Character Restrictions

Alignment

No EVIL Characters!!!!

Ancestries

Common	**Notes**
Dwarf	
Elf	
Gnome	
Halfling	
Human	
Leshy	(origin must be from Moonrest)
Uncommon	**Notes**
Athamaru	(origin from waters around Moonrest)
Catfolk	
Kitsune	
Uncommon	**Notes**
Anadi	(Must be offspring of 768)

Book Sources

- Advanced Players Guide
- Secrets of Magic
- Book of the Dead
- Dark Archive (remastered)
- Treasure Vault (remastered)
- Rage of Elements
- Howl of the Wild
- Player Core
- GM Core

Anything in the new Core books supersedes prior books.

- World Guide
- Character Guide
- Ancestry guide
- The Grand Bazaar
- Travel Guide
- Divine Mysteries
- Draconic Codex

Archetypes

Multi-class (Only 1)

Alchemist	Commander	Magus	Sorcerer
Animist	Druid	Monk	Summoner
Barbarian	Fighter	Oracle	Swashbuckler
Bard	Guardian	Psychic	Thaumaturge
Champion	Investigator	Ranger	Witch
Cleric	Kineticist	Rogue	Wizard

Other Archetypes - Following Books Dissalowed

All Rare	All Uncommon		
Outlaws of Alkenstar	Tian Xias	War of Immortals	Guns and Gears

Other Archetypes - Specific

Winged Warrior	Anything else that grants Flying		

Note | As with anything above - If Paizo updates and makes something legacy content - You must utilize the updated version - primarily to stop your character breaking in Foundry (This may require recreating your character).

Revision #3
Created 2026-03-07 20:44:19 UTC by Admin
Updated 2026-03-08 22:31:09 UTC by Admin