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ABILITY SCORES

STARTING ABILITY SCORES

Roll your scores as prescribed by the DM. Assign the scores to your character's first six abilities however you want and then add any racial bonuses. Average these scores to get your initial Luck score. From then on, Luck works just like any other ability score and is no longer based on the average of the others.

STRENGTH

Measures: Natural Athleticism, bodily power.

Ability Score	Melee Atk*	Melee Dmg	Wgt Allw.	Max. Press	Open Doors	Bend Bars Lift Gates
6-7	-1	--	20	55	4	0%
8-9	--	--	35	90	5	1%
10-11	--	--	40	115	6	2%
12-13	--	--	45	140	7	4%
14-15	--	--	55	170	8	7%
16	--	+1	70	195	9	10%
17	+1	+1	85	220	10	13%
18	+2	+4	285	430	14	32%
19	+3	+7	485	640	16(8)**	50%
20	+3	+8	535	700	17(10)	60%
21	+4	+9	635	810	17(12)	70%
22	+4	+10	785	970	18(14)	80%
23	+5	+11	935	1,130	18(16)	90%
24	+6	+12	1,235	1,440	19(17)	95%
25	+7	+14	1,535	1,750	19(18)	99%

*Also used for Bow damage.

** Numbers in parenthesis are the chances of opening a locked, barred, or magically held door.

DEXTERITY

Measures: Physical agility, reflexes, balance, poise.

Ability Score	Init Mod	Missile Attack	AC Adj.
6	0	0	+1
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	-1
16	-1	+1	-2
17	-2	+2	-3
18	-2	+2	-4
19	-3	+3	-4
20	-3	+3	-4
21	-4	+4	-5
22	-4	+4	-5
23	-4	+4	-5
24	-5	+5	-6
25	-5	+5	-6

CONSTITUTION

Measures: Health, stamina, vital force.

Ability Score	Bonus HPs	Res Check	Poison Save	Regeneration
6	-1	0	0	--
7	0	0	0	--
8	0	0	0	--
9	0	0	0	--
10	0	0	0	--
11	0	0	0	--
12	0	0	0	--
13	0	0	0	--
14	0	0	0	--
15	+1	0	0	--
16	+2	0	0	--
17	+3	0	0	--
18	+4	0	0	--
19	+5	+1	+1	--
20	+5	+2	+1	1/6 minutes
21	+6	+3	+2	1/5 minutes
22	+6	+3	+2	1/4 minutes
23	+6	+4	+3	1/3 minutes
24	+7	+4	+3	1/2 minutes
25	+7	+5	+4	1/minute

INTELLIGENCE

Measures: Mental acuity, information recall, analytical skill.

Ability Score	# of Langs.	Learn Spell	Max # of Spells/Lvl	Illusion Resistance
6-8	1	--	--	--
9	2	--	4	--
10	2	--	5	--
11	2	45%	6	--
12	3	50%	7	--
13	3	55%	8	--
14	4	60%	9	--
15	4	65%	10	--
16	5	70%	11	--
17	6	75%	12	--
18	7	85%	13	--
19	8	95%	13	1 st Lvl
20	9	96%	14	2 nd Lvl
21	10	97%	14	3 rd Lvl
22	11	98%	15	4 th Lvl
23	12	99%	15	5 th Lvl
24	15	100%	16	6 th Lvl
25	20	100%	16	7 th Lvl

of Languages: lists the number of languages the character can speak. Their native language must be included in this number. This knowledge extends only to speaking the language; **it does not include reading or writing.** To become literate, take the Literacy proficiency (some classes gain this automatically). This number also represents the number of **bonus proficiency slots** one gets from high intelligence.

WISDOM

Measures: Awareness, intuition, insight.

Ability Score	Mental Save	Bonus Prst Spells	Spell Immunity
6	-1	--	--
7	-1	--	--
8	0	--	--
9	0	0	--
10	0	0	--
11	0	0	--
12	0	0	--
13	0	1 st	--
14	0	1 st	--
15	+1	2 nd	--
16	+2	2 nd	--
17	+3	3 rd	--
18	+4	4 th	--
19	+4	1 st , 3 rd	See Below
20	+4	2 nd , 4 th	See Below
21	+4	3 rd , 5 th	See Below
22	+4	4 th , 5 th	See Below
23	+4	1 st , 6 th	See Below
24	+4	5 th , 6 th	See Below
25	+4	6 th , 7 th	See Below

- 19) Cause Fear, Charm Person, Command, Friends, Hypnotism.
 20) Forget, Hold Person, Ray of Enfeeblement, Scare
 21) Fear
 22) Charm Monster, Confusion, Emotion, Fumble, Suggestion.
 23) Chaos, Feeblemind, Hold Monster, Magic Jar, Quest.
 24) Geas, Mass Suggestion, Rod of Rulership
 25) Antipathy/Sympathy, Death Spell, Mass Charm

CHARISMA

Measures: Confidence, eloquence, leadership, divine grace.

Ability Score	Max # Hench.	Loyalty Base	React Adjust.
6	2	-3	-2
7	3	-2	-1
8	3	-1	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+1
14	6	+1	+2
15	7	+3	+3
16	8	+4	+5
17	10	+6	+6
18	15	+8	+7
19	20	+10	+8
20	25	+12	+9
21	30	+14	+10
22	35	+16	+11
23	40	+18	+12
24	45	+20	+13
25	50	+20	+14

Appearance: This is an average of your Charisma and Constitution scores.

LUCK

Measures: Good fortune, advantage in otherwise random chance.

Ability Score	Critical Hit	Spell Critical
2-5	4*	17*
6-7	3*	18*
8-9	2	19*
10	20	1
11	20	1
12	20	1
13	20	1
14	20	1
15	19	2
16	19	2
17	19	2
18	18	3
19	18	3
20	18	3
21	17	4
22	17	4
23	17	4
24	16	5
25	16	5

Luck: You either have Luck or you don't—you can't stockpile Luck like arrows in a quiver. Whenever you roll a d20, you can spend your Luck to roll an additional d20. You can choose to spend it after you roll the die, but before the outcome is determined. You can also spend your Luck immediately after an attack roll is made against you and you can choose which roll to use.

Critical Hit Number: Represents the number on a d20 needed to score a critical hit on attacks or spell checks. If you need a number in that range to hit, it does not count as a critical.

*Represents Critical Fail chance on an attack roll or spell check.

INCREASING ABILITY SCORES

An ability score is increased at every level and is done randomly. You choose 4 Abilities to possibly increase or 3, doubling up on one of them representing an ability you have been focusing on. You can always increase your lowest score.

4 Choices: Roll a 1d8

Roll	Ability
1-2	Choice 1
3-4	Choice 2
5-6	Choice 3
7-8	Choice 4

3 Choices: Roll a 1d8

Roll	Ability
1-2	Choice 1
3-4	Choice 2
5-8	Choice 3

ABILITY SCORE CLASS REQUIREMENTS

If a score does not meet these minimum requirements, you must place a point in that ability instead of rolling randomly when you level up. If there is more than one deficient score, you raise the lowest or choose if there is a tie. This continues until you meet the minimum requirements. Then you may follow the normal procedures above.

HUMAN RACIAL ABILITY SCORE BONUSES

4

- **Crusher:** +1 Strength; Advantage on BB/LG and Open Doors checks; Critical Range increased by 1 on attacks using Strength for the attack role.
- **Quick:** +1 Dexterity; Gain Advantage on Initiative rolls and Disengage as a Minor Action.
- **Durable:** +1 Constitution; Gain Advantage on Saves vs Para/Pois/Death and Death Saves when at 0hp.
- **Keen Mind:** +1 Intelligence; Advantage on Investigation or History checks (Choose when taken); Skim average books in 1 hour for information; When you take the Help Action to aid an ally's ability check, they may add the ability modifier from the chosen check above as well as the normal gaining of advantage on the roll.
- **Alert:** +1 Wisdom; Advantage on Insight or Perception checks (Choose when taken); You have a good sense of your immediate surroundings when in battle so others do not gain flanking bonuses against you.
- **Actor:** +1 Charisma; Advantage on Deception or Persuasion checks (Choose when taken); Choose a second Background that is not your own. You gain the general proficiency from it, you may spend your Background proficiency slots from that list as well as your actual background, and you get a free Kit from that second Background. This represents (Deception) knowing just enough to pass as your actual Background or (Persuasion) having studied another Background out of genuine curiosity.
- **Lucky:** +1 Luck; Choose a Nonweapon Proficiency not listed above and gain Advantage on the roll (Choose when taken). You may change the proficiency chosen whenever your class gives you a new slot. Make a Luck check to turn a roll of 1 into a 20 or a 20 into a 1.

A creature's general moral and personal attitudes are represented by its alignment: Crusader, Benefactor, Rebel, Judge, Pragmatist, Free Spirit, Dominator, Malefactor, and Destroyer.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

- **Crusader:** (LG) A Crusader acts as a good person is expected or required to act. He combines commitment to oppose evil with the discipline to fight relentlessly. He tells the truth, keeps his word, helps those in need, and speaks out against injustice. A Crusader hates to see the guilty go unpunished.
- **Altruist:** (NG) An Altruist believes that being good is a noble endeavor and works to help people in need. While he believes that it's important for a society to have rules, they should be balanced against individual freedoms. He will work with like-minded Kings and magistrates, but does not feel beholden to them simply because of their titles. This does not mean he can't be a loyal subject to crown and country, but the loyalty will only continue as long as they deserve it.
- **Rebel:** (CG) A Rebel acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.
- **Judge:** (LN) A Judge acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.
- **Pragmatist:** (N) A Pragmatist does what seems practical without adhering to an ideal. She doesn't feel strongly one way or the other when it comes to alignment. Most Pragmatists exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character might think of good as better than evil – after all, she would rather have good neighbors and rulers than evil ones. Still, she's not personally committed to upholding good in any abstract or universal way.

Some characters, on the other hand, commit themselves philosophically to balance called "The Middle Way." They see the other alignments as prejudices and dangerous extremes. They advocate the middle path of balance as the best, most balanced road in the long run.

- **Free Spirit:** (CN) A Free Spirit follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A Free Spirit does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A Free Spirit may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.
- **Dominator:** (LE) A Dominator methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some Dominators have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some Dominators commit themselves to evil with a zeal like that of a Crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Dominators are sometimes called "diabolical," because devils are the epitome of domination.

- **Malefactor:** (NE) A Malefactor does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn't have the restless nature or love of conflict that a Destroyer has.

Some Malefactors hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

- **Destroyer:** (CE) A Destroyer does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, Destroyers can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Destroyers are sometimes called "demonic" because demons are the epitome of destruction.

BLOODIED

- Bloodied is a representation of lost stamina and is determined by class type (i.e. A warrior is trained to perform at peak efficiency even when severely wounded).

<u>Class Type</u>	<u>Threshold</u>
Warrior	0%
Cleric	30%
Rogue	30%
Mage	50%

Penalty: When a character is Bloodied, they have disadvantage on all d20 rolls (attacks, ability checks, saves, casting checks, etc). Must make a casting check for each spell when Bloodied.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

<u>Level</u>	<u>Effect</u>
1	Disadvantage on Ability Checks
2	Movement Halved, No Reactions
3	Disadvantage on attack rolls and saving throws
4	Hit Point Maximum Halved
5	Movement reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has Disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

When a character is **resurrected**, they have 4 levels of exhaustion, reducing that by 1 level per day as above.

GRAPPLING

8

Use an attack to attempt to grapple a creature. If the creature is your size or smaller, roll a Strength check opposed to your target's Strength or Dexterity check. You may attempt to grapple a creature one size larger, but have disadvantage on your Strength check. If you succeed, your target has the Grappled condition and takes any damage from Armor Spikes.

Grappled Condition:

- ❖ Speed becomes 0. Can be moved by the Grappler at half speed.
- ❖ Can attempt to break the grapple or resist a pinning attempt with a Strength or Dexterity check opposed to the Grappler's Strength check.
- ❖ Can take other actions with Disadvantage.

Pinning:

A Grappler may attempt to pin a grappled target with another Strength check opposed to the target's Strength or Dexterity check. If the check succeeds, the target has the Pinned condition.

Pinned Condition:

- ❖ Speed becomes 0 and cannot take actions except to attempt to break the pin with a Strength or Dexterity check at Disadvantage opposed to the Pinner's Strength check.

No proficiency

- ❖ Attacks and **Riding** checks have Disadvantage.
 - ❖ If rider takes a Critical Hit or rolls a Critical Fumble: Roll **Riding** check at Disadvantage to stay on.
 - ❖ If moving “through” an enemy, they get a Dex check to move aside as a Reaction. If they move aside, you get a maximum of 2 attacks on a target as you move past (up to your normal limit). If they do not move, they take trampling damage (Hoof x4).
 - ❖ Mount/Dismount as an attack.
-

Riding nonweapon proficiency

- ❖ If rider takes a Critical Hit or rolls a Critical Fumble: Roll **Riding** check to stay on.
 - ❖ Gain Advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
 - ❖ Gain +2 to first attack if charging on horseback (Double damage with certain weapons).
 - ❖ Move up to the limit of the mount without losing attacks.
 - ❖ If moving “through” an enemy, they get a Dex check to move aside as a Reaction. If they move aside, you get a maximum of 2 attacks on a target as you move past (up to your normal limit). If they do not move, they take trampling damage (Hoof x4).
 - ❖ Mount/Dismount as *Minor Action* or an attack.
-

Cavalry Training nonweapon proficiency

- ❖ Reduces/Removes checks for special maneuvers (Trample, jump, etc.).
- ❖ No chance to be dismounted on a Critical Hit or Critical Fumble.
- ❖ Allows you to train a mount for battle increasing its morale to 16, reducing its AC by 1, increasing hoof damage by 2, and giving it Evasion nonweapon proficiency.
- ❖ Gain +2 to first attack if charging on horseback (Double damage with certain weapons)
- ❖ Move up to the limit of the mount without losing attacks.
- ❖ If moving “through” an enemy, they get a Dex check at Disadvantage to move aside as a Reaction. If they move aside, you get a maximum of 2 attacks on a target as you move past (up to your normal limit). If they do not move, they take trampling damage (Hoof x4).
- ❖ Mount/Dismount as *Free Action*.

NECK SNAP / KNOCK OUT

10

- ❖ Must be a surprise from behind –or– performed on a “helpless” creature.
- ❖ Uses one attack.
- ❖ Attacker must make a successful **Strength** check.
- ❖ Then victim must make a **Save vs. Death**.
 - **Fail:** Neck Snap: Falls instantly to 0; Knock Out: Passes out for 1d4x10 minutes.
 - **Save:** Takes Unarmed Attack damage (usually 1d3+Str bonus).
- ❖ Spider Sense nonweapon proficiency applies.

COST

- ❖ $25\text{gp} \times \text{Spell Level} \times \text{Minimum Caster Level}$ (+ Component costs if price mentioned in description)
-

CASTER LEVEL

- ❖ Standard: Minimum Caster Level for spell plus one (No lower than 6th level.)
-

SPELL FAILURE

- ❖ 5% failure rate per your Caster Level lower than Caster Level of scroll. (Example: 1st level Mage using a Fireball scroll [4th CL] has a 15% failure chance.)
-

SCROLL TABLE

ARCANE

Spell Lvl	Scroll Cost*	Caster Level
1 st	25	6 th
2 nd	150	6 th
3 rd	375	6 th
4 th	700	8 th
5 th	1,125	10 th
6 th	1,800	13 th
7 th	2,450	15 th
8 th	3,200	17 th
9 th	4,050	19 th

DIVINE

Spell Lvl	Scroll Cost*	Caster Level
1 st	25	6 th
2 nd	150	6 th
3 rd	375	6 th
4 th	700	8 th
5 th	1,125	10 th
6 th	1,650	12 th
7 th	2,450	15 th

*Spells with expensive components or have a physical price for the caster will cost more than the standard.

SPELL PROGRESSIONS: 3/2/1 START

Paladin*					Ranger*				Wizard									Priest										
L	1	2	3	4	L	1	2	3	L	1	2	3	4	5	6	7	8	9	L	1	2	3	4	5	6	7		
9 ¹	3	--	--	--	8 ¹	3	--	--	1	3	--	--	--	--	--	--	--	--	--	1	3	--	--	--	--	--	--	--
10 ²	3	--	--	--	9 ²	3	--	--	2	3	--	--	--	--	--	--	--	--	--	2	3	--	--	--	--	--	--	--
11 ³	3	2	--	--	10 ³	3	2	--	3	3	2	--	--	--	--	--	--	--	--	3	3	2	--	--	--	--	--	--
12 ⁴	3	2	--	--	11 ⁴	3	2	--	4	3	2	--	--	--	--	--	--	--	--	4	3	2	--	--	--	--	--	--
13 ⁵	3	2	1	--	12 ⁵	3	2	1	5	4	2	1	--	--	--	--	--	--	--	5	3	3	1	--	--	--	--	--
14 ⁶	3	2	1	--	13 ⁶	3	2	1	6	4	2	2	--	--	--	--	--	--	--	6	3	3	2	--	--	--	--	--
15 ⁷	3	2	1	1	14 ⁷	3	2	2	7	4	3	2	1	--	--	--	--	--	--	7	3	3	2	1	--	--	--	--
16 ⁸	3	3	2	1	15 ⁸	3	3	2	8	4	3	3	2	--	--	--	--	--	--	8	3	3	3	2	--	--	--	--
17 ⁹	3	3	3	1	16 ⁹	3	3	3	9	4	3	3	2	1	--	--	--	--	--	9	4	4	3	2	1	--	--	--
18 ⁹	3	3	3	1					10	4	4	3	2	2	--	--	--	--	--	10	4	4	3	3	2	--	--	--
19 ⁹	3	3	3	2					11	4	4	4	3	3	--	--	--	--	--	11	5	4	4	3	2	1	--	--
20 ⁹	3	3	3	3					12	4	4	4	4	4	1	--	--	--	--	12	6	5	5	3	2	2	--	--

*Superscripts represent Caster Level.

Bard

L	1	2	3	4	5	6
1	--	--	--	--	--	--
2	3	--	--	--	--	--
3	3	--	--	--	--	--
4	3	2	--	--	--	--
5	3	2	--	--	--	--
6	3	2	--	--	--	--
7	3	2	1	--	--	--
8	3	3	1	--	--	--
9	3	3	2	--	--	--
10	3	3	2	1	--	--
11	3	3	3	1	--	--
12	3	3	3	2	--	--
13	3	3	3	2	1	--
14	3	3	3	3	1	--
15	3	3	3	3	2	--
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3