

Limited magic DnD

Non-magic Classes

Barbarian-

- Berserker
- Battlerager

Fighter

- Champion
- Battle Master
- Cavalier
- Samurai
- Banneret (Purple Knight)

Rogue

- Thief
- Assassin
- Inquisitive
- Mastermind
- Scout
- Swashbuckler

Magic Classes

Barbarian-

- Totem Warrior – Animal spirits, Nature
- Ancestral Guard – Ancestral Spirits, Death
- Storm Herald – Inner Rage, the Land or the Wilds
- Zealot – Inner Conviction or the Gods

Bard

- Lore – Music, Knowledge
- Valor – Music
- Glamor – Music, Ancient beings or the Courts.
- Swords – Music or external magic+Skill
- Whispers – Knowledge of Minds or Beyond the worlds.

Cleric

- All – Gods

Druid

- Land – The Land.
- Moon – The Wilds.
- Dreams – Dreamlands, Winter court.
- Shepard – Ancient Animals, Animal and nature spirits.
- Spores – Closeness to Death, Fall court.

Fighter

- Eldritch Knight – Knowledge of Magic or Energy
- Arcane archer – Nature or Knowledge of Energy

Monk

- Open Hand – Internal Ki
- Shadows – The Shadows
- Four elements – External Ki or Elemental Courts
- Drunken Fist – Inner Ki or potions
- Kensei – Internal Ki or magic weapons
- Sun Soul – External Ki
- Long Death – Inner Ki or Closeness to death

Paladin

- Devotion – Lawful or good Gods
- Ancients – Nature God or The Wilds
- Vengeance – Internal rage or A Wronged God.
- Conquest – Internal anger or Law god.
- Redemption – Good non-lawful gods.
- Crown – a Blessed or Magical King or Queen

Rogue

- Arcane Trickster – See Wizard?

Sorcerer

- Draconic – Dragon Blood, Dragons
- Wild – The Wilds, Other planes or Realms.
- Divine soul – Gods, Spring Court.
- Shadow – The shadows, darker planes.
- Storm – Nature, Elements.

Warlock

- Archfey – Elemental or Seasonal Courts or the Ancient Creatures.
- Fiend – Demons, Evil Gods
- Great Old One – Beyond the worlds, imprisoned Dangers,
- Celestial – Gods, Ancient creature or Summer court.
- Hexblade – Shadows, Gods or Magic weapons
- Undying – Undead, or Spirits.

Wizard

- Abjuration – Knowledge of Magic
- Conjuration – Knowledge of or Connection to Other Planes
- Divination – Knowledge of space-time
- Enchantment – Knowledge of Minds
- Evocation – The elements or Knowledge of energy.
- Illusion – Knowledge of Perception
- Necromancy – Close contact with death, Knowledge of death
- Transmutation – Material magic, Knowledge of matter.
- War Magic – Knowledge of Magic and energy or Magic items.
- Bladesinging – Music or Magic items.

Races

Material Magic/Magic items

- Dwarfs
- Duergar
- Gnomes

Long time learning magic knowledge.

- Wood Elves
- Dark Elves
- Loxodons
- Vedalken

Gods

- Humans
- Half-humans except Tiefling
- Aasimar
- Yuan-ti
- Kobolds

Internal Emotion

- Orcs
- Goblins
- Minotaur
- Hobgoblin
- Dragon born

Nature/Wilds

- Centaur
- Furbolg
- Bugbears

Music

- Halfling
- Kenku
- Aarakocra

Death

- Lizard men
- Fallen Aasimar
- Resurrected people of any race
- Shandar kai

The Courts of Elements and Seasons

- High Elves
- Eladrin - Seasons
- Genasi - Elemental
- Kobolds

Demons

- Teiflings
- Kobolds
- Others under Harsh contract.

The Land

- Forest Gnomes
- Dwarfs
- Furbolg
- Sea Elves

Dragon/Dragon Blood

- Dragon Born
- Kobolds

Internal/External Ki

- Tabaxi
- Turtle
- Triton

The Shadows

- Duergar
- Dark Elves
- Deep Gnome

Ancient Creatures

- The Lucky and Charming.
- The Lucky and Proven.

Beyond the Worlds

- The Unwise

No Magic

- Goliath