Starter Guide

Many Isles

Introduction

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This revised edition of the *Starter Guide to the Many Isles* serves the function of giving the groundwork of 5eS to experienced players.
What is 5eS? Well, it's a non-official designation for the rules system, which attempts to be more realistic than 5e, that is used in the Many Isles.
The guide is structured in this way: in the introduction, a character sheet is shown, and all steps to building a character explained. For information on the rules, chapters 1 through 3 can be read. Chapter 4 gives information on all 5eS games' setting, the Many Isles (also called Karte-Caedras, or Ochebana). Chapters 5 and 6 discuss the character's class and race.

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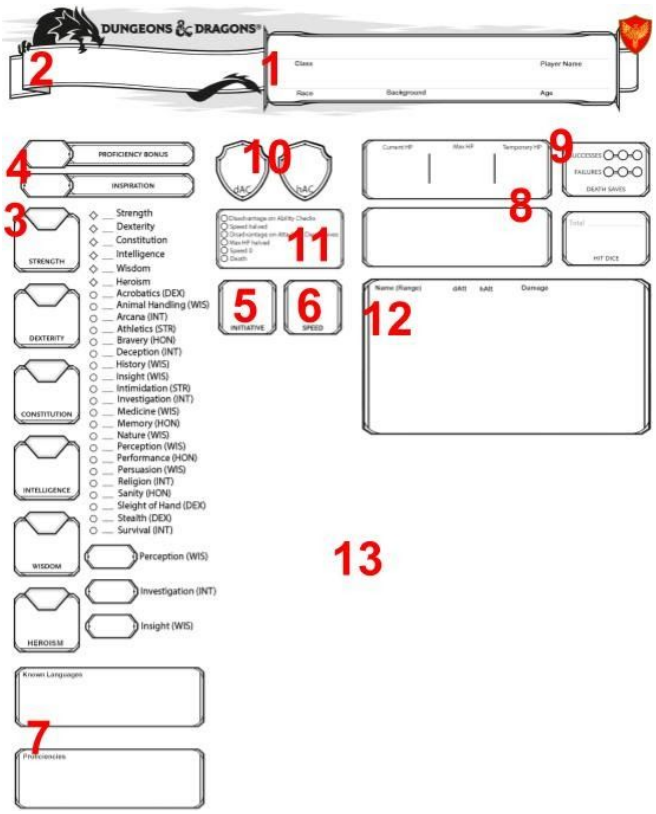
Telling Apart 5e from 5eS

This book is made for a 5eS game, as many other guides exist on how to run 5e. Chapters 1 to three are 5eS, and are not identical to 5e, even though the rules are quite similar. If you plan on learning 5e, you must expect that some aspects of the game run differently than how you expected.
In any case, 5eS does not exclude 5e, but is much rather an adaptation of the original game. Transitioning from one game to the other is quite simple, and guidelines to it can be found in the link from the Appendix.
And now, go off into the wild world of roleplaying!

Character Creation in 5eS

The new sheet can be quite off-putting, especially because of the weird additional boxes and empty space - and the two ACs. Don't be afraid, all of these nerdy aspects shall be explained below.



1: **Character Information**. As the very first thing you do when creating your character, determine their basic information. Start at the very top left of the box. Choose a class from those available in Chapter 5, those on the complete list in Appendix A, or those that your DM allowed you to take before a campaign. Note down your level next to the class (eg, Fighter 1). Then, choose a race, in the same way as for the class. Choose their background. This will give them some starting equipment and determine their roleplaying traits. No list is included in this guide: you can ask your DM for it, or just choose one, such as ochebanian soldier or hermit. It doesn't have too much impact. Determine their age, according to the restrictions in your character's race description. Next to telling you how long your character has lived, it also influences their Wisdom score: the older they are, the wiser. And finally, note down your name.
You may, of course, write a backstory for your character. This is highly recommended. Your DM will give you background information on which you can base the surely eventful past of your character. Just keep in mind the age of your character, the background, and their level. Age and level will highly limit the experience they have (a level 1 will be a beginner at whatever their craft is), while background gives you the style and factual elements your backstory will have to include.
2: **Name**. Your character has a name. You can choose one you like, orienting yourself on the race you chose. A few examples are included in race descriptions in Chapter 5. Or, for a much larger list with pages of names for your race, ask your DM or refer to Xanathar's Guide to Everything.
3: **Ability Scores**. Determine your ability scores. Next to your class, this is the thing that determines most of your character's stats. See the Six Abilities part in Chapter 1 for information on this.
You have quite a few ways of determining the ability scores.
Randomly: You can roll for them. Roll four six-sided dice and record the total of the highest three. Do this five more times, and you have six scores you can distribute to your character.
Preset: Alternatively, you can just distribute these scores to your abilities: 15,14,13,12,10,8.
Points: In this variant, you have a total of 27 points to distribute. You can use any number of points to determine your stats. The point cost for each score is noted here:

Ability Score Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

With this method, you can not get a score higher than 15 or lower than 8.
Once you have determined your ability scores, note them down in the large box of each ability (use a pencil, as this number will often change - at best, use a pencil for the entire sheet). In the small box just above, note down the modifier, as determined in the Ability Scores part in Chapter 1. Also remember that both your race, your class, and in-game elements can change those scores.

Optional Rule: Adaptive Stats
The above rules give you six stats, which you can freely distribute to give your character fitting ability contours. However, this might not be enough for your tastes; to smooth.
To solve this, you may change the stats using point buy. For each ability lowered by 1, you gain a point; for each increased, you lose one. You may not increase an ability score beyond 18 with this method, and keep in mind that very low ability scores pose serious disadvantages to everyday aspects of your character.

Read your class's description in full. Change any ability scores as required, and color the circles in front of saving throws or skills to represent whether or not you are proficient in them.
Complete all the skills with their respective ability modifier, adding proficiency bonuses where you are proficient.

Then, determine your passive scores (the three smaller boxes at the bottom of the skill list). These are 10+your skill modifier.
Beneath the passive scores stands a similar thing, but saying "Archery". This is the attack bonus you use when performing dAttacks with ranged weaponry (including thrown weapons), which represents your experience with ranged weapons. To make this score, add all bonuses that things such as backgrounds might give you together, and add proficiency if you have proficiency in Sleight of Hand. Ask your DM for this score, based on your character's backstory. It may also increase with training, similarly to your Bravery (see page 5).
4: **Proficiency Bonus**. Determine your proficiency bonus by looking at the table included with your class description. You will be able to add it to certain scores and rolls. The score beneath, labeled initiative, refers to a small boost DMs and other players may give you when you roleplay well. For now, leave it empty.
5: **Initiative**. Note down your Dexterity saving throw modifier.
6: **Speed**. Your speed (also called walking speed) is determined by your race. Note it down in this box: it will show how far you can move in your turn. Any special speeds, such as a flying speed, may also be noted here.
7: **Languages and Proficiencies**. In your race description is also noted which languages you can talk, which you may note in the labeled box. Your race, background, and class may give you proficiencies in things other than rolls, such as simple weapons or carts. Note any such special proficiencies in the other box.
8: **HP**. Your Hit Points are defined by your race. This determines how resistant you are; how much you can take in before, well, dying.
Jot down your maximal HP in the central part of the upper box. Left of this, you will be able to write down your current HP as you take damage and are healed. In the right one, you will be able to mark any temporary HP you gain through the game. Beneath the HP box is another, blank one: there, you can put any lasting conditions or negative effects.
9: **Death Saving Throws**. Whenever you fall unconscious, you'll have to make death saving throws (rolling a d20, and succeeding once when rolling a 10 or higher). You can use these to mark how many successes and how many failures you roll.
10: **Armor Classes**. As you must have noted, there are two armor class symbols on the sheet, one for dAC and one for hAC. Each represents one type of defense: the mobile one, and the passive, actual armor.
Your dAC represents your fast movement and swift deflection. It is calculated through the sum of 5, your dexterity saving throw modifier, and your weapon's "d". Subtract the "m" value of your weapon, and the "a" value of your armor, as it represents how much the two equipment pieces encumber you. Further, increase it by 4 for each size smaller than Medium you are, and decrease it by 4 for each size larger than Medium. All this means your dAC is highly variable of what you are wearing and wielding, so make sure you often use the same equipment, or keep multiple dACs so you know which one to use.
The hAC is much simpler. It is given by your armor's AC, to which you add your shield's modifier if you have one, and that's it.
11: **Exhaustion**. Multiple factors may affect your exhaustion in 5eS, which is why a tab to keep track of it is directly included on your character sheet. Simply note down whenever you gain or lose levels of exhaustion on there.
12: **Weapons**. This large tab serves as a space to note your weapons in. To write a weapon's features down, you might want to refer to Chapter 2's Combat Equipment section so that you know exactly which is which.
On your character sheet, you write the name of your weapon, eg. "longsword", and next to it the range you might have with it. You can calculate the range by multiplying the numbers given by your Strength score. For example, a handaxe could be thrown to a distance of "1/3". If you have a Strength score of 15, you can throw the handaxe to 15 ft. using normal attack rolls, and to 45 ft. with disadvantage.
Then, you write your dAttack. This one always constitutes of your Dexterity modifier+2, to which you may add proficiency if you are proficient with the weapon used. Subtract the "m" value of the weapon you are using from this total modifier.
Your hAttack constitutes of the ability modifier you are using with this weapon, along with your proficiency if you are proficient with the weapon used, and the "ab" (armor-breaking) value of the weapon. The default ability modifier used is Strength.
The damage of a weapon is calculated by taking the base damage die of the weapon and adding the ability modifier that you are using for your hAttacks to the damage.
You might also want to note the minimal roll you need to make with each weapon for a critical hit here.
13: **Blank Space**. This wide blank space is used for all your notes. Write your starting equipment, money, class and race features, and any other things you need to note.

Chapter 1 - How to Play

First of all, Dungeons&Dragons is a *roleplaying* game. This means you play the role of a fictional character in a fantasy setting. For example, you may be a brutish fighter off to kill stuff, or a light-footed druid off to see good things happening. Roleplaying means you play the role of this character, engaging in his personality and guiding him through the harsh world the DM set him.

The Structure of Play

The D&D game consists of a group of characters (controlled by the players) embarking on an adventure the DM (Dungeon Master) presents. The characters are the protagonists of the adventure, unfolding a story together. The DM controls the monsters and NPCs the party encounters, and tells how the world changes according to the party's actions. He is the one who keeps the game on track and leads everything. He is the all-powerful master: his words trump any rules written down here or anywhere else. And generally: fun goes over rules!
Play of an adventure unfolds according to this basic pattern:
1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of the character's actions.

Six Abilities

Six abilities allow to measure every character's and monster's physical and mental characteristics.
Strength, measuring physical power
Dexterity, measuring agility
Constitution, measuring endurance and stamina
Intelligence, measuring reasoning
Wisdom, measuring understanding
Heroism, measuring force of morale and mind

Where's Charisma?
If you are wondering where 5e's Charisma went, it wasn't into Heroism. Charisma is split up between Intelligence, Wisdom and Heroism, as all three measure one's personality and capabilities. The Skills are already noted in their respective categories. If you have a 5e stat referring to Charisma, you might just switch the name to Heroism (such as something giving you +1 to your Charisma score), or the DM might find the ability is more fitting with Intelligence or Wisdom. It all depends on the type of charisma used.

Each of the ability scores range anywhere from 1-22 for a character; typically, it lies between 8 and 18. A monster can have an ability score of 30. These scores serve to measure a creature's prowess in the given ability. The most important function of a score is providing an **ability modifier**. This modifier applies to anything ranging from ability checks, saving throws, attack rolls, health points, and more. The modifiers are determined in this way:

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	−5	16–17	+3
2–3	−4	18–19	+4
4–5	−3	20–21	+5
6–7	−2	22–23	+6
8–9	−1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

Optional Rule: Realistic Strength
Strength is special amongst ability scores, since it is a much more constant thing than others. Instead of making Strength checks and saves using a d20, you could give the character a bonus equal to their score and roll a d8 or d6 instead.

Ability Checks

Various conditions can result in the DM asking for an ability check. To make an ability check, roll a d20, and add the fitting modifier. For example, you use your Strength modifier when trying to ram open a door. The result of your roll is then compared against the DC (Difficulty Class). If your result is equal to or higher than the DC, you succeed. If it is lower, you fail, and a setback might be added. There are a few special things that can influence ability checks, which are the following:
Proficiency Bonus: You might be specially skilled in an ability or tool. Your proficiency is written down on your character sheet and determined by your class. If you have proficiency in a certain skill (explained below), you can add your bonus to any roll with that skill. If you are proficient with a certain set a tools, you can add your bonus to any rolls made related to that set of tools. You can always add only one proficiency bonus to a d20 roll.
Skills: A character might be specially skilled in a certain thing. For example, you could be great in acrobatics. If so, you have proficiency in the acrobatics skill. Whenever the DM asks you to make a Dexterity (Acrobatics) check, you can add your proficiency bonus to the ability check. If you don't have proficiency in a skill, you simply roll the ability check.
Contests: Sometimes, two creatures' efforts are opposed to each other. For example, you might try

sneaking past a guard who is looking out for intruders, or you might try grabbing a magic ring on the floor before the orc does. Whenever this is the case, you roll a contest.
Each creature rolls the ability check needed for the situation. But instead of comparing it against a DC, the creatures compare them against each other, the one with the higher result winning the contest. In a tie, the situation remains the same as before.

Optional Rule: Realistic Abilities
Your skills hone when affected by the active world around them. Why shouldn't this show in your stats as well?
Wisdom. For every century you have been alive, increase your Wisdom by 1, to a maximum of 5.
Heroism. If your Heroism is 12 or lower, whenever you take serious damage (40% of HP max), you must make a Bravery check or be frightened of the damaging creature.
Bravery. You may gain a bonus to your Bravery after doing a great feat. When the DM rules, you get a special bonus to Bravery. The total bonus gained goes up to +5.

Basics of 5eS

In 5eS, the rules are slightly more complicated than 5e, which means you will always need a clear overview and method on how to keep track of everything.
First off, use the 5eS character sheet, and not the 5e one. The 5eS one has all the variations needed for a smooth game, such as the two AC scores, Heroism scores, and much space for notes, which you will *need* to do.
Second, make sure you know your d and h attack rolls by heart. This is essential for the good flow of the game.

Rests and Healing

Throughout the tiresome activity of adventuring, characters are likely to get damaged. Healing spells exist for the purpose of restoring their immediate health, but rests are also necessary not to be exhausted.

Resting

There are three distinct recognized durations of resting in 5eS.
Short Rest. A short rest takes two hours and consists of characters lolling around, sitting by a campfire, and napping. It may not be interrupted by strenuous activity. A character may roll a hit die at the end of a short rest, regaining as much HP as given by the die. A character may gain no more benefits from short rests than his Constitution modifier before taking a long rest.
Long Rest. A long rest must be taken once per day; if not, a character gains a level of exhaustion. It consists of sleeping for most of the time, with some reading and calm activity sprinkled in. A character may roll Hit Dice equal to their Proficiency bonus, regaining as many hit points as given. They regain a number of hit dice equal to their Constitution modifier. Additionally, they regain all their spell slots, except for only 1 of their highest level slot.
Down Time. This is time spent off the dungeons: doing easy activities in a settlement. A character regains Hit Dice equal to their Constitution modifier (minimum of 1) per day spent in downtime, and may use Hit Dice equal to their proficiency bonus for each day spent in this way. They regain all spell slots at the end of the first day of downtime.

Healing

The most common way for a character to heal is by resting. Spells may also heal a person, as described by the spells. However, some "manual" healing can also be performed in the situations described below.
Stabilizing. If a creature is unconscious and rolling death saving throws, another creature may attempt a DC 15 check using a Medicine kit. On a success, the creature stabilizes.
Cure. A variety of poisons and diseases could affect a creature. If the fitting antidote is applied, that creature is healed. In general, a character can attempt a DC 15 check with a Herbalism kit to remove the poisoned condition off another creature.

Chapter 2 - Combat

Combat is quite a complicated aspect of 5eS, as it focuses mainly on these mechanics. Most possible actions are shown here.
Some actions, such as Disengage, do not exist in 5e. If they're missing, they most likely were intended to be missing.

The Order of Combat

Combat in D&D is organized in **rounds**. Each turn lasts approximately six seconds in the real world. During a round, each participant in a battle takes a **turn**. These turns are organized by **initiative**.

Surprise

Before combat starts, the DM decides who is surprised, and who isn't. He might ask for a Stealth check to determine a surprise. Any surprised creature cannot take any actions on its first turn of combat, and can't take a reaction until that turn ends.

Initiative

Initiative determines the order of combatants. At the start of combat, each participant makes a Dexterity check. The DM rolls a single check for each identical group of monsters. The creature with the highest check goes first, then down the order until the round is over.

Your Turn

On your turn, you can move a distance up to your speed (called movement) and take an action. You can move before, or after, or split up before and after, the action, up to your walking speed total. You can also forgo taking an action, or moving, or both. In any case, you have only one action. There are two other acting options you can use:
Bonus Actions
Various class features, spells, and other abilities let you take an additional action on your turn called bonus action. You can take a bonus action only when a special feature allows it; you don't have one to take normally.
You can take only one bonus action on your turn. You can choose when in your turn you take the action, except if its timing is specified.
Other Activity on your Turn
You can do a lot of additional stuff on your turn that doesn't require an action or your movement. For example, you can communicate briefly, interact with a single object (such as drawing or sheathing a sword), or other things. In any case, the DM has the last word in these matters.

Reaction

You can take a single reaction between your turns. Special spells, abilities, or situations (such as opportunity attacks) allow you to take a reaction. When you use your reaction, you cannot use it again before the end of your next turn. If your reaction interrupts a creature's turn, it continues acting right after the end of the reaction.

Actions During Combat

During a combat round, you have various options of acting, as described here. For rules on using the attack action, see "Making an Attack" in the Combat Equipment section. For rules on casting a spell, see the chapter "Spellcasting".

Melee Attack

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack. See "Attacks and Defence" for rules on making an attack with a melee weapon.
Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions. Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Optional Rule: Shellshock
A recommended optional rule in 5eS, whose ultimate goal is realism, is shellshock. When a creature takes as more than half its max HP damage in a single attack, or when it takes a critical hit, it is stunned until the end of its next turn.

Ranged Attack

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also

involve making a ranged attack. See "Attacks and Defence" for general rules on making an attack with ranged weapon.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Prone Attacks

If you are prone while making a ranged attack, the attack roll has a +1 bonus on attacks on creatures more than 15 feet away and disadvantage on creatures within 15 feet. The bonus is +2 if the weapon isn't a bow.

Automatic Weapon Attacks

Some ranged weapons, such as some firearms, are automatic. This is noted as x shots/turn. If you see this notation, then please remember they are special.

The amount of times you attack does not depend on your character's skill, but on the weapon's power. When you take the attack action, that's it. You cannot attack many times as an action, use bonus actions, or attack otherwise. You just attack once, firing as many shots as noted. You can spread these as usual over your movement. However, you roll only one attack roll per creature attacked, dealing damage or no damage depending on this one roll. You can usually attack a number of creatures equal to or less than half the amount of shots you can fire per turn.

Cast a Spell

In an epic fight, a human wizard creates sparkling lights, blinding some of the ravenous horde of orcs. But an especially fierce one, profiting from the human's pause in combat, smashes its hammer down upon him, splitting his head. Rules on spellcasting may be found in Chapter 3. Casting spells in combat means you leave the fierce battle to concentrate on a spell, exposing yourself to all others. Whenever you attempt casting a spell, any creatures within 5 feet of you when you cast the spell may make an opportunity attack against you.

Dash

As an action, you may move up to your speed without using your movement.

Disengage

Your movement doesn't provoke opportunity attacks this turn.

Dodge

Until the start of your next turn, all attack rolls made against you have disadvantage if you can see the attacker, and you have advantage on Dexterity saving throws.

Grapple

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength or Dexterity saving throw (the target chooses which ability to use). You succeed automatically if the target is incapacitated.

If you succeed, you subject the target to the grappled and restrained conditions (see Appendix A), and you can release the target whenever you like (no action required).

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. A creature that escapes a grapple has disadvantage on attacks until the end of its next turn.

Moving a Grappled Creature: When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Hide

As an action, you may attempt to hide, if the DM rules the environment is suitable for an attempt to hide, and if you have newly entered the space in which you attempt hiding. You make a Stealth roll. This is the DC other creatures must beat to spot you, using Perception. If you attack a creature you were hidden from until that attack action, you have advantage on the attack roll(s).

Prepare an Action

You can spend an action to prepare another one. You forfeit your action, and define an action you will perform sometime before the start of your next turn, as well as the conditions in which this will happen. For example, you might want to wait for an enemy to enter within bowshot range before shooting, meaning you prepare to make a ranged attack against that enemy as soon as it enters within range, for example.

Protect

As an action, you can decide to protect your allies. Until the start of your next turn, no opportunity attacks can be made against any creatures of your choosing within melee range of yourself. The first attack performed against you after you used the Protect action has disadvantage on its roll.

Kick/Shove

Using the Attack action, you can make a special melee attack to kick a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Strength or Dexterity saving throw (the target chooses the ability to use). You succeed automatically if the target is incapacitated.
If you succeed, you either knock the target prone or push it 5 feet away from you. If you push it 5 feet away, it has disadvantage on attacks until the end of its next turn.

Reactions

A reaction is an instinctual action you perform when a given circumstance applies (eg, you might react without thinking by ducking when someone swings a fist at you). In combat, this is represented by being able to take a special action, a Reaction, outside of your own turn.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack. You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Parry

Whenever a melee attack is performed against you, you may use your reaction to attempt blocking it. If the DM judges both your weapon and the attacker's weapon are possible for parrying, you may roll a Dexterity saving throw against a DC of 5+the enemy's d attack roll. If you succeed, the attack misses.

Spicinesses

There are a few special things that can spice up combat, which are the following:

Difficult Terrain

Difficult terrain is any kind of ground that is hard to navigate. Any movement on it costs 1 extra foot of movement.

Facing

In battle, you are always facing in some direction. At the end of your turn, decide where you are facing. Any attacks made from behind you have advantage, and you have disadvantage on discerning things happening behind you. Furthermore, if you end your turn facing away from a creature and no allies of yours are within 5 feet of you, that creature can make one opportunity attack against you, as long as you haven't disengaged or otherwise prevented opportunity attacks.

Moving Around other Creatures

You can freely move through a nonhostile creature's space. In contrast, you can only move through a hostile creature's space if it is two sizes larger or smaller than you. You can't willingly end your turn in a creature's space.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.
If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Flanking

When you attack a target which is within reach of one of your allies, you have a +2 bonus to attack rolls against dAC. The ally must be able to attack the target. If that ally is directly opposite the creature, you have a +4 bonus instead.

Unseen Attacker

If you attack a creature that did not see you before your attack, you have advantage on the attack roll.

Attacks and Defence

In 5e, to perform an attack, you roll an attack roll against an armor DC, named AC for armor class. 5eS works similarly, except you roll two attacks against two ACs: the d and h rolls.
The d, next to showing the amount of faces on a die (eg, d6), is the "dexterity attack", the roll that counts for how well-adjusted your attack is. The h roll counts the brute force of the swing, standing for "heavy".
Similarly, dAC stands for how well you can fend off hits and move around, whilst hAC shows the resistance of your armor to damage.

Making an Attack

To perform an attack, you roll a single d20. Then, apply both modifiers to the rolls: the d and the h. These two results will be the ones you compare against the opponent's Armor Classes.

Defending against an Attack (AC)

As long as a creature targeted by an attack does not take the Parry reaction, its Armor Class will have to be compared against the attack rolls its attacker rolled. Any pair of attack rolls will have to beat both ACs of the target. Meaning, if you have a calculated attack roll of 16 for d and 19 for h, the attack will only hit if both the target's ACs are beneath or equal to the attack rolls. A dAC of 17 and an hAC of 15 will mean that the attack failed, even though one of the rolls hit. In this case, the swing would have bored through the opponent's armor, but he managed to fend it off through a swift movement before it hit.

Combat Equipment

In D&D, there are two basic types of weapons: melee and ranged.

> **Cards Game**
> The equipment below is presented on item cards named Cards Game. They serve as a visual representation of equipment a character may buy. A link to a folder of Cards Game can be found in the Appendix, as well as a link to a weapons list presenting all of the aspects of these weapons.

Melee Weapons

When you make a melee attack, you can use melee weapons (such as a sword or a staff). Below is a picture of a melee weapon card, specifically a dagger.

1: **Weapon Classing**. Above, you see the object's rarity - for the dagger, it is basic. This serves only as a tool for the DM to judge where you find which kind of weapons. The description in italics below describes the weapon's category and whether it is ranged or melee. The simple tag in simple weapons is just left out, meaning this is a simple melee weapon, as the tag says "melee weapon". Fun fact - the eagle changes in accordance to an object's rarity, the background, to its category.
2: **Price**. Each weapon has a basic price, which it costs in most towns and villages.
3: **Damage**. This tab shows the base damage die of the weapon - here, 1d6. See below for more information. Next to the tab is written what type of damage it deals. If there are multiple damage types noted, you can freely choose which to use. The (-1) after slashing on this card denotes you have to remove 1 from the damage rolls, as slashing attacks work less well with this weapon. Different monsters have different resistances to damage types.
If there are two tabs here, then the one on the right, with the lighter red border, shows damage dealt when used two-handedly.
4: **m Score**. Your m score is used to see how slow the weapon is, so how long it'll take you to swing the weapon in the way you want to. It's used to subtract from the d attack.
5: **ab Score**. Ab stands for armor-breaking, meaning how much punch the weapon carries once you get

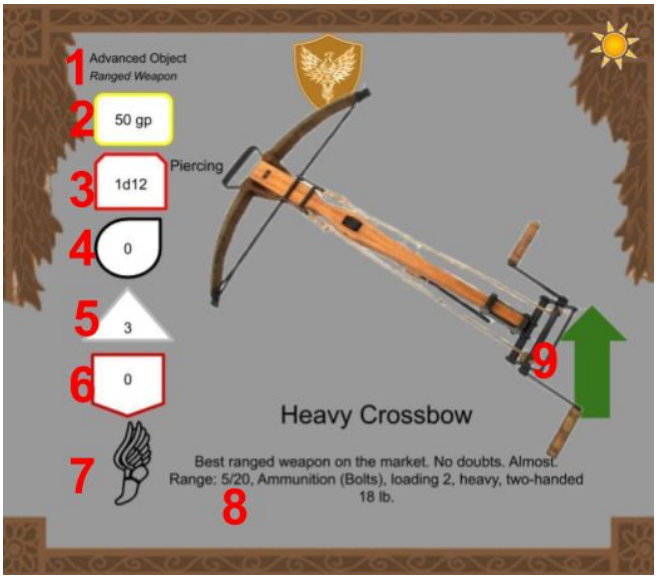
through your opponent's guard. You add this to your h attacks.
6: **d Score**. The d score serves to add to your dAC. It represents how good your weapon is at making guards to deflect enemy attacks.
7: **Ability Indicators**. These symbols show which ability modifier you use for your attack and damage rolls with this weapon: Strength is represented with a fist, Dexterity with a winged foot. When more than one symbol is shown, you can choose which ability to use. You can then add your used ability modifier to h attack rolls and damage rolls.
8: **Weapon Description**. Any notable features of your weapon, as well as a short flavour text, are included in this paragraph. Things such as range and many weapon properties can be found here. See further in this chapter for information on properties.
9: **Type Symbol**. The symbol here shows of which "type" your weapon is. Basic melee weapons have no symbol. Thrown weapons that can be used in melee have the blue triangle seen above. Ranged weapons are adorned with a green arrow, as seen below. Thrown weapons which cannot be used in melee have a combination of the ranged and thrown symbols. Finally, armor and shields have a black, shield-like symbol.

Weapon Classing

As stated above, an item's rarity has no effect on gaming rules, but more on the environment. However, your weapon's category (simple or martial, noted in 1) does have an effect on the rules. This determines whether you add your proficiency bonus to attack rolls. In your class's description, it is noted whether you are proficient with any weapons. If you are proficient with your weapon's category, you can add your proficiency bonus to attack rolls.

Ranged Weapons

When making ranged attacks, you can use ranged weapons, such as the heavy crossbow shown below.



1: **Weapon Classing**. Above, you see the object's rarity - for the heavy crossbow, it is advanced. This is of no importance to you, as it represents how hard it is to make this weapon. The description in italics below describes the weapon's category and whether it is ranged or melee. The simple tag in simple weapons is just left out, meaning this is a simple melee weapon, as the tag says "ranged weapon".
2: **Price**. Each weapon has a basic price, which it costs in most towns and villages.
3: **Damage**. This tab shows the base damage die of the weapon - here, 1d12. See below for more information. Next to the tab is written what type of damage it deals. If there are multiple damage types noted, you can freely choose which one to use. Different monsters have different resistances to damage types.
If there are two tabs here, then the one on the right, with the lighter red border, shows damage dealt when used two-handedly. Here, there is only a lighter red tab, meaning it's a two-handed weapon only. The color isn't the only indicator as to its versatility; in the weapon description (8), it is noted if the weapon is two-handed.
4: **m Score**. You m score is used to see how slow the weapon is, so how long it'll take you to adjust your aim with it. It's used to subtract from the d attack.
5: **ab Score**. Ab stands for armor-breaking, meaning how much punch the weapon carries once you get through your opponent's armor. You add this to your h attacks.
Sometimes, the triangle is dark red instead of grey. This means it has a fixed ab score, noted as :x. This means you don't roll for the hAttack, but much rather have a fixed value you can break through. This is the case for weapons that store their own energy, instead of using your own.
6: **d Score**. The d score serves to add to your dAC. It represents how good your weapon is at making guards

to deflect enemy attacks. Generally, ranged weapons are quite bad at this.
7: **Ability Indicators**. These symbols show which ability modifier you use for your hAttack and damage rolls with this weapon. Ranged weapons generally only use Dexterity, so you won't see anything other than the winged foot here. Also, remember that ranged dAttacks with ranged weapons are made using your Archery bonus (see Introduction).
8: **Weapon Description**. Any notable features of your weapon, as well as a short flavour text, are included in this paragraph. Things such as range and many weapon properties can be found here. See further in this chapter for information on properties.
9: **Type Symbol**. The symbol here shows of which "type" your weapon is. Basic melee weapons have no symbol. Thrown weapons that can be used in melee have the blue triangle seen above. Ranged weapons are adorned with a green arrow. Thrown weapons which cannot be used in melee have a combination of the ranged and thrown symbols. Finally, armor and shields have a black, shield-like symbol.

Making an Attack

Follow the rules further up in this chapter, "Making an Attack". There are some differences as noted here.
Attacking within 5 feet: You have disadvantage when attacking creatures within 5 feet of you with ranged weapons.
Advantageous Position: At the DM's attention, you may go prone or otherwise give yourself an advantageous position for good shooting. If you do so, you gain advantage in the attack roll.

Weapon Classing

As stated above, an item's rarity has no effect on gaming rules, but more on the environment. However, your weapon's category (simple or martial, noted in 1) does have an effect on the rules. This determines whether you add your proficiency bonus to attack rolls. In your class's description, it is noted whether you are proficient with any weapons. If you are proficient with your weapon's classing, you can add your proficiency bonus to attack rolls.

Weapon Properties

Most weapons have a few special traits to them, as noted in 8. Here is the complete list of them:
Ammunition. You can use a weapon with the ammunition property to make a ranged attack only if you have ammunition for the weapon. Making an attack expends a piece of ammunition.
Auto-Chambering. This property is used solely for certain special abilities.
Crit. Certain weapons are more likely to deal critical damage. These have the property crit +x. The minimal roll you need to perform for a crit is decreased by the number given.
Finesse. Such a weapon states you may use Dexterity on h attack rolls with it. This is noted in the Type Symbol (9) on Cards Game cards.
Heavy. Creatures with a Strength score lower than 13 have disadvantage on attack rolls made with such weapons.
Large. Creatures shorter than 5 feet tall deal 25% less damage when using such a weapon.
Light. A light weapon can be used for two-weapon fighting.
Loading. Some weapons need time to reload. Each time you've emptied a weapon's stored ammunition (usually 1, if it doesn't have the *shots* property), you'll need to reload. A loading or loading 1 weapon needs no special time to reload, but you reload only at the end of an Attack action. Loading 2 needs an action to reload, loading 3 needs 2, and so on.
Range. The numbers given in brackets after the word range specify how far you can hit a target with ranged weapons. To get the numbers in feet, multiply each by your Strength score. The first number specifies the distance at which you can attack normally. If you fire beyond that number, any shots have disadvantage. And if the target is beyond the second number, you cannot hit them. Ranged attacks always use Dexterity, fyi.
Reach. This weapon specifies how far your reach is, instead of 5 ft. It adds 5 ft. to your range if it isn't specified.
Reload. Some weapons, such as most firearms, require to be loaded after expending all shots. Reload 1 means you must use an action to reload it, reload 2 two actions, and so on.
Shots. The total number of shots listed shows how many times you can fire the weapon before you need to reload.
Shots/Turn. This shows how many shots you fire when using the attack action. It is also the maximal amount of shots you may fire in one turn.
Thrown. You can use a melee weapon as a ranged weapon. For the attack, you use the same modifiers as you would for a melee attack with the same weapon.
Two-Handed. This weapon requires two hands to wield. You cannot use shields when using a two-handed weapon, except if the shields description specifically states you can.
Versatile. This weapon can be used with one or two hands. The damage for wielding it with two hands is noted in brackets.

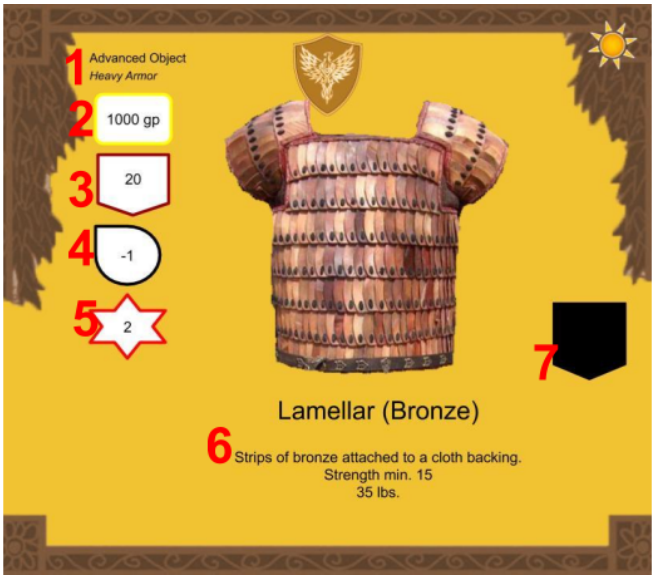
Armor and Shields

These are important for most creatures: they create a shell between the dangers of the world and the soft

flesh within. These items all increase your AC (Armor Class), meaning it is more improbable for attacks to hit you.

Armor

Armor can be any kind of suit you place on your body to keep the blows out.



1: **Weapon Classing**. Above, you see the object's rarity - for the lamellar, it is advanced. This serves only as a tool for the DM to judge where you find which kind of items. The description in italics below describes the armor's category (see below).

2: **Price**. Each suit of armor has a basic price, which it costs in most towns and villages.

3: **hAC**. As you should know, armor only affects your hAC. Also, hardly anything else affects the hAC, meaning your armor is highly determinative of half your defence. The number written in this tab is your hAC.

> **Fun Fact**: In 5eS, armor proficiency does not exist, since it makes no logical sense. You can always wear whichever category you want.

4: **a**. The tag here is very similar to the m one for weapons, as it's the same, but for armor. This number is used to reduce your dAC.

5: **Heat Level**. After the given amount of turns in combat as noted in this tab, you must start making Constitution saving throws (here, at the start of your third turn). The DC is 7+the amount of turns you've been fighting. Each time you fail, you gain a level of exhaustion.

Donning and Doffing Armor. Getting in and out of armor takes time. You benefit from an armor's AC only if you take the full time to don it. Doffing it takes half as much time if you have help.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Strength Minimum. Some armors note: Strength min. X. This means, you must have at least that Strength score to wield the armor properly. If you don't, your speed is reduced by 10 ft., and the Heat Level decreases to 1.

Shields

Shields are carried in one hand. They increase dAC by the amount noted in the AC modifier tab (3 on the lamellar image). They can also have special Armor Properties, listed below.

Item Upgrades

You can always upgrade the items you possess, giving them extra abilities. This system is quite simple: you bring your gear (including magic items) to someone qualified (usually a blacksmith with a life's experience) and they make them have special capabilities.

Cost

Upgrading any item always follows the same basic cost rule: 500 gp for the first upgrade, and twice the previous price for any further upgrades. From the fifth upgrade on (at 8'000 gp) the price freezes (it always costs 8'000 from then on). Meaning if you want to upgrade your sword thrice, it will cost 3'500 gp total.

Armor Upgrades

With your suit of armor, you can do quite a few things. All the options are listed here.

Physical Protection: Armor can be made to resist better against a specific type of weapon: bludgeoning, piercing, or slashing. Each upgrade level makes the armor's defence against the certain damage greater. Refer to the table:

Max up. lvl	Armor Type
+1	Light/Shield
+2	Medium
+3	Heavy

Elemental Protection: You can also upgrade your armor to resist to certain types of elemental damage: fire, cold or lightning. Each level of upgrade gives you a +1 bonus to your AC and Dexterity saving throws against the chosen type.

Max up. lvl	Armor Type
+1	Light/Shield

+2	Medium
+3	Heavy

Weapon Upgrades

Melee weapons can be upgraded in two ways: damage and other.

Damage Augmentation: Weapons can be upgraded to grant extra damage. The upgrade equals to +1 to damage rolls per upgrade level, up to a maximum of three.

Max up. lvl	Weapon Damage Die
+1	1d4/1d6
+2	1d8/1d10
+3	Higher

Other Adjustments: Many weapons have or don't have certain properties (see Weapon Properties), which you can change with these adjustments. Each can be done only once.

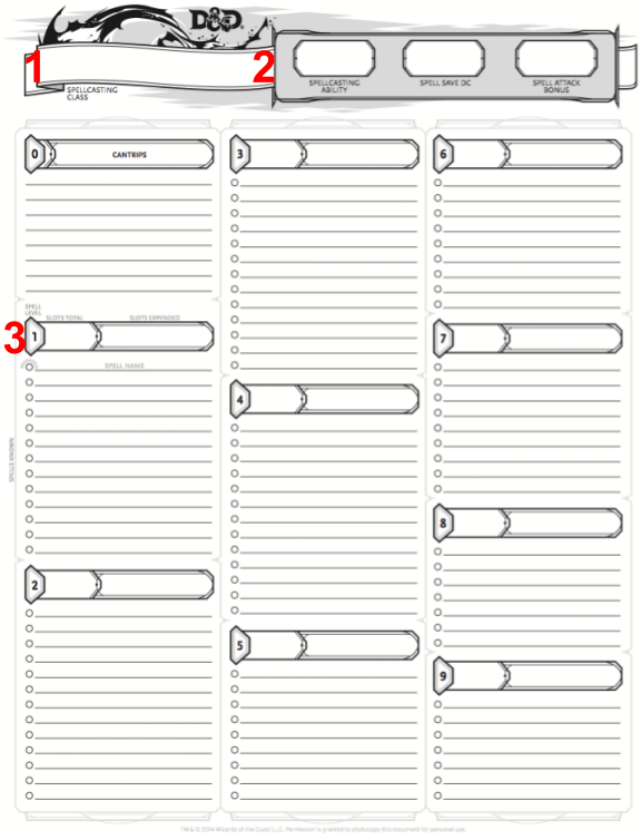
Weapon Type	Effect
Any	Silvering
Non-heavy	Thrown (10/20)
Non-heavy	Finesse
Versatile, two-handed	Reach (10) while wielded with 2 hands

Chapter 3 - Spellcasting

Spellcasters represent the powerful beings that can provoke unnatural happenings to happen at the click of their fingers. Bolts of fire, summoning devils, clouds of daggers are all effects that can be created by spells.
In this Chapter, the rules for spellcasting are explained.

The Spellcasting Sheet

If you choose a spellcaster class (such as the wizard), you get an additional sheet, called Spellcaster Sheet. On it, you note down all stats that have to do with, you guessed it, casting spells.



When you create a spellcaster, the first thing you do is write down the stats on this sheet. Later in this chapter, the various rules for those notes are explained.

> If you multiclass, you take a new sheet for each spellcasting class.

1: **Spellcasting Class**. Note down the class for which you are writing this sheet. Example: wizard.
2: **Spellcasting Stats**. In these three boxes, all statistics that determine your skill in casting spells are noted. The first one is the Spellcasting Ability. It is given to you in your class's description. It might be Intelligence: then write intelligence into that box.
The spell save DC is what creatures must roll against to escape some effects of your spells. Your class also determines how you find this. It might be 10+intelligence modifier(or whatever your spellcasting ability is)+proficiency bonus. Write down the result, for example 14, into this box.
Finally, your spell attack bonus is always you spellcasting ability's modifier+your proficiency bonus. In the above case, it would be +4, resulting in you writing +4 in the last box.
3: **Spells**. The greatest part of the sheet is taken up by the list of which spells you can cast, and how many times.
First off, determine your spell slots. It is noted on your class's description how many you have of each. They increase with each level. Once you have found out how many spell slots you have, note them in the "slots total" box. During the game, whenever you use spells, you can note that in the box on the right. After this, time to choose your spells! Your class says how many spells you know, so choose as many as you can and write them down in their respective levels. As for weapons, get your spell's card (its details are explained in a section below) from your DM at a game, or by printing it beforehand. And that's it, your spellcasting sheet is created!

Casting Spells

Spells have many functions ingame and can produce the most varied effects. There are also various rules, which you can look up in this section.

Spell Level

Every spell has a level from 0 to 9. Power increases gradually by level. Cantrips (spells you can cast innately, as many times as you want) are level 0. Spell level and character level do not correlate. Usually, a character must be level 5 to cast a third-level spell.

Spell Slots

As described in the previous section, any spellcaster has a limited number of spell slots which shows how many times a character can cast spells, as it is quite taxing on their persona. Cantrips (0th level spells) do not have spell slots and can be cast an unlimited amount of times.
To cast a spell, you must use a spell slot of it's level or higher. For example, you can cast a 1st-level spell (such as magic missile) using a spell slot of 1st level, 2nd level, or even higher. Some spells become more

powerful when you do this, and some just use up the higher slot without any beneficial effects.
You regain most expended spell slots at the end of a long rest, as seen under Chapter 1's "Rests and Healing".

Casting Time

There are many different types of casting times, going from "action" and "turn" to minutes, hours, and days. It's important to understand what a casting time refers to, as in combat, every second counts.
Whilst you are casting a spell, you must hold concentration. If casting a spell takes longer than your turn, then you may lose concentration on the casting in between the moment you started casting and when you'd unleash the spell - in that case, your spell slot is still expended, and you've wasted the spell.

Action. If the casting time reads "1 action", then you'll just have to spend an action casting the spell, and it's done. However, if it takes more than one action, things get more complicated. Since you usually have only one action per turn, you'll have to wait a while. If a spell takes two actions to cast, for example, you'll have to cast, then wait until it's your turn again, and finish casting. You can still use bonus actions, movement, and reactions, it's just that you have to use every action available to you to cast the spell. If you don't, your spell fails.

Bonus Action. You may use a bonus action, instead of an action, to cast this spell. Remember you can't cast more than one leveled spell per turn.

Reaction. A spell that lets you use you reaction to cast it usually says "reaction*". You must read the spell description to know what conditions allow you to cast this spell.

Turn. If the casting time specifies turn, then you must spend your entire turn casting and cannot use your movement or bonus actions, and an ability granting you multiple actions doesn't make it go any faster. You also can't perform free interactions. You may still use reactions in between two turns spent casting.

Minute&More. If the casting time is given minutes, hours, days, or more, then you'll have to spend all your time on it. Look at it like multiples of turns: all the effects of a turn-casting apply, it's just it lasts even longer. Note that this also means you can't eat or drink.

Ceremony Spells

Some spells have the "ceremony" tag. Such a spell can be cast following the normal rules for spellcasting, or be cast as a ceremony. The ceremony version takes 10 minutes longer than normal to cast, and doesn't cost a spell slot.

> You can cast only one spell in your turn (you can still cast cantrips, they don't count as full spells). Reaction spells, since they aren't in your turn, can be cast even if you cast a spell in your turn.

Ritual Spells

Certain spells require multiple people to be cast. These are "ritual" spells. On spell cards, they have a red border instead of pink, and the number of casters required is given above.
There are no class requirements for casting a ritual, but some other racial ones might apply. If you are able to cast a ritual, and have access to the knowledge required to learn it, you can add it to your spell list. You should note it's a ritual. Casting a ritual spell expends a spell slot as normal.
Ritual spells count as leveled spells for all purposes of magic-affecting spells and effects.

Components

Your spell's components are the physical requirements you must meet to cast it (as explained in the part below). There are three different types:
Verbal (V): You need to be able to speak and produce sounds to cast verbal spells. Typically, this helps you set the strands of magic around you into the right resonance to send them in motion.
Somatic (S): For this component, you must gesticulate wildly to produce the effects.
Material (M): This means you need special components to cast a spell, as specified by that spell. A component includes most of these components. Those with a cost must be purchased or fabricated separately. If the spell specifies an item gets consumed, it gets consumed and cannot be retreived. A spellcaster needs a free hand to access the components, but can use the same hand as for the somatic component.
None: A very few spells, such as the Psion's *Mind Break*, have no components. These are cast through pure mental power. A caster must still be aware of their surroundings and conscious to cast such a spell: they could be paralyzed, but not stunned, for example.

Duration

A spell's duration is the length of time a spell persists. Some spell happen immediately, some last longer.
Instantaneous: The magic happens only in an instant, meaning it can't be easily dispelled. Instantaneous is instantaneous.
Concentration: Some spells require concentration, as noted in the duration tab. If you stop concentrating on a spell, its effects immediately end. You can end concentration at any time, no action required. Only a

few things can affect your concentration, as noted here:

Casting another spell requiring concentration. You then lose concentration on the spell you cast first.
Taking Damage. Whenever you take damage, you must make a Constitution saving throw whose DC equals 10 or half the damage you took, whichever is higher. If you fail, you lose concentration.
Being incapacitated or killed. You lose concentration in either of these cases.

Attack Rolls and Saving Throws

Whenever a spell requires you to make an attack roll, you use your spell attack bonus, as determined in the part above. Roll against the enemy's dAC.
Whenever your spell requires a saving throw, it is done against your spell save DC.

Combining Magical Effects

Beneficial effects from different spells can stack. However, the effects of a spell cannot be combined with those of the same one. The most potent of the effect applies when their duration overlaps.

Spell Burn

Sometimes, a spellcaster might be in dire straits and need to cast a spell for which he has no slots left. This is possible. By straining himself beyond his body's limits, he casts a spell - at a price. For each spell level cast using Spell Burn, he gains one level of exhaustion which can only be cured by spending half a day without using magic. This exhaustion cannot be removed in any other way, but stacks normally with other exhaustion levels.

Magic in the Many Isles
In contrast to classical D&D, magic in the many isles is highly limited. Basically, it dictates that creating matter, to contrast energy, is very difficult. Furthermore, the knowledge of healing is so hard to attain almost only god-taught creatures are able to do so. There's a link to an article on magic in the Appendix.

Spell Scrolls

A handy way to store spells, and allow weaker casters to cast certain spells, are spell scrolls. These are simple scrolls upon which spells are noted, and can be consumed by other creatures to cast the written spell.

General Rules

A spell scroll can be damaged by ambient effects, such as rain, acid, or fire.

If a scroll enters an anti-magic field whose level is equal to or higher than the stored spell, the spell scroll is cast, using a spell save DC of 10 + spell level and a spell attack modifier equal to the spell level, targeting the nearest valid target.

Using a Spell Scroll

If the spell written on a spell scroll is of a level you can cast and present on your spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components.
If the spell is on your spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals to 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.
Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

Scribing a Spell Scroll

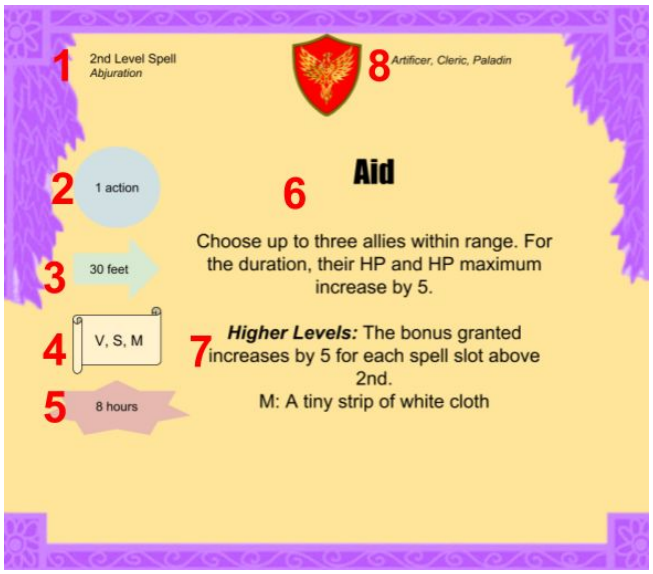
With time and patience, a spellcaster can transfer a spell to a scroll, creating a spell scroll.
Resources. Scribing a scroll takes an amount of time and money related to the level of the spell being scribed, as shown in the Spell Scroll Costs table. In addition, the character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to scribe a scroll of that spell.

Spell Scroll Costs

Spell Level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp

Spell Cards

As for weapons, you have a spell card for each of your spells. Here's what it looks like, and what kind of information is noted on it.



1: **Spell Info**. The text describes the basic classing of the spell. The upper one gives the spell's level (0th is Cantrip), the lower one its school (which has no impact on the game's rules).
2: **Casting Time**. In here is written how long (or when) you take to cast your spell. Usually, it is 1 action, as it is here.
3: **Range**. This says how far the spell's effects go, or where your target can be. A target is in range when it is within the distance specified on the card and the path there is unobstructed (so no total cover).
4: **Components**. These three letters show you which components are needed. Material components are always listed at the end of the spell's description (7).
5: **Duration**. In this tab is noted whether the spell requires concentration, as well as its duration.
6: **Spell Description**. The impact title is the spell's name, here aid. Beneath it is a description of the spell's effects.
7: **Specific Info**. Any special traits of the spell are noted here. If its effects become stronger when you use a higher level spell slot, it is noted as ***Higher Levels***. Its material components are also written here. Other such rule informations are further listed here.
8: **Class Restrictions**. All classes have only a restricted amount of spells they can cast. All classes that can cast a certain spell are noted here (you also have a spell list that shows which spells any given class can cast).

Chapter 4 - The Many Isles

The world of the worlds, the setting of all settings. Ochebana is the world in which most adventures play, a great universe filled with fifty thousand years of history, as well as 30 playable storylines. This Chapter explains the basic history of the setting you'll be, or are, playing in.
A whole book exists on the setting of the Many Isles. A link to it can be found in the Appendix.

A World's History

Ochebana's history goes 50'000 years back. The whole timeline is based on one event: the Orc Wars. Numbers count from a very specific point in time on, from 0 OW.
Your character is likely not to know the history you learn here, so let them act accordingly. Additionally, your character very probably knows much more detailed information, depending on who they are and when or where they live. You might get handouts with this additional information.
Furthermore, Ochebana is an evolving world. Whenever an adventure takes place, whenever a new character is created, the history expands (the list right now is at thirty pages). So always remember, your actions will forever have consequences. You make history!

50'000 - 15'056 b. OW

This very long period is a foggy memory in most modern-day people, and very probably an absolute mystery to your character. In these 45'000 years, empires waned and rose. At the very beginning, terrible wars between gods and evil creatures shook the world, shaping the continents. Out of these ruins rose various empires, being those of giants (called Ostoria) and dragons (the Dragon Order), followed by huge states larger than any before like the Third Marin Empire and the Dady Empire. But all these empires, strong as they were (the Marins had the largest ever, and were fabled to be the ones to have spread trees over the world), eventually fell, leading to ever smaller kingdoms rising up.

15'056 - 4'517 b. OW

The last of the great empires were the Dadys. The weak but numerous race was overthrown by new celestial immigrants: the elves, who had previously held a small kingdom in the west, on an island called Silur. These elves mysteriously annihilated Dady legions in a few week's time, becoming very quickly masters of the world in a matriarchal society. The east stayed under the control of various races and organizations, notably Cling-Clang (pig humanoid pirates) and the Bromalnor Empire, a goblinoid state. The Elvish Empire, however, shattered through a civil war. Most of the elves had decided to war against the evil drow (dark elves) who worshipped Lolth, a demon spider lord. As the drow were chased away and into the Underdark, the empire itself disbanded, with the elves pulling back to their home island of Silur.

4'517 - 123 b. OW

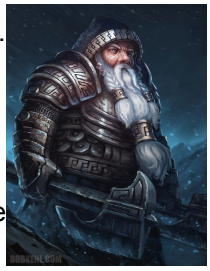
After the last great empire came a period of chaos. The humans, a race who had appeared during the Elvish Empire ruled, expanded. Colonists from Luche, an island in the southwest, spread out all over the world, building small cities wherever they could get a hold. Many other races proliferated, notably ogres and orcs, who took control over much of the territory in the north. Most of the human empires, such as the Cuprien and Ochebana, originated towards the end of this period (around 500 b. OW). These new states would grow ever larger, engulfing more and more smaller human city-states or kingdoms and chasing or killing any other races around.
This is the period in which most of the world got formed as it is, and when a good part of adventures take place.

123 b. OW - 205 OW

The period that followed was called Orc Wars, although the war lasted only from 28 b. OW - 61 OW. The point of origination for the new period were the Baldrik Wars. Orcish fleets from the north had advanced all the way to the Colupan Archipelago and launched a huge naval assault of the dwarven city of Baldrik, on Eisenhowl. They were defeated, although quite barely.
The dwarves would play a pivotal role in the Orc Wars, meaning that the Baldrik Wars were the starting point of this dark period, as the dwarven armies were considerably reduced and the ruling Fireforge clan almost annihilated. During all the time until almost 0 OW, most people just didn't care about the brewing orc threat (they had also allied with the ogres) in the north. A few states, like the Ochebana Empire, simply kept a few troops on the northern border to keep out the many raiders. Only the dwarves constantly sent

warships north, losing ever more men and becoming weaker. On the first day of 28 b. OW, the orcs struck a deal with a strong goblinoid empire and penetrated on Colupan, the heart of the important human empire of Denise. But still, only the dwarves fought back. Denise didn't even realize there was a huge orcish fortress in the mountains a few dozen kilometers from their capital! But the orcs struck out in 1 b. OW, on the twelfth of Huntrio. The city of Denise quickly fell, the first human empire already almost gone. A wave of orcs fell upon all lands. On the first of Monarch, something very important happened, causing the entire timeline to be centered on that moment. All states quickly failed, the orcs ruling over a gigantic territory. In the time of orcish rule, firearms started appearing. No one really knows where they came from, but the dwarves had very good ones, probably made by Armuria, a small human state that was the only producer. Anyway, they helped in the final battle near Trangir (Colupan Archipelago), when the orcs were finally defeated. The weak empires quickly rebuilt, the world same as before - except that firearms existed. New ones also sprung into existence, notably the Holderhold and Sarrasano, splits from the Denise and Ochebana empires.

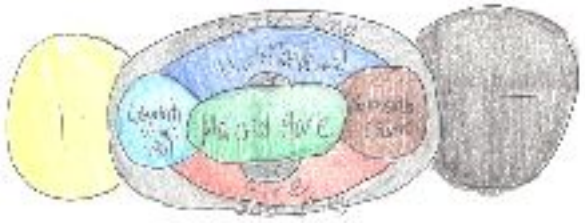
205 + OW



This period is called the Dwarven Era. Very simply, because the dwarves absolutely destroyed everyone else. Since this is very probably in the future of when you will be playing, you don't know too much about it. The human empires just slowly brittled and the dwarves took control of everyone and everything. And that's the end of the world as far as you know it.

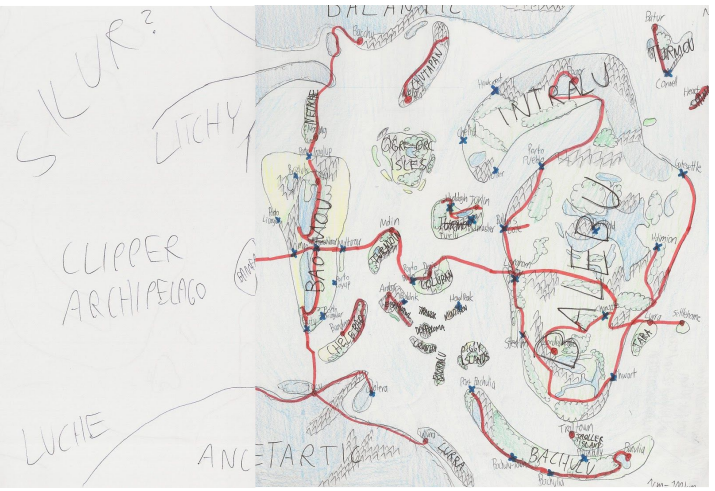
Cosmology

Ochebana is a whole Multiverse, meaning there are different planes of existence. The Material Plane is the centerpiece of everything, and also where your characters complete their adventures. Surrounding it like a ring are then the elemental planes, and outside of that, the mysterious outer planes.
Below is a theological map of the multiverse as far as you know it.



The Material Plane

When saying "Ochebana" or "the world", they refer to the Material Plane - home of humans, most known empires, and other such locations.
The Material Plane is quite small (about the size of real-world china). In the west are many mythical places, such as the Cuprien Empire, Luche (the starting point of human colonization), and Silur (the elven home). In the east are the good old Ochebana and Denise Empires, with the continents Balebu, Intralu, Bao-Mou and the Colupan island constituting the most well-known ones. The dwarven island, Eisenhowl (most probably orc-infested ruins when your character exists) is also located in the Colupan Archipelago.
Notable cities are the ochebanian capital and largest city of the world, Londerhome. In the far east before the mythical reaches is Royal, a large city on the Bao-Mou continent. Denise, a huge merchant city and capital of the Denise Empire, is on Colupan. Many other towns and villages sprinkle the world, just one of them being Longhorn Bay, another ochebanian city (on the east coast of Balebu).
Below is a map of the Material Plane as your character probably knows it. The places east of Bao-Mou, as you can see, are unknown. It is a very vague sketch of the locations of other continents.



There is also a detailed map of Balebu and its surroundings available to you on demand, as well as close-up views (1:2'000'000) of all places on the map you see.

Elemental Planes

On the multiverse's representation, you see four regions around the Material Plane. These are the Elemental Planes, legendary locations your characters probably never even heard about. Here's a description of each:
Flowing Winds: This plane, also called Elemental Plane of Air, is a huge expanse of howling air. They

form labyrinths of air currents only a highly capable flying creature with knowledge of the area can navigate them to the desired location, as others would quickly tire in attempting to fly against the currents, or simply get carried away into nothingness. There is a big city, called Aaqua, which is the home of the Wind Dukes. It is a brilliant agglomeration of shining white spires, built on the flying remains of an earth elemental attack on the Winds.

Waterlond: It is the plane of water. It is a lot less extreme than the Labyrinth Winds: it's simply a huge expanse of water, sprinkled with many island. Many pirates and the dwarven Eternal Empire have elected home on these (often dangerous) islands, while the oceans are populated with merfolk, triton, sahuagin, storm giant and other aquatic creatures' homes.

Bolmeranda: This is an enormous block of stone, the air thick and almost completely absent. Thousands of tall mountains rise up into the air, with many jewels hidden beneath. Under and on one of these many mountains is a large city inhabited by dao, azers, and other earth elementals: the City of Jewels. On Bolmeranda are also a couple gnomish states and azer mines, in the south.

Elemental Plane of Fire: This is a vast expanse of burning air, most of it an expanse of burning flames. Evil creatures like salamanders and efreet (fire genies) inhabit these dangerous lands. The Efreet Empire built a city, the City of Brass, in the center of this sea of fire.

Outer Planes

Beyond a tale-clouded barrier called Outer Ring lie these Outer Planes - places souls go to when their bodies die, and also the homes of celestials, devils, and demons. No one knows much about these unreachable countries, but they're there. Probably.

Calendar

The ochebanian day lasts as long as the real-world day. However, there are a lot less days in a year. There are five months (Monarch, Makling, Otaum, Lontran, Huntrio). Winter lasts from Lontran to Huntrio and Summer the rest of the time. Fall and spring are just in between, as there is no fixed date for the seasons.

Each month lasts 22 days. Weeks last 6 days. There are a few special days in each month, which are:

Dwarven Pact: This is a simple day of celebration (in certain states or cultures, of course).

Payday: On these days, taxes are collected. For some reason, this is universally done on the same dates.

Freeman's Day: These are days of celebration as for the non-highlighted ones, but they are special in one way. Their essence is infused with magic, as they are Cycled days. Some important event in the past, in the Freeman's Day's case being a great revolution using magical power in the Ochebana Empire, caused an event to be forever suffused in a world's atmosphere. Each year, the same effects appear again. This can turn the sky green or give a bonus to wisdom or make animals reproduce. It is generally a well-anticipated and appreciated phenomenon.

1	Newsheep's day		Dwarven Pact		
2					
3					
4					
5			Lord Trailer		
6		Elven Alliance	Days		Longhorn day
7				Dragonwars	
8	Elindran day			Week	
9			Lord Durham d.		
10					
11	Payday				Payday
12					Happiness day
13		Freeman's day			
14					
15			Payday		
16					
17		Payday			
18		Orc Invasion			
19			World Creation		
20					Last Days
21			World	Payday	
22			Creation		
	Monarch	Makling	Otaum	Lontran	Huntrio

States and Organizations

On Ochebana are various states or other organizations. Your character could be part of one of them, or have lived in territory controlled by one of them, or otherwise have ties to them. You can be part of an organization (states are included in the term) and gain ranks in it. If you were in a position likely to be involved in an organization, such as a valid human male in the Ochebana Empire, consider being a soldier or something similar. Ask your DM for information on this, and if you can be part of such an organization.

In the list here are only included the more important eastern organizations. The Dwarven Empire and orcish forces are not included, as it is very probable you are not allowed to be part of their armies.

You might be part of a group (such as the Jolly Inhabitants of Shipland, humans on ships insisting they are a separate nation) of whatever comes into your mind, or that you believe must be part of the ochebanian universe. If you think that this must be, as you might be a Denise fighter and want to be part of the army, just propose it to the DM, and it will very probably accept and implement the new organization. Here are a few sample organizations.

Order of Trucmuc

The order consists mainly of dragonborn. These dragon-humanoids have incredible problems finding homesteads, usually living hidden from the world. The Trucmuc

order's goal is to find new homes and acquire them through any means necessary.

Cat Lord's Army

61 b. OW - 230 OW

The tabaxi are cat-like humanoids who appeared in Ochebana around 100 b. OW, immediately going to and staying on Chelebao (southeast of Bao-Mou). At the beginning, they stood under the Ochebana Empire's occupation, but attained freedom. They created their own state, led by the Cat Lord. His armed forces are called - you guessed it - Cat Lord's Army.

Emerald Enclave

The enclave is a group of nature fanatics. Created long in the past by elves, the organization labors to uphold the natural balance. They are as likely to hunt down and kill lumbermen as to burn down vast expanses of woods that have grown over a bare plain.

Soldiery of Ochebana

620 b. OW - 228 OW

The Empire of Ochebana was founded by two hundred elite fighters, exiled from Luche, in the middle of Balebu, between the Cling-Clang pirate state and the Bromalnor goblinoid empire. The men prevailed, taking over ever more smaller states, becoming the behemoth it is known as. They always refused magic and other races, saying the pure human is the best. They also didn't have a true god. The ochebanian's capital, Londerhome, was the biggest human city ever. The ochebanian army has the largest infantry force ever. And the Soldiery of Ochebana is just that infantry.

Ochebana - Ochebana
The Ochebana Empire has not much to do with the world Ochebana itself, except that they name themselves after the world. Haughty? Not for those with the biggest army!

Denise Spellnet

194 b. OW - 425 OW

The Denise Empire is a strong human state, founded by human merchants from surrounding city-states on Colupan. They built the city Denise, which quickly proliferated into a strong trading and naval force. It sustained a rivalry with the Ochebana Empire, often raiding Balebu's coasts. The Spellnet was created with the goal of spying out Ochebana Empire infrastructure, using magic to support this.

Chapter 5 - Races

Elf, human, dwarf - these are the traditional D&D races. In the game, there are 40 races and 17 classes. Here, only the most basic are included.
To be able to choose subraces, and many more races, check out the link in the Appendix - it'll guide you to an almanac of all playable races!

Dwarf

Dwarves are a people as old as time. They are short, stubborn, and love their beards. Since ever, they live in a rigid hierarchical structure: the ruling clan, Fireforge, deciding quite rigorously what the empire does. Their Dwarven Empire was great and powerful: they were small, but had the strongest weaponry of the country. Their empire was almost shattered during the Orc Wars, though, and they had a tough time coming back under the leadership of King Dain Fireforge. In any case, they managed reclaiming their beloved Eisenhowl and slowly growing again.
If you are a dwarf, you might be part of the Dwarven Empire (contact your DM beforehand if you want to be such one first, though). Dwarven names consist of first name and clan name. There are a good few clans, you probably are part of the Battlehammer (the largest clan), Lancespike, Earthstone or Frostbeard clan. From 300 OW on, you probably are a Fireforge or a Firedelve.

Dwarvish Traits

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Constitution score increases by 3, and your Strength by 1.
Age. Dwarves mature the same as humans, but they're considered young until they reach the age of 50. On average, they live up to 400 years.
Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is medium.
Speed. Your base walking speed is 25 feet.
Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.
Dwarven Toughness. Your HP increases by 1 for every level you gain.
Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
Languages. You can speak, read, and write Common and Dwarvish.

Elf

Elves are sly folk, masters of dexterity and perfect craft. They live in secluded places, like Silur, isolated from other races to perform their mysterious activity. Usually quite accepted by other folk, they are the ones who would probably not accept other folk.

Elvish Traits

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Size: You stand between 5 and 6 feet tall. Your size is medium.
Speed. Your base walking speed is 30 ft.
Age: Wood elves are considered adult around 60 years in age, and live up to 600.
Ability Score Improvement. Heroism and Dexterity scores both increase by 2, and your Strength and Constitution scores decrease by 1.
Fey Ancestry. You can halve resting times by meditating instead of sleeping. You have resistance to being charmed by magical means, except when the charmer is fey, and have darkvision to 60 ft.
Keen Senses. You have proficiency in the Perception skill.
Fleet of Foot. Your base speed increases by 5 ft.
Elven Weapon Training. You have proficiency with simple weapons and bows.
Of the Forests. Choose three from Stealth, Animal Handling, Nature and Survival. You are now proficient in those skills.
Languages. You know Elvish and probably Common.

Human

Humans are the most versatile race of Ochebana. Originally coming from Luche, they spread all over the world in not much time, quickly becoming the race with the largest population. Out of small city states, they formed empires, becoming ever more powerful in the process.
They are a bit friends with everyone. Although certain states have problems with other people, most humans get along well with other races. They are often seen as good people to have around when the enemy comes - they are the world's favorite cannon fodder.

Human Traits

Ability Score Increase: Your ability scores each increase by 1.
Size: From 5 to 6 feet tall, your size is medium.
Alignment: Humans can be of any alignment.
Age: You live no longer than a century.
Speed: Your base walking speed is 30 feet.
Languages: Common, one other language of your choice

Subraces: Humans have four different subraces, each majoritarily present in different regions. Choose one of them.

Denise

Denise humans are majoritarily present in the Colupan Ocean and the Denise Empire.
Naval Prowess: You know how to drive ships.
Merchant: You have proficiency in one Heroism ability.
Appearance: You are white-skinned with blonde hair and usually blue eyes.

Sorroln

This race is mainly present as slaves in the Ochebana Empire or merchants in others. After the Orc Wars, they have their own state in the southeast: the Sarrasano Empire.
Oppression: You have advantage against checks made to influence your mind.
Fighters: You have proficiency in simple weapons and crossbows.
Appearance: You are black-skinned with black hair.

Continental

The continental race constitutes the largest part of the Ochebana Empire.
Male: *Oppressors:* You have advantage on intimidation checks.
Fighters: You have proficiency in simple weapons and a martial weapon of your choice.
Appearance: You are white-skinned with brown hair.
Female: *Oppressed:* You have disadvantage against checks made to influence your mind.
Fighter's daughter: You have proficiency in simple weapons.
Revolutionary's Wisdom: You know an additional language (usually thieves' cant).
Appearance: You are white-skinned with brown hair.

Chonlin

These people are found sparsely scattered all over the world, often acting as officers or high functionaries.
Fighters: You have proficiency with simple weapons.
Appearance: You have yellowish skin and dark hair.

Nigfodsel

Nigfodsel are great humanoids with an impressive stature. One would say they come from the ancient dinosaurs, another would firmly believe they have draconic blood - but none really know. Powerful fighters, they have led a hard life in small clades to survive in a hostile world.

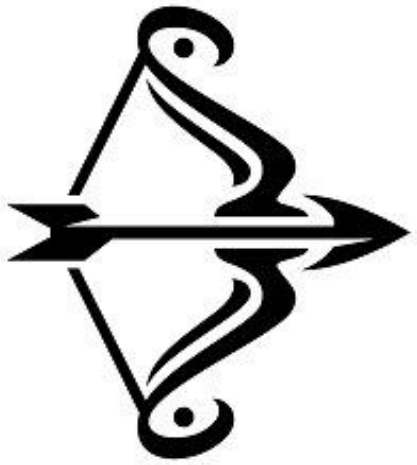
Nigfodsel Traits

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Constitution and Strength scores increase by 2.
Age. Nigfodsel become adults at the age of 25, and live up to 140 years.
Size. Nigfodsel are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.
Speed. Your base walking speed is 35 feet.
Ancient Force. As an action, you can cause the area in a 10 ft radius around you to shake with ancient energy. All creatures in that area must make a Constitution saving throw (DC 8+your age divided by 10) or take 2d6 force damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, 5d6 at 16th level, 6d6 at 21st, and 7d6 at 26th level.
Born in Heat. You have resistance to fire damage.
Flaming Rage. In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. During this rage, you are immune to fire damage and your minimal roll for a critical hit is reduced by 1. Whenever a creature damages you whilst you are raging, you must attack that creature to the best of your ability. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage ends if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.
Languages. You can speak, read, and write Common and Saurial or Draconic.

Chapter 6 - Classes

After you chose your race, go for the class. A class is what determines a character's specialization; their job, basically. Your class gives you various abilities as you gain xp and advance your level. The maximal character level is 20. Here, the classes' progression goes only up to level 4.
When you gain a level (see the Character Advancement table in Chapter 1), you unlock new abilities and, maybe, a better proficiency bonus. You can see this on the table at the start of any classes description.

Archer



Archers are masters of the bow, knowing perfectly well how and where to place arrows.
Their fine abilities are appreciated from the human armies to the silurian elves, the art to place precise shots from afar needed and liked everywhere.

Level	Prof. Bon.	Features
1	+1	Beloved Weapon
2	+1	Good Archer
3	+1	Archer Archetype
4	+1	Beloved Weapon Improvement

Proficiencies

When you choose this class, you gain the following proficiencies:
Passive Perception: Min. 15
Abilities: Strength or Dexterity, Wisdom, two of the Strength or Dexterity subclasses
Weapons: Simple weapons, ranged weapons, light armor, Weaponsmith's or Woodcarver's or Leatherworker's tools

Equipment

When you choose this class, you gain the following equipment:
- A longbow and 50 arrows or a heavy crossbow and 50 bolts
- A shortsword or any simple melee weapon
- 2 javelins or 5 daggers

Abilities

You can unlock the following abilities.

Beloved Weapon (Level 1, 4)

Choose a ranged weapon you own. It becomes forever attuned to you. It cannot leave your person, and you have a +1 bonus to all attack and damage rolls with it. At 4th level, you deal +3 damage instead of +1.

Good Archer (Level 2)

You have a +1 bonus to all attack rolls made with ranged weapons, and you don't have disadvantage on targets within 5 feet of you.

Archer Archetype (Level 3)

You gain an Archer Archetype, choosing between Sniper and Arcane Archer. Both archetypes are listed at the end of your class description.

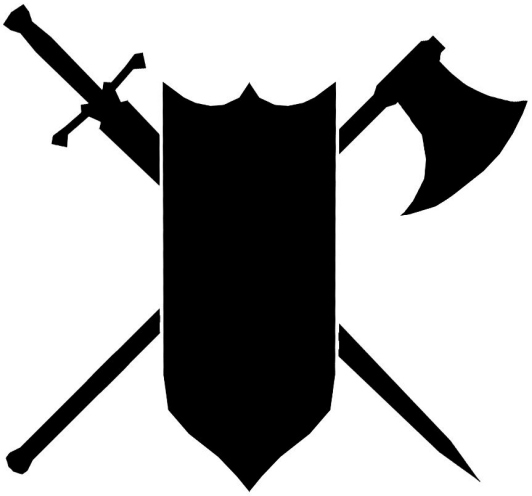
Archer Archetypes

<u>Arcane Archer</u>
These archers specialize in magic, casting powerful spells in addition to their precise shots.
Spellcasting: At third level, you gain the ability to cast spells. Your spellcasting ability is wisdom.
Spell Save DC: 10+Prof. Bon.+Wisdom mod.
Spell Attack mod: Prof. Bon.+Wisdom mod.
You know spells from the Archer spell list.
The column to the left is your character's level, the central one shows the amount of spells you know, the right one shows how many spell slots of level 1 you have.

Level	Spells known	Spell Level 1
3	2	2
4	3	3

<u>Sniper</u>
They specialize in putting their arrows right between your eyes.
Precise Critical: Beginning at third level, you hit a critical hit on a natural 19-20 on the d20 with ranged weapons.

Fighter



Fighters are a broad class of people, all strong in the ways of their weapons and ready to slaughter anything that comes near.
Fighters are present everywhere, be they the beloved guardians of small towns or professional soldiers of one or other state.

Level	Prof. Bon.	Features
1	+2	Fighting Style, Second Wind
2	+2	Action Surge
3	+2	Martial Archetype
4	+2	Ability Score Improvement

Proficiencies

When you choose this class, you gain the following proficiencies:
Abilities: Strength, Constitution
Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.
Weapons: Simple weapons, martial weapons, all armor, shields

Equipment

When you choose this class, you gain the following equipment:
- Chain Mail or Leather armor, longbow, 20 arrows
- A martial weapon and a shield or two martial weapons
- A light crossbow and 20 bolts or two handaxes

Abilities

You can unlock the following abilities.

Fighting Style (Level 1)

You adopt a particular style of fighting. Choose one of these below:
Archery: You gain a +2 bonus to d attack rolls you make with ranged weapons
Defense: While wearing armor, you have a +1 bonus to hAC
Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack as well.

Second Wind (Level 1)

You have a limited well of stamina. On your turn, you can use a bonus action to regain hit points equal to 1d10+your fighter level. Once you use this feature, you must finish a short or long rest to use it again.

Action Surge (Level 2)

You can have two actions on your turn, plus a possible bonus action. Once you use this feature, you must finish a short or long rest to use it again.

Martial Archetype (Level 3)

You gain a martial archetype, choosing Champion.

Ability Score Improvement (Level 4)

You can increase one ability score of your choice by 2, or increase two by 1. As normal, you can't go above 20 using this feature.

Martial Archetypes

Champion

They focus on the development of raw physical power honed to deadly precision.
Improved Critical: Beginning at third level, your weapon attacks score a critical hit on 19-20.

Healer

Healers specialize in channeling the weave in very specific ways, to produce exact healing effects. They have a great gift, somehow given, that enables them to channel the weave in healing ways. They are restricted to creatures very similar to themselves, though.
They are quite rare, sometimes even banned from certain places (such as the magic-refusing Ochebana Empire). They are quite common in the west, though.

Level	Prof. Bon.	Features
1	+0	Ambient Heal, Damage Ward
2	+1	Minor Healing
3	+2	Known Magic
4	+2	Ability Score Improvement

Proficiencies

When you choose this class, you gain the following proficiencies:
Abilities: Heroism, Wisdom
Skills: Medicine, Animal Handling, Nature, Survival
Weapons: Simple weapons, longsword, shortsword, light ranged weapons
Tools: Herbalism kit, medicine kit

Equipment

When you choose this class, you gain the following equipment:
- A longsword or 2 shortswords
- A light crossbow and 5 bolts or a shortbow and 5 arrows
- A dagger or a handaxe
- 3 medkits and a herbalism kit

Abilities

You can unlock the following abilities.

Ambient Heal (Level 1)

Any creatures you touch regain your healer level's amount of HP (including yourself) on your turn.

Damage Ward (Level 1)

When you have 1 HP left and take damage, you can choose to roll a d6. On a 1-5, you take no damage. On a 6, you fall unconscious with two failed death saving throws.

Minor Healing (Level 2)

You can restore Hit Die equal to your Healer level to a creature you touch. Once you use this feature, you must finish a short or long rest to use it again.

Known Magic (Level 3)

You learn basic cleric spells. Your spellcasting ability is Wisdom.
Spell Save DC: 10+Prof. Bon.+Wisdom mod.
Spell Attack mod: Prof. Bon.+Wisdom mod.
The column to the left is your character's level, the central one shows the amount of spells you know, the right ones shows how many spell slots of the 1st spell level you have.

Level	Spells known	1st Level
3	1	-
4	2	1

Ability Score Improvement (Level 4)

You can increase one ability score of your choice by 2, or increase two by 1. As normal, you can't go above 20 using this feature.

Wizard

Wizards are masters of magic, studying all they can find to bend the weave to their will.
They are quite common all over the world, although some places, such as the Ochebana Empire, have banned magic.

Level	Prof. Bon.	Features
1	+2	Spellcasting, Arcane Recovery
2	+2	Arcane Tradition
3	+2	-
4	+2	Ability Score Improvement

Proficiencies

When you choose this class, you gain the following proficiencies:
Abilities: Intelligence, Wisdom
Skills: Two from Arcana, History, Insight, Investigation, Medicine, and Religion
Weapons: Daggers, quarterstaffs, light crossbows

Equipment

When you choose this class, you gain the following equipment:
- A quarterstaff or a dagger
- A component pouch or an arcane focus
- A spellbook

Abilities

You can unlock the following abilities.

Spellcasting (Level 1)

You can cast spells. Your spellcasting ability is Wisdom.
Spell Save DC: 10+Prof. Bon.+Wisdom mod.
Spell Attack mod: Prof. Bon.+Wisdom mod.
You know the following spells. The column on the left is your character level; the next one determines how many different spells you know; the others show how many spell slots of the according spell levels you have. To learn a new spell or replace an old one, you must spend 2 hours and 50 gp per spell level to practice it.

Level	Spells known	Cantrips known	1st	2nd
1	2	3	2	-
2	4	3	3	-
3	6	3	4	2
4	8	4	4	3

Arcane Recovery (Level 1)

You have learned to regain some magical energy quite quickly. After a short rest, you regain spell slots of a combined level equal to half your character level (rounded up). For example, as a 4th level wizard, you could regain two first-level spell slots or a second level spell slot.

Arcane Tradition (Level 2)

You can choose an arcane tradition. You focus in a particular field of magic: choose one from Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. All spells of your chosen tradition take half the time and gold to be learned.

Ability Score Improvement (Level 4)

You can increase one ability score of your choice by 2, or increase two by 1. As normal, you can't go above 20 using this feature.

Appendix A - Conditions

Blinded

• A blinded creature can't see and automatically fails any ability checks that require sight.

• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

• A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.

• The charmer has advantage on any ability check to interact socially with the creature.

Deafened

• A deafened creature can't hear and automatically fails any ability check that requires hearing.

Encumbered

• An encumbered creature's speed is reduced by 10 feet.

• It has disadvantage on attack rolls, saving throws, or ability rolls that rely on Strength or Dexterity.

Frightened

• A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.

• The creature can't willingly move closer to the source of its fear.

Grappled

• A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.

• The creature has disadvantage on attack rolls, and attack rolls against it have advantage.

• The condition ends if the grappler is incapacitated (see the condition).

• The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

Incapacitated

• An incapacitated creature can't take actions or reactions.

Invisible

• An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

• Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

• A paralyzed creature is incapacitated (see the condition) and can't move or speak.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature's dAC succeed automatically.

• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

• A petrified creature is transformed, along with any nonmagical objects it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.

• The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.

• Attack rolls against the creature's dAC automatically hit.

• The creature automatically fails Strength and Dexterity saving throws.

• The creature has resistance to all damage.

• The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

• A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

• A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.

• The creature has disadvantage on melee attack rolls.

• An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

• If a prone creature stands up within 5 feet of another creature, that creature will have advantage on its melee attack rolls against this creature until the end of its next turn.

Restrained

• A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.

• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

• The creature has disadvantage on Dexterity saving throws.

Stunned

• A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature have advantage.

Unconscious

• An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.

• The creature drops whatever it's holding and falls prone.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature have advantage.

• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Appendix B - Useful Lists

Spells

Archer (Arcane)

1st Level
Faerie Fire
Searing Smite
Wrathful Smite

Cleric Spells

Cantrips
Light
Mending
Saver
Slashing Light
Spare the dying
1st Level
Bless
Ceremony
Cure Wounds

Wizard Spells

Cantrips
Fire Bolt
Light
Mending
Minor Illusion
Slashing Light
1st Level
Absorb Elements
Arcane Lock
Comprehend Languages
Jump
Ice Knife
Ice Shards
Mage Armor
Magic Missile
Sleep
Stunner
Unseen Servant
2nd Level
Channel Weave
Cloud of Daggers
Mirror Image
Immobilizer
Pyrotechnics
Sharpen
Skywrite

Races

Aasimar
Azer
Dhamphyr
Doppeliaus
Dwarf
Elf
Fairy
Firbolg
Gargoyle
Genasi
Gnoll
Gnome
Goblinoids
Goliath
Hamadryad
Human
Kenku
Kut'ashqua
Kuo-Toa
Lizardfolk
Marindas
Nigfodsel
Mruggen
Saurial
Tiefling
Triton
Quasiceremorph
(Valkyrie)

Classes

These are more complicated than the races. The title is the class's name. Following each class and subclasses' name is its location; where the info can be found.
Note that none of these classes are adapted to 5eS. Refer to your own logical sense, the transformation guide, and your DM's word in adapting them.

Archer

Class APaper; Races&Classes, Classes folder, “Archer”
Subclasses Arcane Archer - APaper; Races&Classes, Classes folder, “Archer”
Sniper - APaper; Races&Classes, Classes folder, “Archer”

Artificer

Class APaper; Races&Classes, Classes folder, “Unearthed Arcana: Artificer”
Subclasses Alchemist - APaper; Races&Classes, Classes folder, “Unearthed Arcana: Artificer”
Gunsmith - APaper; Races&Classes, Classes folder, “Unearthed Arcana: Artificer”

Barbarian

Class Player’s Handbook; P. 46
Subclasses Path of the Ancestral Guardian - Xanathar’s Guide to Everything; P. 9
Path of the Berserker - Player’s Handbook; P. 49
Path of the Storm Herald - Xanathar’s Guide to Everything; P. 10
Path of the Totem Warrior - Player’s Handbook; P. 50
Path of the Zealot - Xanathar’s Guide to Everything; P. 11
Epic Class APaper; "Epic Characters"

Bard

Class Player’s Handbook; P. 51
Subclasses College of Glamour - Xanathar’s Guide to Everything; P. 14
College of Lore - Player’s Handbook, P. 54

College of Swords - Xanathar's Guide to Everything; P. 15
College of Valor - Player's Handbook; P. 55
College of Whispers - Xanathar's Guide to Everything; P. 16
Epic Class APaper; "Epic Characters"

Cleric

Class Player's Handbook; P. 56
Subclasses Forge Domain - Xanathar's Guide to Everything; P. 18
Grave Domain - Xanathar's Guide to Everything; P. 19
Knowledge Domain - Player's Handbook; P. 59
Life Domain - Player's Handbook; P. 60
Light Domain - Player's Handbook; P. 60
Nature Domain - Player's Handbook; P. 61
Tempest Domain - Player's Handbook; P. 62
Trickery Domain - Player's Handbook; P. 62
War Domain - Player's Handbook; P. 63
Winter Domain - APaper; Races&Classes, Classes folder, "Cleric Domain: Winter"
Epic Class APaper; "Epic Characters"

Dragonmaster (Prestige)

Prestige APaper; Races&Classes, Prestige Classes, "The Dragonmaster Prestige Class"

Druid

Class Player's Handbook; P. 64
Subclasses Circle of Dreams - Xanathar's Guide to Everything; P. 22
Circle of the Land - Player's Handbook; P. 68
Circle of the Moon - Player's Handbook; P. 69
Circle of the Shepherd - Xanathar's Guide to Everything; P. 23
Epic Class APaper; "Epic Characters"

Fighter

Class Player's Handbook; P. 70
Subclasses Arcane Archer - Xanathar's Guide to Everything; P. 28
Battle Master - Player's Handbook; P. 73
Cavalier - Xanathar's Guide to Everything; P. 30
Champion - Player's Handbook; P. 72
Eldritch Knight - Player's Handbook; P. 74
Samurai - Xanathar's Guide to Everything; P. 31
Epic Class APaper; "Epic Characters"

Gunmaster (Prestige)

Prestige APaper; Races&Classes, Prestige Classes, "The Gunmaster Prestige Class"

Healer

Class APaper; Races&Classes, Classes folder, "Healer"

Monk

Class Player's Handbook; P. 76
Subclasses Way of the Drunken Master - Xanathar's Guide to Everything; P. 33
Way of the Kensei - Xanathar's Guide to Everything; P. 34
Way of the Open Hand - Player's Handbook; P. 79
Way of the Shadow - Player's Handbook; P. 80
Way of the Sun Soul - Xanathar's Guide to Everything; P. 35
Way of the Four Elements - Player's Handbook; P. 80
Epic Class APaper; "Epic Characters"

Paladin

Class Player's Handbook; P. 82
Subclasses Oath of Conquest - Xanathar's Guide to Everything; P. 37
Oath of Devotion - Player's Handbook; P. 85
Oath of Redemption - Xanathar's Guide to Everything; P. 38
Oath of the Ancients - Player's Handbook; P. 86
Oath of Vengeance - Player's Handbook; P. 87
Epic Class APaper; "Epic Characters"

Poultrymancer

Class APaper; Races&Classes, Classes folder, "Poultrymancer"

Ranger

Class Player's Handbook; P. 89
Subclasses Beast Master - Player's Handbook; P. 93
Dragoon - APaper; Races&Classes, Classes folder, "Those who Wander"
Exorcist - APaper; Races&Classes, Classes folder, "Those who Wander"
Gloom Stalker - Xanathar's Guide to Everything; P. 41
Lawman - APaper; Races&Classes, Classes folder, "Those who Wander"
Horizon Walker - Xanathar's Guide to Everything; P. 42
Hunter - Player's Handbook; P. 93
Monster Slayer - Xanathar's Guide to Everything; P. 43
Stormchaser - APaper; Races&Classes, Classes folder, "Those who Wander"
Epic Class APaper; "Epic Characters"

Rogue

Class Player's Handbook; P. 94
Subclasses Arcane Trickster - Player's Handbook; P. 97
Assassin - Player's Handbook; P. 97
Inquisitive - Xanathar's Guide to Everything; P. 45
Mastermind - Xanathar's Guide to Everything; P. 46
Scout - Xanathar's Guide to Everything; P. 46
Swashbuckler - Xanathar's Guide to Everything; P. 47
Thief - Player's Handbook; P. 97
Epic Class APaper; "Epic Characters"

Sorcerer

Class Player's Handbook; P. 99
Subclasses Draconic Bloodline - Player's Handbook; P. 102
Divine Soul - Xanathar's Guide to Everything; P. 50
Shadow Magic - Xanathar's Guide to Everything; P. 50
Storm Sorcery - Xanathar's Guide to Everything; P. 51
Wild Magic - Player's Handbook; P. 103
Epic Class APaper; "Epic Characters"

Valkyrie

Class APaper; Races&Classes, "Valkyrie"
Epic Class APaper; Races&Classes, "Valkyrie"

Valnordyia (Prestige)

Prestige APaper; Races&Classes, Prestige Classes, "The Valnordyia Prestige Class"

Warlock

Class Player's Handbook; P. 105
Subclasses The Archfey - Player's Handbook; P. 108
The Celestial - Xanathar's Guide to Everything; P. 54
The Fiend - Player's Handbook; P. 109
The Great Old One - Player's Handbook; P. 109
The Hexblade - Xanathar's Guide to Everything; P. 55
Epic Class APaper; "Epic Characters"

Witch

Class APaper; Races&Classes, "Witch"
Subclasses Covenant of Blood - APaper; Races&Classes, "Witch"
Covenant of Charm - APaper; Races&Classes, "Witch"
Covenant of Ruin - APaper; Races&Classes, "Witch"
Covenant of Shadows - APaper; Races&Classes, "Witch"
Covenant of Unity - APaper; Races&Classes, "Witch"

Wizard

Class Player's Handbook; P.112
Subclasses School of Abjuration - Player's Handbook; P.115
School of Conjuration - Player's Handbook; P.116
School of Divination - Player's Handbook; P.116
School of Enchantment - Player's Handbook; P.117
School of Evocation - Player's Handbook; P.117
School of Illusion - Player's Handbook; P.118
School of Necromancy - Player's Handbook; P.118
School of Transmutation - Player's Handbook; P.119
War Magic - Xanathar's Guide to Everything; P. 59
Epic Class APaper; "Epic Characters"

Wrestler

Class APaper; Races&Classes, Classes folder, "The Wrestler"
Subclasses High-Flier Belt - APaper; Races&Classes, Classes folder, "The Wrestler"
Powerhouse Belt - APaper; Races&Classes, Classes folder, "The Wrestler"
Technician Belt - APaper; Races&Classes, Classes folder, "The Wrestler"
Spiritualist Belt - APaper; Races&Classes, Classes folder, "The Wrestler"

External Links

Here are grouped any links you could need, leading to documents mentioned in this document and more.
all 3 char. sheets, magic, almanac redone (also check above to actualize link), all cards
This guide:
https://drive.google.com/file/d/152zWVD-FeM3YclNTqiWzDT8crkXhzIyh/view?usp=sharing
List of Classes:
https://drive.google.com/open?id=1Epn-r5ejYUNlinQ89OQxZxDzYFpaUuGoS58Q1Y7JBME
Character Sheets:
https://drive.google.com/drive/folders/1m8E1VUsZOcacMtmrFfpSPuHvLg-t7Epk?usp=sharing
Complete List of Spells:
https://docs.google.com/document/d/15n400XUkCZPX0VXnubswFt3xrWx9082HGiWqERRWaRE/edit?usp=sharing
Conversion Guide from 5e to 5eS:

https://docs.google.com/document/d/1XL4R1qOfjHqdSsZGlq_7R3XTkJCEt3s6Q5-C54c0ElQ/edit?usp=sharing
Magic in the Many Isles:
https://www.worldanvil.com/w/karte-caedras-ginlic/a/magic-throughout-karte-caedras-article
List of Races:
https://docs.google.com/document/d/1D0iVkrkbG0nhpZ47vyct0YW43JWTHrPMfo3-DagaBgU/edit?usp=sharing
Weapons Overview:
https://docs.google.com/document/d/1hw22LKJjH_NOCrrhV2ORzwOfMf2aUJ_EzNoHklLSZ1I/edit?usp=sharing
Rules for Building (in downtime):
https://drive.google.com/file/d/13PHA3YVBTRsTSMW_Pt_YddqmczM6p61h/view?usp=sharing
Map of Balebu:
https://drive.google.com/file/d/1DGseFBWGcSjw4_pl_NAUIDLbt4QIozei/view?usp=sharing
WorldAnvil:
https://www.worldanvil.com/w/karte-caedras-ginlic
Patreon, for any needs:
https://www.patreon.com/manyisles