

Making new characters All the options and where to find them!

Races (if multiple books stated can use any of them, have same info)

- Aarakocra: Elemental Evil Player's Companion & Explorer's Guide to Wildemount
 - +2 dex, +1 con
- Aasimar: Volo's Guide to Monsters & Explorer's Guide to Wildemount
 - Protector
 - +2 Cha, +1 wis
 - Scourge
 - +2 cha, +1 con
 - Fallen
 - +2 Cha, +1 Str
- Bugbear: Explorer's Guide to Wildemount & Eberron: Rising from the Last War
 - +2 Str, +1 Dex
- Centaur: Guildmasters' Guide to Ravnica
 - +2 str, +1 wis
- Changeling: Eberron: Rising from the Last War
 - +2 cha, +1 other
- Dragonborn: Players Handbook
 - base: Player's handbook
 - +2 str, +1 cha
 - Draconblood: Explorer's Guide to Wildemount
 - +2 Int, +1 Cha
 - Ravenite: Explorer's Guide to Wildemount
 - +2 Str, +1 con
- Dwarf: Player's Handbook
 - Duergar: Sword coast Adventurer's Guide & Mordenkainen's Tome of Foes
 - +2 con, +1 str
 - Mountain: Player's Handbook
 - +2 str, +2 con
 - Hill: Player's Handbook
 - +2 con, +1 Wis
- Elves: Player's Handbook
 - Drow: Player's Handbook
 - +2 dex, +1 cha
 - Eladrin: Mordenkainen's Tome of Foes
 - +2 dex, +1 cha
 - High: Player's Handbook
 - +2 dex, +1 int
 - Pallid Elf: Explorer's Guide to Wildemount
 - +2 dex, +1 wisdom
 - Sea Elf: Explorer's Guide to Wildemount & Mordenkainen's Tome of Foes
 - +2 dex, +1 Con
 - Shadar-kai: Mordenkainen's Tome of Foes

- +2 dex, +1 con
 - Wood: Player's handbook
 - +2 dex, +1 wis
- Firbolg: Explorer's Guide to Wildemount & Volo's Guide to Monsters
 - +2 wis, +1 str
- Genasi: Explorer's Guide to Wildemount & Elemental Evil Player's Companion
 - Air
 - +2 con, +1 dex
 - Earth
 - +2 con, +1 str
 - Fire
 - +2 con, +1 Int
 - Water
 - +2 con, +1 Wis
- Gith: Mordenkainen's Tome of Foes
 - Githyanki
 - +2 str, +1 int
 - Githzerai
 - +2 wis, +1 int
- Gnome: Player's handbook
 - Deep: Sword coast Adventurer's Guide, Mordenkainen's Tome of Foes, Elemental Evil Player's Companion
 - +2 int, +1 dex
 - Forest: player's handbook
 - +2 int, +1 dex
 - rock: player's handbook
 - +2 int, +1 con
- Goblin: Explorer's Guide to Wildemount & Eberron: Rising from the Last War & Guildmasters' Guide to Ravnic
 - +2 Dex, +1 Con
- Goliath: Explorer's Guide to Wildemount & Elemental Evil Player's Companion & Volo's Guide to Monsters
 - +2 str, +1 con
- Half-Elf: Player's handbook
 - Base: Player's handbook
 - +2 cha, +1 to two others
 - Variant: Sword coast Adventurer's Guide
 - same stats, other abilities
- Half-orc: Player's handbook
 - +2 str, +1 con
- Halfling: Player's Handbook
 - Ghostwise: Sword coast Adventurer's Guide
 - +2 dex, +1 wis
 - Lightfoot: Player's Handbook

- +2 dex, +1 cha
- Lotusden: Explorer's Guide to Wildemount
 - +2 dex, +1 wisdom
- Stout: Player's handbook
 - +2 dex, +1 con
- Hobgoblin: Explorer's Guide to Wildemount & Eberron: Rising from the Last War
 - +2 con, +1 int
- Human: player's handbook
 - +1 to all or +1 to 2
- Kalashtar: Eberron: Rising from the Last War
 - +2 wis, +1 cha
- Kenku: Explorer's Guide to Wildemount & Volo's Guide to Monsters
 - +2 dex, +1 wis
- Kobold: Volo's Guide to Monsters (monstrous races)
 - +2 dex, -2 str
- Leonin: Mythic Odyssey of Theros
 - +2 Con, +1 Str
- Lizardfolk: Volo's Guide to Monsters
 - +2 con, +1 wis
- Loxodon: Guildmasters' Guide to Ravnica
 - +2 con, +1 wis
- Minotaur: Guildmasters' Guide to Ravnica
 - +2 str, +1 con
- Orc: Explorer's Guide to Wildemount & Eberron: Rising from the Last War
 - +2 str, +1 con
- Satyr: Mythic Odyssey of Theros
 - +2 Cha, +1 Dex
- Shifters: Eberron: Rising from the Last War
 - Beasthide
 - +2 con, +1 str
 - longtooth
 - +2 str, +1 dex
 - swiftstride
 - +2 dex, +1 cha
 - Wildhunt
 - +2 wis, +1 dex
- Simic Hybrid: Guildmasters' Guide to Ravnica
 - +2 con, +1 other
- Tabaxi: Explorer's Guide to Wildemount & Volo's Guide to Monsters
 - +2 dex, +1 con
- Tiefling: Player's handbook
 - Base (Asmodeus): Player's handbook
 - +2 cha, +1 int
 - Baalzebul: Mordenkainen's Tome of Foes

- +2 cha, +1 int
- Dispater: Mordenkainen's Tome of Foes
 - +2 cha, +1 dex
- Fierna: Mordenkainen's Tome of Foes
 - +2 cha, +1 wis
- Glasya: Mordenkainen's Tome of Foes
 - +2 cha, +1 dex
- Levistus: Mordenkainen's Tome of Foes
 - +2 cha, +1 con
- Mammon: Mordenkainen's Tome of Foes
 - +2 cha, +1 int
- Zariel: Mordenkainen's Tome of Foes
 - +2 cha, +1 str
- Triton: Volo's Guide to Monsters
 - +1 str, +1 con, and +1 cha
- Turtle: Explorer's Guide to Wildemount & The Turtle Guide
 - +2 Str, +1 wis
- Vedalkin: Guildmasters' Guide to Ravnica
 - +2 int, +1 wis
- Verdan: acquisitions Inc
 - +2 cha, +1 con
- Warforged: Eberron: Rising from the Last War
 - +2 con, one other +1
- Yuan-ti pureblood: Volo's Guide to Monsters (monstrous races)
 - +2 cha, +2 int

Classes: All base classes are in player's handbook except artificer, which is only in ebberon. All other books listed are locations of other subclasses.

- Artificer
 - All in Ebberon: rising from the last war
- Barbarian
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
- Bard
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Mythic Odyssey of Theros
- Cleric
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
 - Guildmaster's Guide to Ravinica
- Druid
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Guildmaster's Guide to Ravinica
- Fighter
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
 - Explorer's Guide to Wildemount
- Monk
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
- Paladin
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
 - Mythic Odyssey of Theros
- Ranger
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
- Rogue
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
- Sorcerer

- Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
- Warlock
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
- Wizard
 - Player's Handbook
 - Xanthar's Guide to Everything
 - Sword Cost Adventuer's Guide
 - Explorer's Guide to Wildemount
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Spells:

- Player's handbook
- Elemental Evil Players companion
- Acquisitions Inc
- Sword Coast Adventurer's Guide
- Xanthar's Guide to Everything
- Explorer's Guide to Wildemount