

Class	Bk	Pg	Description
Adept	DMG	107	This NPC class possesses a combination of arcane and divine skills.
Archivist	HoH	82	Archivists seek out esoteric sources of divine lore, wherever those sources might be, securing those secrets for themselves and their fellow scholars.
Ardent	CP	5	An ardent's pursuit of various cosmic philosophies gives her access to psionic power in a unique way: through psionic mantles.
Aristocrat	DMG	108	This NPC class contains people who are usually educated, wealthy individual who were born into high position.
Artificer	EBCS	29	Artificers are perhaps the ultimate magical dabblers.
Barbarian	EBCS	33	A ferocious warrior who uses fury and instinct to bring down foes.
Barbarian	FRCS	22	A ferocious warrior who uses fury and instinct to bring down foes.
Barbarian	PHB	24	A ferocious warrior who uses fury and instinct to bring down foes.
Barbarian	PIHB	28	Planar substitution levels.
Barbarian	SS	44	A ferocious warrior who uses fury and instinct to bring down foes.
Bard	EBCS	34	A performer whose music works magic -- a wanderer, a tale-teller, and a jack-of-all trades.
Bard	FRCS	22	A performer whose music works magic -- a wanderer, a tale-teller, and a jack-of-all trades.
Bard	PHB	26	A performer whose music works magic -- a wanderer, a tale-teller, and a jack-of-all trades.
Bard	PIHB	29	Planar substitution levels.
Bardic Sage	UA	49	A variant bard who focuses his efforts on learning, research, and the power of knowledge.
Battle Sorcerer	UA	56	A variant sorcerer who is a capable physical combatant.
Beguiler	PHB	2 6	If you delight in manipulating others, either to their disadvantage or for their own good, then the beguiler is the class for you.
Binder	ToM	9	By drawing their seals and speaking words of power, the binder summons strange entities, bargains with them, and binds them to his service.
Cleric	EBCS	34	A master of divine magic and a capable warrior as well.
Cleric	FRCS	22	A master of divine magic and a capable warrior as well.
Cleric	PHB	30	A master of divine magic and a capable warrior as well.
Cleric	PIHB	30	Planar substitution levels.
Cleric	SS	45	A master of divine magic and a capable warrior as well.
Cloistered Cleric	UA	50	A variant cleric who spends more time than other clerics in study and prayer and less in martial training.
Commoner	DLCS	46	This NPC class contains the laborers of the world, such as innkeepers, servants, blacksmiths, farmers, and fisherfolk.
Commoner	DMG	108	This NPC class contains the laborers of the world, such as innkeepers, servants, blacksmiths, farmers, and fisherfolk.
Crusader	ToB	8	Devoted knight, divine agent, instrument of vengeance, peerless fighting machine -- the crusader is a warrior dedicated to good, evil, law, chaos, or some other cause.
Divine Bard	UA	50	A variant bard who derives his special power from a divine tradition.
Divine Mind	CP	9	A divine mind is a psionic character who channels the power of the divine through psionic talent instead of faith.
Domain Wizard	UA	57	A variant wizard who uses the arcane domain system and selects a specific domain of spells.
Dragon Shaman	PHB	2 11	If you gaze at dragons with awe and aspire to share their power and majesty, then the dragon shaman is the class for you.
Dragonfire Adept	DM	24	Whether they are bold champions defending the weak and downtrodden, or merciless raiders seeking might and riches, dragonfire adepts are imposing figures who command the magic of dragonkind.
Dread Necromancer	HoH	84	A practitioner of vile and forbidden arts, the dread necromancer roots about in graveyards, searching out moldering components for her obscene spells.
Druid	EBCS	36	One who draws energy from the natural world to cast divine spells and gain strange magical powers.
Druid	FRCS	23	One who draws energy from the natural world to cast divine spells and gain strange magical powers.
Druid	PHB	33	One who draws energy from the natural world to cast divine spells and gain strange magical powers.
Druid	PIHB	31	Planar substitution levels.
Druid	SS	47	One who draws energy from the natural world to cast divine spells and gain strange magical powers.
Druidic Avenger	UA	51	A variant druid who channels her inner fury to wreak vengeance upon those who injure the natural world.
Duergar (racial class)	CP	144	The duergar, or gray dwarves, lead lives of never-ending toil in great underground foundry-cities.
Duskblade	PHB	2 19	If you find you can't choose between being an arcane spellcaster who zaps your enemies with powerful spells and a nimble, powerful front-line melee character who lays them low with a sword, the duskblade is the perfect class for you.
Dwarf Cleric	RoS	146	Racial substitution levels.
Dwarf Fighter	RoS	146	Racial substitution levels.
Dwarf Sorcerer	RoS	147	Racial substitution levels.
Eidolon	GW	16	This variant class for ghosts emphasizes fighting abilities.
Eidoloncer	GW	17	This variant class for ghosts emphasizes spellcasting abilities.
Elf Paladin	RotW	155	Racial substitution levels.
Elf Ranger	RotW	155	Racial substitution levels.
Elf Wizard	RotW	157	Racial substitution levels.
Epic Barbarian	ELH	8	An epic ferocious warrior who uses fury and instinct to bring down foes.
Epic Bard	ELH	9	An epic performer whose music works magic -- a wanderer, a tale-teller, and a jack-of-all trades.
Epic Cleric	ELH	10	An epic master of divine magic and a capable warrior as well.

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Epic Druid	ELH	10	An epic druid draws energy from the natural world to cast divine spells and gain strange magical powers.
Epic Fighter	ELH	11	An epic warrior with exceptional combat capability and unequaled skill with weapons.
Epic Monk	ELH	12	An epic martial artist whose unarmed strikes hit fast and hard -- a master of exotic powers.
Epic Paladin	ELH	13	An epic champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
Epic Psion	ELH	22	An epic seeker after psionic secrets; a master of the mind and the thoughts of others.
Epic Psychic Warrior	ELH	23	An epic warrior who combines combat skill with psionic powers.
Epic Ranger	ELH	14	An epic cunning, skilled warrior of the wilderness.
Epic Rogue	ELH	14	An epic tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
Epic Sorcerer	ELH	15	An epic spellcaster with inborn magical ability.
Epic Wizard	ELH	16	An epic potent spellcaster schooled in the arcane arts.
Erudite (variant Psion)	CP	153	As an alternative to the standard psion class, the erudite is a psionic character who follows a scholarly and self-reflective road to power, instead of a merely self-conscious path like the psion follows.
Expert	DLCS	46	This NPC class contains people such as skilled artisans, specialist laborers, and ingenious inventors.
Expert	DMG	109	This NPC class contains people such as skilled artisans, specialist laborers, and ingenious inventors.
Expert	UA	77	A generic class that can be a jack-of-all-trades or a master of a limited area of expertise.
Factotum	DuS	14	The factotum can mimic the abilities of others and fill in when the need is greatest.
Favored Soul	CD	6	Favored souls cast divine spells by means of an innate connection rather than through laborious training and prayer, so their divine connection is natural rather than learned.
Favored Soul	MH	5	The favored soul follows the path of the cleric but can channel divine power with surprising ease.
Fighter	EBCS	38	A warrior with exceptional combat capability and unequaled skill with weapons.
Fighter	FRCS	24	A warrior with exceptional combat capability and unequaled skill with weapons.
Fighter	PHB	37	A warrior with exceptional combat capability and unequaled skill with weapons.
Fighter	PIHB	32	Planar substitution levels.
Githyanki (racial class)	CP	146	Githyanki are an ancient race of martial humanoids residing on the Astral Plane.
Githzerai (racial class)	CP	147	The githzerai are attuned to the mysteries of the inner self and are considered a race of ascetics who harness the power of the mind and the spirit.
Gnome Bard	RoS	147	Racial substitution levels.
Gnome Illusionist	RoS	148	Racial substitution levels.
Gnome Ranger	RoS	149	Racial substitution levels.
Goliath Barbarian	RoS	150	Racial substitution levels.
Goliath Druid	RoS	151	Racial substitution levels.
Goliath Rogue	RoS	152	Racial substitution levels.
Half-Elf Barbarian	RoD	158	Racial substitution levels.
Half-Elf Bard	RoD	157	Racial substitution levels.
Half-Elf Druid	RoD	159	Racial substitution levels.
Half-Elf Fighter	RoD	157	Racial substitution levels.
Half-Elf Paladin	RoD	160	Racial substitution levels.
Half-Elf Ranger	RoD	158	Racial substitution levels.
Half-Giant (racial class)	CP	148	Human-giant hybrids, half-giants were bred by cruel sorcerer-kings who used them as warriors and laborers in a dry land.
Halfling Druid	RotW	157	Racial substitution levels.
Halfling Monk	RotW	158	Racial substitution levels.
Halfling Rogue	RotW	159	Racial substitution levels.
Healer	MH	8	A healer is adept both at detecting the ailments of allies and understanding the coarse, unruly thoughts of beasts.
Hexblade	CW	5	Combining the dynamic powers of martial prowess and arcane might, the hexblade presents a deadly challenge to opponents unused to such a foe.
Incarnate	MoI	20	Incarnum is a tool you can use to manipulate the physical manifestations of moral and ethical forces and wield them in righteous pursuit of an ideal.
Knight	PHB 2	24	The knight class is a great choice if you want to play a tough, durable melee combatant whose strong personality allows you to manipulate your foes.
Lurk	CP	13	A lurk is a psionic character who has honed her mental talents to a deadly focus.
Marshal	MH	11	Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor.
Monk	EBCS	38	A martial artist whose unarmed strikes hit fast and hard -- a master of exotic powers.
Monk	FRCS	24	A martial artist whose unarmed strikes hit fast and hard -- a master of exotic powers.
Monk	PHB	39	A martial artist whose unarmed strikes hit fast and hard -- a master of exotic powers.
Monk	PIHB	32	Planar substitution levels.
Mystic	DLCS	47	Mystics are spellcasters who have learned to channel divine energy without worshiping (or even acknowledging) any deity.
Ninja	CAd	5	Highly skilled spies and assassins, ninjas can master a broad range of skills and combat techniques.
Noble	DLCS	50	Nobles have the ability to use their background, education, natural charm, and skills in social maneuvering to their advantage in day-to-day lives.

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Paladin	EBCS	39	A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
Paladin	FRCS	25	A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
Paladin	PHB	42	A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
Paladin	PIHB	33	Planar substitution levels.
Paladin	SS	48	A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
Paladin Of Freedom	UA	53	A variant paladin who is dedicated to liberty and free thought.
Paladin Of Slaughter	UA	53	A variant paladin who is a brutal champion of chaos and evil, and who leaves only destruction trailing in his wake.
Paladin Of Tyranny	UA	54	A variant paladin who is a lawful evil villain bent on dominating those weaker than she.
Paladin Variant	CW	13	A variant paladin class.
Planar Ranger	UA	55	A variant ranger who roams the multiverse instead of the wilderness.
Psion	EPH	19	A seeker after psionic secrets; a master of the mind and the thoughts of others.
Psionic Artificer	MoE	42	Psionic artificers are similar to artificers, but they craft psionic items instead of magic items.
Psychic Warrior	EPH	24	A warrior who combines combat skill with psionic powers.
Ranger	EBCS	41	A cunning, skilled warrior of the wilderness.
Ranger	FRCS	26	A cunning, skilled warrior of the wilderness.
Ranger	PHB	46	A cunning, skilled warrior of the wilderness.
Ranger	PIHB	34	Planar substitution levels.
Ranger	SS	48	A cunning, skilled warrior of the wilderness.
Ranger Variant	CW	13	A variant ranger class.
Raptoran Cleric	RotW	160	Racial substitution levels.
Raptoran Fighter	RotW	161	Racial substitution levels.
Raptoran Sorcerer	RotW	157	Racial substitution levels.
Rogue	EBCS	41	A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
Rogue	FRCS	26	A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
Rogue	PHB	49	A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
Rogue	PIHB	34	Planar substitution levels.
Samurai	CW	8	Wielding their signature katana and wakizashi simultaneously, samurai are as potent in melee as a fighter, although they are less versatile.
Samurai	OA	20	Samurai are professional warriors.
Savage Bard	UA	50	A variant bard who is a warrior at heart and whose arcane powers strike fear into the enemies of his tribe.
Scout	CAd	10	A scout has some training in weapons and a unique combat style that favors fast movement and devastating attacks.
Shadowcaster	ToM	111	The shadowcaster understands the true, primal power of darkness, attunes herself to the Plane of Shadow, and learns great shadow mysteries the equal of any mundane spell.
Shaman	OA	22	Shamans are intermediaries between the mortal world and the realm of spirits.
Shugenja	CD	10	The shugenja is a divine spellcaster who casts spells by attuning himself to the primal energies around him and focusing such energy through his body to produce magical effects.
Shugenja	OA	24	Shugenjas are divine spellcasters who cast spells by attuning themselves to the elements around them.
Sohei	OA	27	Sohei are warrior monks.
Sorcerer	EBCS	42	A spellcaster with inborn magical ability.
Sorcerer	FRCS	27	A spellcaster with inborn magical ability.
Sorcerer	PHB	51	A spellcaster with inborn magical ability.
Sorcerer	PIHB	35	Planar substitution levels.
Sorcerer	SS	49	A spellcaster with inborn magical ability.
Soulborn	MoI	25	As a soulborn, you use incarnum to enhance your natural combat ability.
Soulknife	EPH	26	A warrior who fights with an idealized blade of personal mental energy.
Specialized (Wizard variants)	UA	59	Each variant specialized class gives up one of the standard specialist's class abilities in exchange for a new ability unique to the variant specialist.
Spellcaster	UA	77	A generic class that has an array of magical effects at her beck and call.
Spellthief	CAd	13	Spellthieves use skill and arcane magic to drain the abilities of their opponents and turn their foes' own powers against them.
Spirit Shaman	CD	14	By bargaining with living spirits, the spirit shaman gains power over the natural world and mighty divine magic.
Swashbuckler	CW	11	The swashbuckler embodies the concepts of daring and panache.
Swordsage	ToB	15	A master of martial maneuvers, the sword sage is a physical adept -- a blade wizard whose knowledge of the Sublime Way lets him unlock potent abilities, many of which are overtly supernatural or magical in nature.
Thri-Kreen (racial class)	CP	149	Fierce hunters and faultless trackers, the thri-kreen are a race of insectfolk sometimes known as mantis warriors.
Thug	UA	51	A variant fighter who is a street fighter and a survivor who learns to mix brute force with a bit of craftiness.
Totem Barbarian	UA	48	A variant barbarian who dedicates himself to a totem creature.
Totemist	MoI	29	You channel the soul energy of magical beasts to make your soulmelds and claim them as your totems to acquire a share in their power.

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Truenamer	ToM	198	If you want to understand the secret language of the universe, the truenamer class is for you.
Urban Adept	SCoT	167	A variant adept for Sharn.
Urban Ranger	UA	55	A variant ranger who stalks the treacherous streets of the city.
Warblade	ToB	20	The warblade was born for conflict. Swift, strong, enduring, and utterly confident in his martial skills, he seeks to test himself against worthy foes.
Warlock	CAr	5	A supernatural character whose sinister powers are inborn abilities, not spells.
Warmage	CAr	10	A militant spellcaster whose training focuses on battlefield magic.
Warmage	MH	14	Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and cleric do.
Warrior	DLCS	53	This NPC class contains people such as soldiers, guards, and militia.
Warrior	DMG	109	This NPC class contains combatants such as soldiers, guards, and militia.
Warrior	UA	78	A generic class that is a basic combatant.
Wilder	EPH	29	A passionate, reckless talent who wields uncontrolled psionic power.
Wilderness Rogue	UA	56	A variant rogue who prefers to put her skills to use in the great outdoors.
Wizard	EBCS	42	A potent spellcaster schooled in the arcane arts.
Wizard	FRCS	27	A potent spellcaster schooled in the arcane arts.
Wizard	PHB	55	A potent spellcaster schooled in the arcane arts.
Wizard	PIHB	36	Planar substitution levels.
Wizard	SS	49	A potent spellcaster schooled in the arcane arts.
Wu Jen	CAr	14	A mysterious wizard of the eastern world, whose arcane lore revolves around mastery of the elements.
Wu Jen	OA	30	Wu jen are spellcasters with mysterious powers.