9	-	-
Psychic Surgeon	-	-	11†	-	12	15†	9	-	-
Thought Agent	-	-	11†	-	13	16†	9	-	-
Psionicist (Discipline)									
Clairsentientist	-	-	11†	-	15	16†	9	-	-
Psychokinetant	-	12	11†	-	15	15†	9	-	-
Psychometabolist	11	-	16†	-	12	15†	9	-	-
Psychoportant	-	-	15†	-	13	15†	9	-	-
Rogue									
Acrobat	12	14†	-	9	-	-	-	-	-
Adventurer	-	9†	-	9	-	-	-	-	-
Bandit	10	9†	10	9	-	-	-	-	-
Bounty Hunter	11	11†	11	9	11	11	-	-	-
Burglar	10	13†	-	9	-	-	-	-	-
Clod	15	< 17†	-	< 11	< 11	< 11	-	-	-
Fence	-	9†	-	9	12	-	-	-	-
Mouseburgler	-	13†	-	9	13	-	-	-	-
Scout	-	9†	-	9	-	-	-	-	-
Trader	-	9†	-	9	12	-	-	-	-
Troubleshooter	-	9†	-	9	-	-	-	-	-
Tumbler	-	14†	-	9	-	-	-	-	-
Rogue/Mage									
Buffoon	-	16†	-	9	15†	-	9	-	-
Rogue (Faerûnian)									
Empires of the Sand	-	9†	-	9	-	-	-	-	-
Old Empires	-	9†	-	9	-	-	-	-	-
Savage North	-	9†	12	9	-	-	-	-	-
Vilhon Reach	-	9†	-	9	-	-	-	-	-
Waterdeep	-	9†	-	9	-	-	-	-	-
Bard									
Charlatan	-	12†	-	-	13	-	-	15†	9
Herald	-	12†	-	-	13	-	-	15†	9
Jester	-	14†	-	-	13	-	-	15†	9
Jongleur	-	14†	-	-	13	-	-	15†	9
Professor	-	12	-	-	15†	-	-	13†	9
Riddlemaster	-	12†	-	-	15	-	-	15†	9

* one of them required
† Prime Requisite

Half-Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter									
Amazon	9†	-	-	9	-	-	-	-	-
Assassin	12†	12	-	9	11	-	-	-	-
Cavalier	15†	15	15	9	10	10	-	-	-
Gladiator	9†	-	-	9	-	-	-	-	-
Myrmidon	12†	-	12	9	-	-	-	-	-
Noble Warrior	13†	-	13	9	-	-	-	-	-
Peasant Hero	9†	-	-	9	-	-	-	-	-
Pirate/Outlaw	9†	-	-	9	-	-	-	-	-
Swashbuckler	9†	13	-	9	13	-	-	-	-
Wildeness Warrior	9†	-	13	9	-	-	-	-	-
Fighter (Faerûnian)									
Dales	9†	-	-	9	-	-	-	-	-
Dragon Coast	9†	-	-	9	-	-	-	-	-
Island Kingdoms	9†	-	-	9	-	-	-	-	-
Moonsea	11†	-	-	9	-	-	-	-	-
Savage North	9†	-	-	9	-	-	-	-	-
Sembia	9†	-	-	9	-	-	-	-	-
Vast	9†	-	-	9	-	-	-	-	-
Waterdeep	9†	-	-	9	-	-	-	-	-
Western Heartlands	9†	-	-	9	-	-	-	-	-
Paladin (Fighter/Priest)									
Herald	12†	-	13	-	-	13†	-	17	9
Ranger									
Beastmaster	13†	13†	14	9	-	14†	-	-	-
Deep Ranger	13†	13†	14	9	-	14†	-	-	-
Desert Ranger	13†	13†	14	9	-	14†	-	-	-
Explorer	13†	13†	14	9	12	14†	-	-	-
Falconer	13†	13†	14	9	-	14†	-	-	-
Feralan	14†	13†	15	9	-	14†	-	-	-
Forest Runner	13†	13†	14	9	-	14†	-	12	-
Giant Killer	15†	15†	14	9	-	14†	-	-	-
Guardian	13†	13†	14	9	-	14†	-	-	-
Mountain Man	14†	13†	15	9	-	14†	-	-	-
Pathfinder	13†	13†	14	9	-	14†	-	-	-
Sea Ranger	13†	13†	14	9	12	14†	-	-	-
Seeker	13†	13†	14	9	-	15†	-	-	-
Warden	13†	13†	14	9	-	14†	-	12	-
Mage									
Academican	-	-	-	-	13†	11	9	-	-
Amazon Sorceress	-	-	-	-	9†	-	9	-	-
Anagakok	-	-	13	-	9†	-	9	-	-
Freestave	9	-	9	-	9†	-	9	-	-
Hedge Wizard	-	-	-	-	9†	-	9	-	-
Magesmith	13	-	12	-	14†	-	9	-	-
Militant Wizard	13	-	-	-	9†	-	9	-	-
Mystic	-	-	-	-	9†	13	9	-	-
Patrician	-	-	-	-	9†	-	9	-	-

* one of them required

† Prime Requisite

Half-Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Peasant Wizard	-	-	-	-	$9^{\dagger}$	-	9	-	-
Witch	-	-	13	-	$13^{\dagger}$	13	9	-	-
Mage (Faerûnian)									
Cormyr	-	-	-	-	$9^{\dagger}$	-	9	-	-
Cormyrean War Wizard	12	-	13	-	$9^{\dagger}$	-	9	-	-
Dales	-	-	12	-	$9^{\dagger}$	-	9	-	-
Dragon Coast	-	-	-	-	$9^{\dagger}$	-	9	-	-
Elven Wood	-	-	-	-	$9^{\dagger}$	-	9	-	-
Island Kingdoms	-	-	-	-	$9^{\dagger}$	-	9	-	-
Moonsea Region	-	-	-	-	$9^{\dagger}$	-	9	-	-
Sembia	-	-	-	-	$9^{\dagger}$	-	9	-	-
Vast	-	-	-	-	$9^{\dagger}$	-	9	-	-
Waterdeep	-	-	-	-	$9^{\dagger}$	9	9	-	-
Western Heartlands	-	-	-	-	$9^{\dagger}$	-	9	-	-
Mage (Philosophy)									
Conjurer	-	-	15	-	$9^{\dagger}$	-	9	-	-
Diviner	-	-	-	-	$9^{\dagger}$	16	9	-	-
Enchanter	-	-	-	-	$9^{\dagger}$	-	9	16	-
Transmuter	-	15	-	-	$9^{\dagger}$	-	9	-	-
Metamagican	-	-	-	-	$17^{\dagger}$	-	9	-	-
Mage (Effect)									
Dimensionalist	-	-	-	-	$16^{\dagger}$	-	9	-	-
Force Mage	-	-	15	-	$12^{\dagger}$	-	9	-	-
Mage (Thaumaurgy)									
Geometer	-	-	-	-	$15^{\dagger}$	14	9	-	-
Song Mage	-	-	-	-	$14^{\dagger}$	-	9	15	-
Wild Mage	-	-	-	-	$16^{\dagger}$	-	9	-	-
Priest									
Amazon Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Fighting-Monk	-	12	-	-	-	$9^{\dagger}$	9	-	-
Nobleman Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Outlaw Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Pacifist	-	-	-	-	-	$9^{\dagger}$	9	-	-
Peasant Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Prophet	-	-	-	-	-	$15^{\dagger}$	9	-	-
Scholar	-	-	-	-	13	$9^{\dagger}$	9	-	-
Holy Crusader (Faerûnian)									
Auril – Chillbringer	-	-	-	-	-	$9^{\dagger}$	9	-	-
Azuth – Golemmaster	-	-	-	-	16	$16^{\dagger}$	9	-	-
Azuth – Magefriend	-	-	-	-	16	$9^{\dagger}$	9	-	-
Beshaba – Wormluck	-	-	-	-	-	$9^{\dagger}$	9	-	-
Chauntea – Cultivator	-	-	-	-	-	$9^{\dagger}$	9	-	-
Chauntea – Lifewarden	-	-	-	-	-	$9^{\dagger}$	9	-	-
Cyric – Purifier	-	-	-	-	-	$9^{\dagger}$	9	-	-
Cyric – Sword	12	-	-	-	-	$9^{\dagger}$	9	-	-
Deneir – Wordsmith	-	-	-	-	14	$9^{\dagger}$	9	-	-
Eldath – Stillwater	-	-	-	-	-	$9^{\dagger}$	9	-	-
Gond – Holy Builder	-	-	-	-	12	$9^{\dagger}$	9	-	-

* one of them required
† Prime Requisite

Half-Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Hoar – Nemesis	-	-	-	-	-	9†	9	-	-
Ilmater – Alleviator	-	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Orb	-	-	-	-	-	9†	9	12	-
Kelemvor – Mortarch	-	-	-	-	-	9†	9	12	-
Kelemvor – Necrobane	-	-	-	-	-	9†	9	-	-
Lathander – Springlord/lady	-	-	-	-	-	9†	9	-	-
Leira – Mistwalker	-	-	-	-	14	9†	9	-	-
Lliira – Festbringer	-	12	-	-	-	9†	9	13	-
Lliira – Profitprophet	-	-	-	-	12	9†	9	-	-
Loviatar – Painteacher	-	-	-	-	-	9†	9	-	-
Malar – Beastheart	12	-	-	-	-	9†	9	-	-
Mask – Catfoot	-	16	-	-	-	9†	9	-	-
Mask – Nightrunner	-	15	-	-	-	9†	9	-	-
Mielikki – Woodscout	-	-	14	-	-	9†	9	-	-
Milil – Loresinger	-	-	-	-	12	9†	9	14	-
Mystra – Apothecar	-	-	-	-	14	9†	9	-	-
Mystra – Monitor	-	-	-	-	12	9†	9	-	-
Oghma – Holy Singer	-	-	-	-	-	9†	9	14	-
Oghma – Quill	-	-	-	-	12	9†	9	-	-
Selûne – Moon Knight	12	-	-	-	-	9†	9	-	-
Selûne – Silver Lady	-	-	-	-	-	9†	9	-	-
Shar – Darkcloak	-	-	-	-	-	9†	9	-	-
Shar – Nightbringer	-	-	-	-	-	9†	9	-	-
Sharess – Indulgent	-	-	-	-	-	12†	9	16	-
Shaundakul – Windrider	-	-	-	-	-	11†	9	13	-
Silvanus – Greenlord/lady	-	-	-	-	-	9†	9	-	-
Sune – Silkwhisper	-	-	-	-	11	9†	9	16	-
Talona – Fang	-	-	-	-	-	9†	9	-	-
Talos – Stormrider	-	-	-	-	-	9†	9	-	-
Tempus – Battleforge	-	-	-	-	14	9†	9	-	-
Tempus – Gloryblood	14	-	-	-	-	9†	9	-	-
Tymora – Favored	-	-	-	-	-	9†	9	12	-
Tymora – Luckrider	-	-	-	-	-	9†	9	-	-
Umberlee – Anchor	-	-	14	-	-	9†	9	-	-
Umberlee – Tempest	-	-	-	-	-	9†	9	-	-
Valkur – Stormharbor	-	-	-	-	-	9†	9	-	-
Priest (Mythos)	as Elben Parent								
Priest (Faerûnian)									
Chauntea (Druids)	-	-	-	-	-	12†	-	15†	-
Eldath	-	-	-	-	-	14†	-	13†	-
Eldath (Druids)	-	-	-	-	-	12†	-	15†	-
Ibrandul (dead)	-	-	11†	-	-	10†	-	-	-
Istishia (*Water*)	12†	-	-	-	-	12†	-	-	-
Kossuth (*Fire*)	-	-	12†	-	-	12†	-	-	-
Mielikki (Rangers)	13†	13†	14	-	-	14†	-	-	-
Mielikki (Druids)	-	-	-	-	-	12†	-	15†	-
Mielikki (Druid/Rangers)	13*	13†	14	-	-	14†	-	15*	-
Milil	-	-	-	-	13	14†	-	14†	-
	* one of them required								
	† Prime Requisite								

Half-Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Oghma	-	-	-	-	12†	14†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
Shaundakul	13†	-	11†	-	-	14†	-	-	-
Shaundakul (Rangers)	13†	13†	14	-	-	14†	-	-	-
Sune	-	-	-	-	-	12†	-	16†	-
Silvanus (Druids)	-	-	-	-	-	12†	-	15†	-
Psionicist									
Berranie Seer	-	-	11†	-	12	15†	9	12	-
Dowser	-	-	11†	-	12	15†	9	-	-
Empath	-	-	11†	-	12	15†	9	14	-
Healer	-	-	11†	-	12	15†	9	-	-
Manipulator	-	-	13†	-	12	15†	9	-	-
Psychic Surgeon	-	-	11†	-	12	15†	9	-	-
Spiritualist	-	-	11†	-	12	15†	9	-	-
Psionicist (Discipline)									
Clairsentientist	-	-	11†	-	15	16†	9	-	-
Psychokinetant	-	12	11†	-	15	15†	9	-	-
Psychometabolist	11	-	16†	-	12	15†	9	-	-
Psychoportant	-	-	15†	-	13	15†	9	-	-
Telepathist	-	-	11†	-	12	16†	9	14	-
Rogue									
Acrobat	12	14†	-	9	-	-	-	-	-
Adventurer	-	9†	-	9	-	-	-	-	-
Assassin	12	12†	-	9	11	-	-	-	-
Bandit	10	9†	10	9	-	-	-	-	-
Beggar	-	9†	-	9	-	-	-	-	-
Bounty Hunter	11	11†	11	9	11	11	-	-	-
Buccaneer	-	9†	10	9	-	-	-	-	-
Burglar	10	13†	-	9	-	-	-	-	-
Cutpurse	-	9†	-	9	-	-	-	-	-
Fence	-	9†	-	9	12	-	-	-	-
Investigator	-	9†	-	9	-	-	-	-	-
Scout	-	9†	-	9	-	-	-	-	-
Smuggler	-	9†	-	9	-	-	-	-	-
Spy	-	9†	-	9	11	-	-	-	-
Swashbuckler	13	9†	-	9	-	-	-	-	-
Swindler	-	9†	-	9	-	-	-	12	-
Trader	-	9†	-	9	12	-	-	-	-
Rogue (Faerûnian)									
Cold Lands	-	9†	12	9	-	-	-	-	-
Cormyr	-	9†	-	9	-	-	-	-	-
Dales	-	9†	-	9	-	-	-	-	-
Dragon Coast	-	9†	-	9	-	-	-	-	-
Empires of the Sand	-	9†	-	9	-	-	-	-	-
Island Kingdoms	-	9†	-	9	-	-	-	-	-
Old Empires	-	9†	-	9	-	-	-	-	-
Savage North	-	9†	12	9	-	-	-	-	-
Sembia	-	9†	-	9	-	-	-	-	-

* one of them required
† Prime Requisite

Half-Elb-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Unapproachable East	-	9†	-	9	-	-	-	-	-
Vast	-	9†	-	9	-	-	-	-	-
Vilhon Reach	-	9†	-	9	-	-	-	-	-
Waterdeep	-	9†	-	9	-	-	-	-	-
Western Heartlands	-	9†	-	9	-	-	-	-	-
Bard									
Blade	-	13†	-	-	13	-	-	15†	9
Charlatan	-	12†	-	-	13	-	-	15†	9
Dandy	-	12†	-	-	13	-	-	15†	9
Gallant	-	12†	-	-	13	-	-	15†	9
Gypsy-Bard	-	12†	-	-	13	-	-	15†	9
Herald	-	12†	-	-	13	-	-	15†	9
Jester	-	14†	-	-	13	-	-	15†	9
Jongleur	-	14†	-	-	13	-	-	15†	9
Loremaster	-	12†	-	-	14	14	-	15†	9
Meistersinger	-	12†	-	-	13	-	-	15†	9
Outlaw	12	14†	-	-	13	-	-	15†	9
Riddlemaster	-	12†	-	-	15	-	-	15†	9
Skald	-	12†	-	-	13	-	-	15†	9
Thespian	-	12†	-	-	13	-	-	15†	9
True Bard	-	12†	-	-	13	-	-	15†	9

* one of them required

† Prime Requisite

Halfling-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter									
Amazon	$9^{\dagger}$	-	-	9	-	-	-	-	-
Archer	$9^{\dagger}$	15	-	9	-	-	-	-	-
Beast-Rider	$9^{\dagger}$	-	-	9	-	-	-	13	-
Forestwalker	$9^{\dagger}$	-	-	9	-	13	-	-	-
Gladiator	$9^{\dagger}$	-	-	9	-	-	-	-	-
Homesteader	$12^{\dagger}$	-	-	9	12	12	-	-	-
Mercenary	$13^{\dagger}$	13^{*}	13^{*}	9	-	-	-	-	-
Myrmidon	$12^{\dagger}$	-	12	9	-	-	-	-	-
Noble Warrior	$13^{\dagger}$	-	13	9	-	-	-	-	-
Peasant Hero	$9^{\dagger}$	-	-	9	-	-	-	-	-
Pirate/Outlaw	$9^{\dagger}$	-	-	9	-	-	-	-	-
Sheriff	$11^{\dagger}$	-	-	9	-	-	-	13	-
Squire	$10^{\dagger}$	-	-	9	-	-	-	12	-
Swashbuckler	$9^{\dagger}$	13	-	9	13	-	-	-	-
Tunnelrat	$13^{\dagger}$	-	11	9	-	-	-	-	-
Wildeness Warrior	$9^{\dagger}$	-	13	9	-	-	-	-	-
Fighter (Faerûnian)									
Dragon Coast	$9^{\dagger}$	-	-	9	-	-	-	-	-
Island Kingdoms	$9^{\dagger}$	-	-	9	-	-	-	-	-
Moonsea	$11^{\dagger}$	-	-	9	-	-	-	-	-
Savage North	$9^{\dagger}$	-	-	9	-	-	-	-	-
Vast	$9^{\dagger}$	-	-	9	-	-	-	-	-
Waterdeep	$9^{\dagger}$	-	-	9	-	-	-	-	-
Western Heartlands	$9^{\dagger}$	-	-	9	-	-	-	-	-
Fighter/Rogue									
Cartographer	$9^{\dagger}$	$9^{\dagger}$	-	9	13	-	-	-	-
Trader	$9^{\dagger}$	$9^{\dagger}$	-	9	-	-	-	11	-
Traveler	$9^{\dagger}$	$9^{\dagger}$	-	9	-	-	-	15	-
Paladin (Fighter/Priest)									
Sheriff	$12^{\dagger}$	-	13	-	-	$13^{\dagger}$	-	17	9
Ranger									
Deep Ranger	$13^{\dagger}$	$13^{\dagger}$	14	9	-	$14^{\dagger}$	-	-	-
Explorer	$13^{\dagger}$	$13^{\dagger}$	14	9	12	$14^{\dagger}$	-	-	-
Feralan	$14^{\dagger}$	$13^{\dagger}$	15	9	-	$14^{\dagger}$	-	-	-
Sea Ranger	$13^{\dagger}$	$13^{\dagger}$	14	9	12	$14^{\dagger}$	-	-	-
Priest									
Amazon Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Healer	-	-	-	-	-	$12^{\dagger}$	9	-	-
Oracle	-	-	-	-	-	$9^{\dagger}$	9	-	-
Outlaw Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Pacifist	-	-	-	-	-	$9^{\dagger}$	9	-	-
Peasant Priest	-	-	-	-	-	$9^{\dagger}$	9	-	-
Prophet	-	-	-	-	-	$15^{\dagger}$	9	-	-
Scholar	-	-	-	-	13	$9^{\dagger}$	9	-	-
Holy Crusader (Faerûnian)									
Auril – Chillbringer	-	-	-	-	-	$9^{\dagger}$	9	-	-
Beshaba – Wormluck	-	-	-	-	-	$9^{\dagger}$	9	-	-

* one of them required

† Prime Requisite

Halfling-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Chauntea – Cultivator	-	-	-	-	-	9†	9	-	-
Chauntea – Lifewarden	-	-	-	-	-	9†	9	-	-
Deneir – Wordsmith	-	-	-	-	14	9†	9	-	-
Eldath – Stillwater	-	-	-	-	-	9†	9	-	-
Gond – Holy Builder	-	-	-	-	12	9†	9	-	-
Hoar – Nemesis	-	-	-	-	-	9†	9	-	-
Ilmater – Alleviator	-	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Orb	-	-	-	-	-	9†	9	12	-
Kelemvor – Mortarch	-	-	-	-	-	9†	9	12	-
Lathander – Springlord/lady	-	-	-	-	-	9†	9	-	-
Leira – Mistwalker	-	-	-	-	14	9†	9	-	-
Lliira – Festbringer	-	12	-	-	-	9†	9	13	-
Lliira – Profitprophet	-	-	-	-	12	9†	9	-	-
Loviatar – Painteacher	-	-	-	-	-	9†	9	-	-
Mask – Catfoot	-	16	-	-	-	9†	9	-	-
Oghma – Quill	-	-	-	-	12	9†	9	-	-
Selûne – Moon Knight	12	-	-	-	-	9†	9	-	-
Selûne – Silver Lady	-	-	-	-	-	9†	9	-	-
Shar – Darkcloak	-	-	-	-	-	9†	9	-	-
Shar – Nightbringer	-	-	-	-	-	9†	9	-	-
Sharess – Indulgent	-	-	-	-	-	12†	9	16	-
Silvanus – Greenlord/lady	-	-	-	-	-	9†	9	-	-
Talona – Fang	-	-	-	-	-	9†	9	-	-
Talos – Stormrider	-	-	-	-	-	9†	9	-	-
Tempus – Gloryblood	14	-	-	-	-	9†	9	-	-
Tymora – Favored	-	-	-	-	-	9†	9	12	-
Tymora – Luckrider	-	-	-	-	-	9†	9	-	-
Umberlee – Anchor	-	-	14	-	-	9†	9	-	-
Valkur – Stormharbor	-	-	-	-	-	9†	9	-	-
Priest (Mythos)									
Yondalla	-	-	-	-	-	9†	-	-	-
Arvoreen	12*	-	12*	-	-	9†	-	-	-
Brandobaris	-	13	-	-	-	9†	-	-	-
Cyrrollalee	-	-	-	-	-	9†	-	-	-
Sheela	-	-	-	-	-	9†	-	-	-
Urogalan	-	-	-	-	-	13†	-	-	-
Leaftender	-	-	-	-	-	12†	-	15†	-
Priest (Faerûnian)									
Eldath	-	-	-	-	-	14†	-	13†	-
Oghma	-	-	-	-	12†	14†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
Tymora	-	14†	-	-	-	15†	-	-	-
Psionicist									
Berranie Seer	-	-	11†	-	12	15†	9	12	-
Crystallite	-	-	11†	-	12	15†	9	-	-
Dowser	-	-	11†	-	12	15†	9	-	-
Empath	-	-	11†	-	12	15†	9	14	-
Healer	-	-	11†	-	12	15†	9	-	-

* one of them required
† Prime Requisite

Halfling-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Manipulator	-	-	13†	-	12	15†	9	-	-
Psychic Surgeon	-	-	11†	-	12	15†	9	-	-
Thought Agent	-	-	11†	-	13	16†	9	-	-
Psionicist (Discipline)									
Clairsentientist	-	-	11†	-	15	16†	9	-	-
Psychokinetant	-	12	11†	-	15	15†	9	-	-
Psychometabolist	11	-	16†	-	12	15†	9	-	-
Psychoportant	-	-	15†	-	13	15†	9	-	-
Telepathist	-	-	11†	-	12	16†	9	14	-
Rogue									
Acrobat	12	14†	-	9	-	-	-	-	-
Adventurer	-	9†	-	9	-	-	-	-	-
Bandit	13	9†	13	9	-	-	-	12	-
Bilker	-	13†	-	9	-	-	-	13	-
Bounty Hunter	11	11†	11	9	11	11	-	-	-
Burglar	-	15†	-	9	-	-	-	-	-
Clod	15	< 17†	-	< 11	< 11	< 11	-	-	-
Cutpurse	-	9†	-	9	-	-	-	-	-
Fence	-	9†	-	9	12	-	-	-	-
Scout	-	9†	-	9	-	-	-	-	-
Smuggler	-	9†	-	9	13	-	-	13	-
Swashbuckler	13	9†	-	9	-	-	-	-	-
Trader	-	9†	-	9	12	-	-	-	-
Urchin	-	9†	-	9	-	-	-	11	-
Rogue (Faerûnian)									
Empires of the Sand	-	9†	-	9	-	-	-	-	-
Old Empires	-	9†	-	9	-	-	-	-	-
Savage North	-	9†	12	9	-	-	-	-	-
Vilhon Reach	-	9†	-	9	-	-	-	-	-
Waterdeep	-	9†	-	9	-	-	-	-	-
Bard									
Herald	-	12†	-	-	13	-	-	15†	9
Jester	-	14†	-	-	13	-	-	15†	9
Jongleur	-	14†	-	-	13	-	-	15†	9
Riddlemaster	-	12†	-	-	15	-	-	15†	9
Whistler	-	12	-	-	10	13†	-	15†	9

* one of them required
† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter									
Amazon	9†	-	-	9	-	-	-	-	-
Assassin	12†	12	-	9	11	-	-	-	-
Barbarian	15†	-	-	9	-	-	-	-	-
Beast-Rider	9†	-	-	9	-	-	-	13	-
Berserker	15†	-	-	9	-	-	-	-	-
Cavalier	15†	15	15	9	10	10	-	-	-
Gladiator	9†	-	-	9	-	-	-	-	-
Myrmidon	12†	-	12	9	-	-	-	-	-
Noble Warrior	13†	-	13	9	-	-	-	-	-
Nomad	9†	13	14	9	-	-	-	-	-
Northman	14†	-	-	9	-	-	-	-	-
Peasant Hero	9†	-	-	9	-	-	-	-	-
Pirate/Outlaw	9†	-	-	9	-	-	-	-	-
Rashemaar Berserker	15†	-	15	9	-	-	-	-	-
Samurai	13†	-	13	9	14	13	-	-	-
Savage	11†	-	15	9	-	-	-	-	-
Swashbuckler	9†	13	-	9	13	-	-	-	-
Wildeness Warrior	9†	-	13	9	-	-	-	-	-
Fighter (Faerûnian)									
Anauroch	9†	-	10	9	-	-	-	-	-
Cold Lands	10†	-	14	9	-	-	-	-	-
Cormyr	9†	-	-	9	-	-	-	-	-
Dales	9†	-	-	9	-	-	-	-	-
Dragon Coast	9†	-	-	9	-	-	-	-	-
Empires of the Sand	9†	-	-	9	-	-	-	-	-
Island Kingdoms	9†	-	-	9	-	-	-	-	-
Moonsea	11†	-	-	9	-	-	-	-	-
Old Empires	9†	-	-	9	-	-	-	-	-
Ride	12†	-	-	9	-	-	-	-	-
Savage North	9†	-	-	9	-	-	-	-	-
Sembia	9†	-	-	9	-	-	-	-	-
Shining South	9†	-	-	9	12†	-	-	-	-
Unapproachable East	9†	-	-	9	-	-	-	-	-
Vast	9†	-	-	9	-	-	-	-	-
Vilhon Reach	9†	-	-	9	-	-	-	-	-
Waterdeep	9†	-	-	9	-	-	-	-	-
Western Heartlands	9†	-	-	9	-	-	-	-	-
Barbarian									
Bushrunner	12†	9	12†	9	-	-	-	-	-
Brute	12†	9	12†	9	< 7	-	-	< 9	-
Forest Lord	12†	9	12†	9	-	-	-	-	-
Islander	12†	9	12†	9	-	-	-	-	-
Plansrider	12†	9	12†	9	-	-	-	-	-
Ravager	12†	9	12†	9	-	-	-	-	-
Wizard Slayer	12†	9	12†	9	-	-	-	-	-
Paladin									
Chevalier	15†	-	15	-	-	15	-	17†	9

* one of them required
† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Divinate	12†	-	13	-	-	13	-	17†	9
Envoy	12†	-	13	-	12	13	-	17†	9
Equerry	12†	-	13	-	-	14	-	17†	9
Errant	12†	-	13	-	-	13	-	17†	9
Expatriate	12†	-	13	-	-	13	-	17†	9
Ghosthunter	12†	-	13	-	-	13	-	17†	9
Inquisitor	12†	-	13	-	11	13	-	17†	9
Medician	12†	-	13	-	10	13	-	17†	9
Militarist	12†	12	12	-	-	13	-	17†	9
Skyrider	12†	-	13	-	-	13	-	17†	9
Squire	12†	-	13	-	-	13	-	17†	9
True Paladin	12†	-	13	-	-	13	-	17†	9
Votary	12†	-	13	-	-	13	-	17†	9
Wyrmslayer	14†	10	10	-	-	13	-	17†	9
Ranger									
Beastmaster	13†	13†	14	9	-	14†	-	-	-
Deep Ranger	13†	13†	14	9	-	14†	-	-	-
Desert Ranger	13†	13†	14	9	-	14†	-	-	-
Explorer	13†	13†	14	9	12	14†	-	-	-
Falconer	13†	13†	14	9	-	14†	-	-	-
Feralan	14†	13†	15	9	-	14†	-	-	-
Forest Runner	13†	13†	14	9	-	14†	-	12	-
Giant Killer	15†	15†	14	9	-	14†	-	-	-
Greenwood Ranger	13†	13†	14	9	-	14†	-	-	-
Guardian	13†	13†	14	9	-	14†	-	-	-
Justifier	14†	14†	14	9	-	14†	-	-	-
Mountain Man	14†	13†	15	9	-	14†	-	-	-
Pathfinder	13†	13†	14	9	-	14†	-	-	-
Sea Ranger	13†	13†	14	9	12	14†	-	-	-
Seeker	13†	13†	14	9	-	15†	-	-	-
Stalker	13†	13†	14	9	14	14†	-	-	-
Warden	13†	13†	14	9	-	14†	-	12	-
Mage									
Academican	-	-	-	-	13†	11	9	-	-
Amazon Sorceress	-	-	-	-	9†	-	9	-	-
Anagakok	-	-	13	-	9†	-	9	-	-
Freestave	9	-	9	-	9†	-	9	-	-
Hedge Wizard	-	-	-	-	9†	-	9	-	-
Magesmith	13	-	12	-	14†	-	9	-	-
Militant Wizard	13	-	-	-	9†	-	9	-	-
Mystic	-	-	-	-	9†	13	9	-	-
Patrician	-	-	-	-	9†	-	9	-	-
Peasant Wizard	-	-	-	-	9†	-	9	-	-
Savage Wizard	11	-	13	-	9†	-	9	-	-
Witch	-	-	13	-	13†	13	9	-	-
Wu Jen	-	-	-	-	13†	-	9	-	-
Mage (Faerûnian)									
Cold Lands	-	-	12	-	9†	-	9	-	-

* one of them required
† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Cormyr	-	-	-	-	9†	-	9	-	-
Cormyrean War Wizard	12	-	13	-	9†	-	9	-	-
Dales	-	-	12	-	9†	-	9	-	-
Dragon Coast	-	-	-	-	9†	-	9	-	-
Empires of the Sand	-	-	-	-	9†	-	9	-	-
Halruaa	-	-	-	-	12†	12	9	-	-
Island Kingdoms	-	-	-	-	9†	-	9	-	-
Moonsea Region	-	-	-	-	9†	-	9	-	-
Old Empires	-	-	-	-	9†	-	9	-	-
Rashemaar Witch	-	-	-	-	14†	14	9	14	-
Savage North	-	-	-	-	9†	-	9	-	-
Sembia	-	-	-	-	9†	-	9	-	-
Thayan Red Wizard	-	-	-	-	14†	-	9	14	-
Unapproachable East	-	-	-	-	9†	-	9	-	-
Vast	-	-	-	-	9†	-	9	-	-
Vilhon Reach	-	-	-	-	9†	-	9	-	-
Waterdeep	-	-	-	-	9†	9	9	-	-
Western Heartlands	-	-	-	-	9†	-	9	-	-
Mage (Philosophy)									
Abjurer	-	-	-	-	9†	15	9	-	-
Conjurer	-	-	15	-	9†	-	9	-	-
Diviner	-	-	-	-	9†	16	9	-	-
Enchanter	-	-	-	-	9†	-	9	16	-
Illusionist	-	16	-	-	9†	-	9	-	-
Invoker	-	-	16	-	9†	-	9	-	-
Necromancer	-	-	-	-	9†	16	9	-	-
Transmuter	-	15	-	-	9†	-	9	-	-
Metamagican	-	-	-	-	17†	-	9	-	-
Mage (Effect)									
Elementalist	-	-	-	-	9†	-	9	-	-
Dimensionalist	-	-	-	-	16†	-	9	-	-
Force Mage	-	-	15	-	12†	-	9	-	-
Mentalist	-	-	-	-	15†	16	9	-	-
Shadow Mage	-	-	-	-	15†	16	9	-	-
Mage (Thaumaurgy)									
Alchemist	-	14	-	-	15†	-	9	-	-
Artificer	-	-	15	-	12†	-	9	-	-
Geometer	-	-	-	-	15†	14	9	-	-
Song Mage	-	-	-	-	14†	-	9	15	-
Wild Mage	-	-	-	-	16†	-	9	-	-
Priest									
Amazon Priest	-	-	-	-	-	9†	9	-	-
Barbarian Priest	15	-	-	-	-	9†	9	-	-
Fighting-Monk	-	12	-	-	-	9†	9	-	-
Nobleman Priest	-	-	-	-	-	9†	9	-	-
Outlaw Priest	-	-	-	-	-	9†	9	-	-
Pacifist	-	-	-	-	-	9†	9	-	-
Peasant Priest	-	-	-	-	-	9†	9	-	-

* one of them required
† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Prophet	-	-	-	-	-	15†	9	-	-
Savage Priest	11	-	13	-	-	9†	9	-	-
Scholar	-	-	-	-	13	9†	9	-	-
Shaman									
Dreamwalker	-	9	12†	9	-	12†	-	-	-
Flamespeaker	-	9	12†	9	-	12†	-	-	-
Medicine Man	-	9	12†	9	9	12†	-	-	-
Seer	-	9	12†	9	-	12†	-	-	-
Spiritist	-	9	12†	9	-	12†	-	-	-
Witchman	-	9	12†	9	-	12†	-	-	-
Holy Crusader (Faerûnian)									
Auril – Chillbringer	-	-	-	-	-	9†	9	-	-
Azuth – Golemmaster	-	-	-	-	16	16†	9	-	-
Azuth – Magefriend	-	-	-	-	16	9†	9	-	-
Beshaba – Wormluck	-	-	-	-	-	9†	9	-	-
Chauntea – Cultivator	-	-	-	-	-	9†	9	-	-
Chauntea – Lifewarden	-	-	-	-	-	9†	9	-	-
Cyric – Purifier	-	-	-	-	-	9†	9	-	-
Cyric – Sword	12	-	-	-	-	9†	9	-	-
Deneir – Wordsmith	-	-	-	-	14	9†	9	-	-
Eldath – Stillwater	-	-	-	-	-	9†	9	-	-
Gond – Holy Builder	-	-	-	-	12	9†	9	-	-
Helm – Bulwark	14	-	-	-	-	9†	9	-	-
Helm – Quester	-	-	-	-	-	9†	9	-	-
Hoar – Nemesis	-	-	-	-	-	9†	9	-	-
Ilmater – Alleviator	-	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Gauntlet	12	-	-	-	-	9†	9	-	-
Iyachtu Xvim – Orb	-	-	-	-	-	9†	9	12	-
Kelemvor – Mortarch	-	-	-	-	-	9†	9	12	-
Kelemvor – Necrobane	-	-	-	-	-	9†	9	-	-
Lathander – Springlord/lady	-	-	-	-	-	9†	9	-	-
Leira – Mistwalker	-	-	-	-	14	9†	9	-	-
Lliira – Festbringer	-	12	-	-	-	9†	9	13	-
Lliira – Profitprophet	-	-	-	-	12	9†	9	-	-
Loviatar – Painteacher	-	-	-	-	-	9†	9	-	-
Malar – Beastheart	12	-	-	-	-	9†	9	-	-
Mask – Catfoot	-	16	-	-	-	9†	9	-	-
Mask – Nightrunner	-	15	-	-	-	9†	9	-	-
Mielikki – Woodscout	-	-	14	-	-	9†	9	-	-
Milil – Loresinger	-	-	-	-	12	9†	9	14	-
Mystra – Apothecar	-	-	-	-	14	9†	9	-	-
Mystra – Monitor	-	-	-	-	12	9†	9	-	-
Oghma – Holy Singer	-	-	-	-	-	9†	9	14	-
Oghma – Quill	-	-	-	-	12	9†	9	-	-
Selûne – Moon Knight	12	-	-	-	-	9†	9	-	-
Selûne – Silver Lady	-	-	-	-	-	9†	9	-	-
Shar – Darkcloak	-	-	-	-	-	9†	9	-	-
Shar – Nightbringer	-	-	-	-	-	9†	9	-	-

* one of them required

† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Sharess – Indulgent	-	-	-	-	-	12†	9	16	-
Shaundakul – Windrider	-	-	-	-	-	11†	9	13	-
Silvanus – Greenlord/lady	-	-	-	-	-	9†	9	-	-
Sune – Aesthete	-	-	-	-	-	9†	9	14	-
Sune – Silkwhisper	-	-	-	-	11	9†	9	16	-
Talona – Fang	-	-	-	-	-	9†	9	-	-
Talos – Chaos Knight	-	-	-	-	-	9†	9	-	-
Talos – Stormrider	-	-	-	-	-	9†	9	-	-
Tempus – Battleforge	-	-	-	-	14	9†	9	-	-
Tempus – Gloryblood	14	-	-	-	-	9†	9	-	-
Torm – Paragon	-	-	-	-	-	9†	9	15	-
Tymora – Favored	-	-	-	-	-	9†	9	12	-
Tymora – Luckrider	-	-	-	-	-	9†	9	-	-
Tyr – Hand	14	-	-	-	-	9†	9	-	-
Tyr – Scale	-	-	-	-	-	16†	9	-	-
Umberlee – Anchor	-	-	14	-	-	9†	9	-	-
Umberlee – Tempest	-	-	-	-	-	9†	9	-	-
Valkur – Stormharbor	-	-	-	-	-	9†	9	-	-
Priest (Faerûnian)									
Akadi (*Air*)	-	-	12†	-	-	12†	-	-	-
Amaunator (dead)	-	-	11	-	12	15†	-	12†	-
Auril	-	-	13†	-	-	12†	-	-	-
Azuth	-	-	-	-	13†	14†	-	-	-
Bane (dead)	12†	-	-	-	-	10†	-	-	-
Beshaba	-	-	-	-	-	10†	-	-	-
Bhaal (dead)	-	-	12†	-	-	14†	-	-	-
Chauntea (Druids)	-	-	-	-	-	12†	-	15†	-
Cyric	-	-	-	-	13†	13†	-	-	-
Deneir	-	-	-	-	15†	15†	-	-	-
Eldath	-	-	-	-	-	14†	-	13†	-
Eldath (Druids)	-	-	-	-	-	12†	-	15†	-
Gond	-	14†	-	-	14	14†	-	-	-
Grumbar (*Earth*)	12†	-	-	-	-	12†	-	-	-
Helm	14†	-	-	-	-	13†	-	-	-
Helm (Paladins)	12†	-	9	-	-	13†	-	17	-
Ibrandul (dead)	-	-	11†	-	-	10†	-	-	-
Ilmater	-	-	14†	-	-	12†	-	-	-
Istishia (*Water*)	12†	-	-	-	-	12†	-	-	-
Iyachtu Xvim	12†	-	-	-	-	10†	-	-	-
Kelemvor	-	-	12†	-	-	14†	-	-	-
Kossuth (*Fire*)	-	-	12†	-	-	12†	-	-	-
Lathander	-	-	-	-	-	14†	-	12†	-
Leira (dead)	-	11	-	-	12†	14†	-	-	-
Liira	-	-	-	-	-	13†	-	13†	-
Loviatar	-	-	15†	-	-	15†	-	-	-
Malar	13†	-	-	-	-	12†	-	-	-
Mask	-	14†	-	-	-	14†	-	-	-
Mielikki (Rangers)	13†	13†	14	-	-	14†	-	-	-

* one of them required
† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Mielikki (Druids)	-	-	-	-	-	12†	-	15†	-
Milil	-	-	-	-	13	14†	-	14†	-
Moander (dead)	-	-	13†	-	-	10†	-	-	-
Myrkul (dead)	14†	-	-	-	14	14†	-	-	-
Mystra	-	-	-	-	14†	12†	-	-	-
Oghma	-	-	-	-	12†	14†	-	-	-
(Curna)	-	-	-	-	13†	13†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
(Lucha)	-	-	-	-	-	15†	-	-	-
Shar	14†	-	-	-	-	12†	-	-	-
Shaundakul	13†	-	11†	-	-	14†	-	-	-
Shaundakul (Rangers)	13†	13†	14	-	-	14†	-	-	-
Silvanus (Druids)	-	-	-	-	-	12†	-	15†	-
Sune	-	-	-	-	-	12†	-	16†	-
Talona	-	-	14†	-	-	14†	-	-	-
Talos	13†	-	-	-	-	14†	-	-	-
Tempus	14†	-	-	-	-	12†	-	-	-
Torm	-	-	12†	-	-	15†	-	-	-
Torm (Paladins)	12†	-	9	-	-	13†	-	17	-
Tymora	-	14†	-	-	-	15†	-	-	-
Tyr	9†	-	-	-	-	9†	-	-	-
Tyr (Paladins)	12†	-	9	-	-	13†	-	17	-
Umberlee	-	-	15†	-	-	13†	-	-	-
Waukeen (missing)	-	-	-	-	12	14†	-	12††	-
Psionicist									
Ascetic Warrior	-	-	11†	-	12	15†	9	-	-
Berranie Seer	-	-	11†	-	12	15†	9	12	-
Crystallite	-	-	11†	-	12	15†	9	-	-
Dowser	-	-	11†	-	12	15†	9	-	-
Empath	-	-	11†	-	12	15†	9	14	-
Healer	-	-	11†	-	12	15†	9	-	-
Manipulator	-	-	13†	-	12	15†	9	-	-
Mountebank	-	-	11†	-	12	15†	9	13	-
Psychic Surgeon	-	-	11†	-	12	15†	9	-	-
Spiritualist	-	-	11†	-	12	15†	9	-	-
Thought Agent	-	-	11†	-	13	16†	9	-	-
Psionicist (Discipline)									
Clairsentientist	-	-	11†	-	15	16†	9	-	-
Psychokinetant	-	12	11†	-	15	15†	9	-	-
Psychometabolist	11	-	16†	-	12	15†	9	-	-
Psychoportant	-	-	15†	-	13	15†	9	-	-
Telepathist	-	-	11†	-	12	16†	9	14	-
Rogue									
Acrobat	12	14†	-	9	-	-	-	-	-
Adventurer	-	9†	-	9	-	-	-	-	-
Assassin	12	12†	-	9	11	-	-	-	-
Bandit	10	9†	10	9	-	-	-	-	-
Beggar	-	9†	-	9	-	-	-	-	-

* one of them required

† Prime Requisite

Human-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Bounty Hunter	11	11†	11	9	11	11	-	-	-
Buccaneer	-	9†	10	9	-	-	-	-	-
Burglar	10	13†	-	9	-	-	-	-	-
Clod	15	$< 17^\dagger$	-	< 11	< 11	< 11	-	-	-
Cutpurse	-	9†	-	9	-	-	-	-	-
Fence	-	9†	-	9	12	-	-	-	-
Investigator	-	9†	-	9	-	-	-	-	-
Scout	-	9†	-	9	-	-	-	-	-
Smuggler	-	9†	-	9	-	-	-	-	-
Spy	-	9†	-	9	11	-	-	-	-
Swashbuckler	13	9†	-	9	-	-	-	-	-
Swindler	-	9†	-	9	-	-	-	12	-
Thug	12	9†	12	9	< 12	-	-	-	-
Trader	-	9†	-	9	12	-	-	-	-
Troubleshooter	-	9†	-	9	-	-	-	-	-
Rogue (Faerûnian)									
Anauroch	-	9†	-	9	-	-	-	-	-
Cold Lands	-	9†	12	9	-	-	-	-	-
Cormyr	-	9†	-	9	-	-	-	-	-
Dales	-	9†	-	9	-	-	-	-	-
Dragon Coast	-	9†	-	9	-	-	-	-	-
Empires of the Sand	-	9†	-	9	-	-	-	-	-
Island Kingdoms	-	9†	-	9	-	-	-	-	-
Old Empires	-	9†	-	9	-	-	-	-	-
Moonsea	-	9†	-	9	-	-	-	-	-
Savage North	-	9†	12	9	-	-	-	-	-
Sembia	-	9†	-	9	-	-	-	-	-
Unapproachable East	-	9†	-	9	-	-	-	-	-
Vast	-	9†	-	9	-	-	-	-	-
Vilhon Reach	-	9†	-	9	-	-	-	-	-
Waterdeep	-	9†	-	9	-	-	-	-	-
Western Heartlands	-	9†	-	9	-	-	-	-	-
Bard									
Blade	-	13†	-	-	13	-	-	15†	9
Charlatan	-	12†	-	-	13	-	-	15†	9
Dandy	-	12†	-	-	13	-	-	15†	9
Gallant	-	12†	-	-	13	-	-	15†	9
Gypsy-Bard	-	12†	-	-	13	-	-	15†	9
Herald	-	12†	-	-	13	-	-	15†	9
Jester	-	14†	-	-	13	-	-	15†	9
Jongleur	-	14†	-	-	13	-	-	15†	9
Loremaster	-	12†	-	-	14	14	-	15†	9
Meistersinger	-	12†	-	-	13	-	-	15†	9
Outlaw	12	14†	-	-	13	-	-	15†	9
Riddlemaster	-	12†	-	-	15	-	-	15†	9
Skald	-	12†	-	-	13	-	-	15†	9
Thespian	-	12†	-	-	13	-	-	15†	9
True Bard	-	12†	-	-	13	-	-	15†	9

* one of them required
† Prime Requisite

Humanoid-Kit	STR	DEX	CON	PER	INT	WIS	MAN	CHR	CMS
Fighter									
Mine Rowdy	15†	-	-	9	-	-	-	-	-
Pit Fighter	9†	-	-	9	-	-	-	-	-
Sellsword	9†	-	12	9	-	-	-	-	-
Tribal Defender	9†	-	-	9	-	-	-	-	-
Paladin									
Saurial Paladin	12†	-	9	-	-	13†	-	17	9
Ranger									
Wilderness Protector	13†	13†	14	9	-	14†	-	-	-
Mage									
Hedge Wizard	-	-	-	-	9†	-	9	-	-
Humanoid Scholar	-	-	-	-	9†	11	9	-	-
Outlaw Mage	-	9	-	-	9†	-	9	-	-
Priest									
Oracle	-	-	-	-	-	9†	9	-	-
Shaman	-	-	-	-	-	9†	9	-	-
Wandering Mystic	-	-	-	-	-	9†	9	-	-
War Priest	12	-	-	-	-	9†	9	-	-
Witch Doctor	-	-	-	-	9	9†	9	-	-
Priest (Mythos)	as per Race								
Priest (Faerûnian)									
Akadi (*Air*)	-	-	12†	-	-	12†	-	-	-
Eldath	-	-	-	-	-	14†	-	13†	-
Istishia (*Water*)	12†	-	-	-	-	12†	-	-	-
Kossuth (*Fire*)	-	-	12†	-	-	12†	-	-	-
Malar	13†	-	-	-	-	12†	-	-	-
Oghma	-	-	-	-	12†	14†	-	-	-
Selûne	-	-	12†	-	-	14†	-	-	-
Torm	-	-	12†	-	-	15†	-	-	-
Rogue									
Clod	15	< 17†	-	< 11	< 11	< 11	-	-	-
Scavenger	-	9†	-	9	-	-	-	-	-
Shadow	12	12†	-	9	11	-	-	-	-
Tramp	-	9†	-	9	-	-	-	-	-
Tunnel Rat	-	9†	-	9	-	-	-	-	-
Bard									
Humanoid Bard	-	13†	-	-	13	-	-	15†	9

* one of them required
† Prime Requisite