**Sea Dragon Adventures Basic Rules - Alpha 04-?? (0.1.0 - 2025)**

**(?? in the title will be filled in when this alpha rule 0.1.0 is completed)**

Alpha Version 0.1.0, merging the 5 class system and the 3 class system

**Players: Adventurers and Game Master**

*Sea Dragon Adventures* can be played by any group of players larger than 2 but is best played with 3-6 players in total.

All but one of the players will be **adventurers.** They will take on the role of fictitious characters that they invent and will take these characters on adventures.

The remaining player will be the **game master** (GM). It is the GM’s job to tell a story with which the adventurers can interact.

**Character Generation**

Each adventurer will take on the role of a **player character** (PC). A PC may be created using the following steps.

**Step 1: Roll Statistics**

Each adventurer has three statistics, representing the following qualities.

● Strength (STR) – Fighting, fortitude, and toughness.

● Intelligence (INT)– Spell attacks, knowledge, and perception.

● Athletics (ATH) - Speed, initiative, reflexes.

To roll statistics, roll **4d6** three times and **discard the lowest roll each time**. The adventurer can assign the four rolls to **STR, INT, ATH** in any order the player wants.

*Optional Rules:*

● If the GM wants to give adventurers more control over their character, they may allow adventurers to assign each roll to a statistic of the player’s choice.

● If the GM wants the game to be more challenging and PCs to be less powerful, they may only allow adventurers to roll 3d6 or make the adventurer not able to assign the rolls to and go in the order of STR, INT, and ATH.

The adventurer will have a modifier to the stat category according to the following table:

| Score | Modifier |
| --- | --- |
| 1 | -5 |
| 2-3 | -4 |
| 4-5 | -3 |
| 6-7 | -2 |
| 8-9 | -1 |
| 10-11 | 0 |
| 12-13 | +1 |
| 14-15 | +2 |

| Score | Modifier |
| --- | --- |
| 16-17 | +3 |
| 18-19 | +4 |
| 20-21 | +5 |
| 22-23 | +6 |
| 24-25 | +7 |
| 26-27 | +8 |
| 28-29 | +9 |
| 30 | +10 |

**Step 2: Choose a Class**

Your character’s *class* represents their occupation within the worlds of Sea Dragon Adventures. Each class determines their starting health, their starting armor and weapon, as well as a special ability unique to each class. Each class also has one or more **recommended statistics.** If your character has a high number in those statistics, then it is recommended you take that class!

***Fighter***

Starting HP: 1d8+ STR modifier

Starting Equipment: Longsword (1d8 + STR Modifier damage), Chain Mail (armor 2), Shield (armor 1)

Starting Ability: *Ferocious Attack* or *Second Wind* and *Fighting Style*

Recommended Stat: **Strength**

Exclusive Class Abilities:

1. Ferocious Attack (1XP or *starting skill*): When you attack roll a d20, if you roll a 20, you can triple the amount of damage dealt. However, if you fail, you have a 50% chance of hitting another member of your party. In addition, twice per day, you can choose to roll a critical hit at 18-20, and a critical fail at 1-3.
2. Second Wind (1XP/level, or *starting skill*): Once per day, you can heal (Level of this Skill) \* d6 HP to yourself as a reaction.
3. Block (3XP/level): Once per day per skill level, while you are wielding a shield, you can activate “block”. While “block” is on, you gain a 1d4 + STR bonus to AC and 1d6 amount of physical attack will target you next turn instead of your allies. “Block” will immediately end after you take any damage, and while “blocking” you may not make any attacks and you make ATH saving throws at disadvantage.
4. Dual Sword Fighting (3XP): Unlocking this skill will make the fighter gain another longsword if the fighter doesn't have two already. After learning this skill, while wielding two swords, on your attack action, you can attack with each one of your swords, which means you can do 2 attacks. However, wielding two swords means you cannot wield a shield.
   1. Parry (Prerequisites: Dual Sword Fighting, 3XP): When you are wielding two weapons and an opponent attacks you but fails to do damage, you receive a +2 bonus on your next attack.
5. Heroic Deed (3XP): When attacking, you may describe a heroic action that would lead to a change in the battlefield conditions. If the GM thinks the action is described vividly enough, this change occurs.
6. Multiattack (5XP/level): After learning this skill, the fighter can do 2/3/4 attack actions as their action. (This can be stacked with Dual Sword Fighting skill, if you are wielding 2 swords, and you invested 5 XP on this skill, you can make 4 attacks with your swords)

Capstone Class Abilities:

1. Zephyrus’ Echo (10XP/level): You can use your reaction to summon an echo. The echo has the same AC as you but only has 1 HP. (Recommended to summon it before your turn) The echo will copy your action, however, it can move by itself and it can only make one attack.
2. Indomitable (10XP/level): Once per day per skill level, you may force the GM to reroll any attack roll (physical or magical), or you may make any amount of creatures within range of sight to pass a certain saving throw that you are conscious of.

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***Archer***

Starting Health: 1d6 + ATH Modifier

Starting Equipment: Longbow (1d6 + ATH modifier damage), Dagger (1d4 + ATH modifier Damage), leather armor (armor 1)

Special Ability: *Flexible Shots, Second Wind*

Recommended Stat: **Athletics**

Exclusive Class Abilities

1. Flexible Shots (2 XP to upgrade, acquired when creating character): (3 + Level of this Skill) times per day, you can choose to add a special effect to your arrows:
   1. Flaming arrows: your arrow deals an additional 1d6 fire damage.
   2. Pushing arrows: the target is pushed back 10ft.
   3. Poisonous arrows: the target has disadvantage on its next saving throw.
2. Second Wind (1/day): You or another creature within reach heals 1d6 HP as a reaction.
3. Dash (2XP per Level): (2 + Level of this Skill) times per day, you can dash to completely avoid an attack as a reaction. After dashing, your next shot will deal 2 extra damage. You can also use this skill to automatically pass an ATH check that requires a movement of yourself.
4. Dual Arrows Shooting (5 XP): After learning this skill, you learned how to shoot one extra arrow at once with one shot. You can do 1 attack for each bolt/arrow (2 attacks in total) per attack action.
5. Precision attack (5 XP per level): (Level of this Skill) times per day, you can ignore the effect of armor when you make a shot.
6. Lightning Speed (10XP/15XP/20XP): After learning this skill, you can use 1 action (reaction if the level of this skill is greater than 2) to activate this skill. After activation, for (3 + Level of this skill) turns you get +3 + (2\*Level of this skill) Bonus ATH Score(Max 30). The amount of times that you can use Flexible Shot becomes unlimited, and you can make 3 + (Level of this Skill) arrows in one shot (4 + (Level of This Skill) if Duel Arrow Shooting is acquired)

***Wizard***

Starting Health: 1d4 +INT modifier

Starting Equipment: Staff (2 damage).

Special Ability: *Magical ability, Immeral’s Sorcerous Metamagic.* The wizard may cast magical spells and use magical items. Scholar

Recommended Stat: **Intelligence**

Exclusive Class Abilities: (characters have to buy lower level spell slot before they can buy higher level ones)

1. 1st level spell slots: 5/rest.
2. 2nd level spells: 4/rest
3. 3rd level spells (4xp) 4 slots
4. 4th level spells (5xp) 4 slots
5. 5th level spells (6xp) 2 slots
6. Arcane Capstone (7xp) 1 time

p.s. For Wizards, all Arcane Capstone slots are for 1 time use, the PC will have to purchase the slot each time they use it. However, they can prepare multiple arcane capstone slots at the same time.

Arcane Recovery: All non arcane capstone spell slots will only be restored after each sleep.

Scholar: You start with 2XP when creating your character

Immeral’s Sorcerous Metamagic: When you choose this skill, you gain 5 sorcery points immediately. Each additional sorcery point costs 2xp each. You regain all your spent sorcery points at the beginning of every day. They can be used in the following ways:

* 1. You can spend 2 sorcery points to cast two spells in an action
  2. You can spend 1 sorcery point as a reaction to give yourself a +1 boost to AC

Each time you use Immeral’s metamagic, roll a d12. On a 1, the spell targets you instead; and on a 12, you double the amount of damage dealt or healed.

Embolo’s Bardic Magic (3XP/5XP/10XP/15XP/20XP): You can’t choose this skill if Immeral’s Sorcerous Metamagic is not acquired. After you learned this skill, you cast most of your spells by singing or performing instruments. You now can restore 10%/15%/20%/25%/30% (Rounded Up) of your spell damage amount of HP to you or any creature as long as they can hear you perform. Starting from 3rd Level of this skill, once/twice/three times per day you can make 1/3/5 creatures automatically pass a certain check (use of this skill has to be declared before they roll, and the creatures also have to be declared before they roll).

**Spell list (with cards): NOTE. Armor has no effect on any spell.**

**Level 1:**

1. Find traps: The caster knows the direction of (but not the type of) the closest trap to the caster.
2. Locate non-magical object: you can know the location of any non-magical object within a 1 mile radius.
3. Harm: Two targets take 1 point of damage.
4. Minor Illusion: You create a magical illusion. Anyone can make an INT check as a reaction to recognize it as one.

**Level 2**

1. Fire ray: a streak of fire burns the target, dealing 1d8 points of damage.
2. Vicious Mockery: The target will take 1d4 damage and take an Intelligence saving throw. If the target fails, then the target, driven by rage, will have to attack the nearest creature on their turn.
3. Cure Light Wounds: You or another creature within reach regains 1d4 HP, up to their HP maximum

**Level 3**

1. Eldritch Blast: One target takes 2d6 damage. Alternatively, the spell sets off any mechanical traps if targeted.
2. Lightning Bolt: A maximum of five targets that the wizard can see must make a ATH saving throw, taking 1d6 points of damage each on a failed save, or half as much on a successful one.
3. Invisibility: The caster or one of its allies can turn invisible for 1 hour, or until they cast a spell or make an attack or take damage.
4. Fly: One creature that the caster can see within 30 ft of them gains the ability to fly for up to 2 rounds.
5. Minor Tidal Waves: You can temporarily summon a wave or use existing water to create a big wave. The wave can do 2d4 damage on any creature that the wave goes through, and upon being hit by the wave, the target will have to succeed on a STR saving throw or being knocked prone.

**Level 4**

1. Counter spell (reaction): the caster may attempt to disrupt the casting of a spell by a magic user that he/she can see. They must make a contested Intelligence check, and if the caster wins, then the spell cast by the enemy magic user fails and has no effect.
2. Cure Serious Wounds: Two creatures you can see regain 2d6 hp, up to their HP maximum.

**Arcane Capstone Spells:**

1. Immeral’s Magic Fountain Dew of Chaos: Every creature within sight receives one of the following effects. (roll a d4) 1: they must make a INT Saving throw, taking 1d100 points of damage on a failed save or **twice** as much on a successful one; 2: INT Saving Throw or knocked unconscious; 3: *They change sex*; 4: Roll twice on the d4.
2. Khaatell’s Tidal Wave of Destruction: All creatures that are not blocked by something that a massive tsunami can’t destroy will take 10d6 points of damage and be pushed away from the caster and fall prone.
3. Kevtorin’s Vicious Mockery: The caster can choose from two effects. 1: every creature that can hear the caster takes 20d4 damage. 2: One creature of the caster’s choice takes 30d4 points of damage.
4. Lorenthanil’s Blast of Undeath: Any one creature with 100 HP or less is killed and raised as a **lesser lich** under Lorenthanil’s command. (reminder: not the caster’s command)
5. A Cererak’s Power Words: The caster can choose to use one of the following effect after casting this spell (the target should be visible to the caster in order to be selected as the target of this spell):
   1. The target must pass an INT save or be controlled by the caster until the caster’s next long rest; the caster also gains all knowledge that the target has. (Including spells)
   2. The target loses ½ of their hit points.

**Shared XP Store:**

Hit Dice (1xp): Roll your hit dice and add this to your maximum XP total. The cost of this increases by 1 xp for each time you use it.

Ability Score Increase (2xp): Add +1 to any ability score. The cost of this increases by 1xp for each time you use it.

**Now, you’ve finished your character creation, and you can head off for an epic journey in Sea Dragons Adventures!**

**Combat**

During combat, the GM should make sure everyone follows the procedures in this section:

**Step 1: Determine the turn order:** Player character will roll, make all make a STR check and then add up all the STR checks. This is called the **Initiative Roll.** If the initiative roll is higher or equal to the monster’s **initiative constant \* number of players** go first, or else monsters go first. If there are different species of monsters, the GM should decide which species’ initiative the monsters should use according to the game’s difficulty.

**Step 2: Taking Turns:**

● Monster’s turn: Monsters will go in the order of farthest from PC to closest to a PC. Each monster will do an action and pass their turn.

● Player’s turn: Players will go in the order of Wizard, Fighter, and Healer. Each player will have a maximum of 1 minute to make their move, which involves 1 action.

**Step 3: Performing an attack:**

● Melee Attack: The adventurer will have to use their movement (30ft each) to move up to the monster and roll for the weapons’ attack. The adventurer will **subtract the amount of damage rolled from the enemy’s armor and deal the remaining damage**.

● Spell Attack: This type of attack will ignore any armor that doesn't have magical-resistance immunity. The spell caster will use their action casting **one spell from their spellbook**.

**Step 4: Battlefield Random Encounters: (Optional)**

To make the game more challenging, the GM can add random battlefield encounters during a fight after every player and every monster has taken their turn.

**Ability Checks and Saving Throws:**

When PCs are required to do an **Saving Throw**, they will have to roll 1d20 and add their respective modifiers (stated by the GM). When PCs are required to do an **Ability Check**, they will have to roll 1d20 and add their respective modifiers (stated by the GM), to succeed, they have to get higher than the difficulty class that is set by the GM. (Difficulty class can be announced or not announced by the GM)

**Spell Saves:**

Each wizard has a **Spell Casting DC**, which is equal to their Intelligence score. When a spell that he/she casts requires a saving throw, the target rolls 1d20 and adds their respective modifiers (stated in each spell).

**To be Considered:**

1. Fighting Styles for Fighters