Did this for my own group. Categories are deliberately overlapping and the definitions I used were... loose. Probably missing some but it's a start. I also did it for most of the homebrew I allow, if anyone wants to see that. Magical/Mundane in some cases (Iron Magi) was a judgment call, and is mostly for thematic rather than mechanical balance purposes.

**Official**

**Offensive Tracks**

Path of War: Rage

Path of War: Dervish

Path of Destruction

Discipline of the Serpent

Smiting

Daggers and Bolts: A Reign of Arrows

Daggers and Bolts: Iron Magi

Offensive Track: Assassin

Offensive Track: Swashbuckler

Offensive Track: Demo Man

Sage's Wrath: Just Blade

Sage's Wrath: Arcane Lore

Incantation

Elementalist

Air Elemental

Earth Elemental

Fire Elemental

Knight

Runesong Scholar (more or less)

Sentient Construct

Ghoul

Skeleton Champion

Utter Brute

**Defensive Tracks (Personal and Self-Buff)**

Path of the Ancestors

Discipline of the Dragon

Judgment

Battle's Tempering

Esoterica Radica

Defensive Track: Acrobatic Adept

Defensive Track: I Am Ten Ninjas

Defensive Track: Fortune's Friend

Bag of Tricks

Chirurgic Poet

Dragon

Sentient Construct

Utter Brute

**Healing Tracks**

Virtue

Force of Will

Incantation

Shaman Spells

Chirurgic Poet

**Buff Tracks (Group)**

Bastion

Force of Will

Tactical Insight

Bag of Tricks

Chirurgic Poet

Mechanist Savant

True Mage

**Debuff Tracks**

Discipline of the Serpent

Arcane Secrets

Mummy

**Movement Tracks**

Path of War: Dervish

Discipline of the Crane

Esoterica Radica

Offensive Track: Swashbuckler

Defensive Track: Acrobatic Adept

Defensive Track: I Am Ten Ninjas

**Magical Tracks**

Bastion

Virtue

Daggers and Bolts: Iron Magi

Sage's Wrath: Arcane Lore

Sage's Wrath: Just Blade

Force of Will

Arcane Secrets

Incantation

Shaman Spells

Tactician Spells

Chirurgic Poet

Combat Alchemist

Elementalist

Air Elemental

Fire Elemental

Water Elemental

Runesong Scholar

True Mage

Celestial

Demon

Lich

**Mundane Tracks**

Path of War: Rage

Path of War: Dervish

Path of Destruction

Path of the Ancestors

Discipline of the Serpent

Discipline of the Crane

Discipline of the Dragon

Professional Soldier

Daggers and Bolts: Reign of Arrows

Battle's Tempering

Esoterica Radica

Offensive Track: Assassin

Offensive Track: Swashbuckler

Offensive Track: Demo Man

Defensive Track: Acrobatic Adept

Defensive Track: I Am Ten Ninjas

Defensive Track: Fortune's Friend

Tactical Insight

Knight

Mechanist Savant

Vigilante

Utter Brute

**Other/Utility/Weird Combinations**

Heroica

Professional Soldier

Combat Alchemist

Water Elemental

Celestial

Demon

Vampire

**Homebrew**

**Offensive**

Comboist

Dragonspark Adept

Boombox

Quiver

Warlock

Sandman

Sapper

Omniphage

Weapon Master

Charged

Shapeshifter

Broodmaster

Crazed Inventor

Battlemage

Heavy Weapon Expert

Envested Abolition

Weaponmaster

Poisoner

Crashing Wave

Darting Kingfisher

Flickering Candle

Shining Sun

Unrelenting Storm

Envested AbolitionEnvested AbolitionEnvested Abolition

Discipline of the Tiger

Discipline of the Mantis

Drunken Brawler

Evoker

Kitsune

**Defensive**

Shadow Lord

Suffusor

Telepath

Nature's Conduit

Tattooed Warrior

Racial Paragon

Frozen

Caustic

Shapeshifter

Oracle

Envested Aegis

Envested Bulwark

Shield Magister

Spellblood Warrior

Path of War: Path of the Guardian

**Buff**

Metalhead

Warden

Leech

**Debuff**

Shadow Lord

Boombox

Quiver

Magitsu

Warlock

Sandman

Witch

Leech

Broodmaster

Poisoner

Radiation/Odor/Misfortune

**Movement**

Implacable

Teleporter

**Other/Utility/Weird Combinations**

Rouge

Arcane Bond

Architect

Companion

Spirit Guide

Verdant

Cavalier

Mecha Pilot

Fatemaster

Enchanter

Rechanneler

Artificer

Mental Trickster

Creature from Beyond Reality

Abomination

Giant Arthropod

Forger

Soldier

Genie

Ghost

Dullahan