

Race	Subrace	Kismet cost	Class Subclass	Warrior Fighter	Warrior Ranger	Warrior Paladin	Warrior Barbarian	Priest Cleric	Priest Druid	Rogue Thief	Rogue Bard	Wizard Abjurer	Wizard Conjurer	Wizard Enchanter	Wizard Illusionist	Wizard Invoker	Wizard Mage	Wizard Necromancer	Wizard Transmuter
			Status	In-game	In-game***	In-game**	Coming soon!	In-game	In-game	In-game	Application	Pending	In-game	In-game	In-game+	In-game++	In-game	In-game*	In-game++
Dwarf	Arctic	500	In development	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Dwarf	Gold	50	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Dwarf	Gray (Duregar)	600	In development	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Dwarf	Shield	0	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Dwarf	Urdunnir	500	In development	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Dwarf	Wild	400	In development	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Elf	Aquatic	300	In development	Yes	?	?		Yes	?	Yes						Yes	Yes		Yes
Elf	Avarel	800	In development	Yes	Yes	?		Yes	Yes	Yes						Yes	Yes		Yes
Elf	Drow	200	In-game	Yes	No	No	No	Yes%	No	Yes	Yes	No	Yes	No	Yes	Yes	Yes	Yes	No
Elf	Moon	0	In-game	Yes	Yes	Corellon only		Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Elf	Sun	50	In-game	Yes	Yes	Corellon only		Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Elf	Wild	100	In-game	Yes	Yes	No		Yes	Yes	Yes						Yes	Yes		Yes
Elf	Wood	200	In-game	Yes	Yes	Corellon only		Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Gnome	Deep	400	In development	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Gnome	Forest	100	In-game	Yes	?	No		Yes	Yes	Yes						Yes	Yes		Yes
Gnome	Rock	0	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Half-Elf	Aquatic	300	Coming soon	Yes	?	?		Yes	?	Yes						Yes	Yes		Yes
Half-Elf	Common	0	In-game	Yes	Yes	Corellon only		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Half-Elf	Drow	200	In-game	Yes	No	No	No	Yes	No	Yes	Yes	?	Yes	Yes	?	No	Yes	Yes	?
Halfling	Ghostwise	50	In-game	Yes	No	No		Yes	Yes	Yes						Yes	Yes		Yes
Halfling	Lightfoot	0	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Halfling	Strongheart	200	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Human		0	In-game	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Orc	Grey	200	In-game	Yes	No	No		Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Orc	Half-orc	50	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Orc	Mountain	200	In-game	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Orc	Orog	300	In development	Yes	No	No		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Aasimar	700	In-game	Yes	Yes	Yes		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Air Genasi	900	New!	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Earth Genasi	900	New!	Yes	Yes	No		Yes	Yes	Yes						Yes	Yes		Yes
Planetouched	Fey'ri	???	In development	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Fire Genasi	900	New!	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Tanarukk	???	In development	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Tiefling	700	In-game	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Planetouched	Water Genasi	900	New!	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Rare races	Aarakocra	???	In development	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Rare races	Bugbear	800	New!	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Rare races	Centaur	1200	New!	Yes	Yes	No		Yes	Yes	Yes						Yes	Yes		Yes
Rare races	Goblin	200	In-game	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Rare races	Hobgoblin	400	In-game	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Rare races	Lizardfolk	???	In development	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes
Rare races	Wemic	1200	New!	Yes	Yes	No		Yes	Yes	Yes						Yes	Yes		Yes
Rare races	Yuan-ti	???	Coming soon	Yes	?	No		Yes	No	Yes						Yes	Yes		Yes

* = The only guilds require evil acts as part of their training. Good necromancers are not "standard," and require an application
 ** = Paladins must be lawful good; applications are required for most faiths. Not all faiths have knightly orders. See...hmmm. The forum posting that had the full list seems to be missing the full list?
 + = Area support exists only for gnomes and drow - other races require an application
 ++ = The only guilds are inaccessible to evil PCs - until that changes, these schools of wizardry are open only to non-evil characters
 ^ = Allowed alignments: NG, LN, TN, CN, NE
 % = Must be female and become a cleric of Lloth, except by application
 *** = The answers below are guidelines only - the Ranger's Council actually decides who will be allowed to become a ranger; they consider race amongst many other factors
 # = No guild currently exists in-game to train new members of this sub-class. This may change, but until then this sub-class is by application only.