Player's Guide

June 24, 2020

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Chapter 1: Character Options

Races

Variant Human. The Variant Human Feat cannot be Crossbow Expert, Polearm Master, Sharpshooter, Dual Wielder, Shield Master, Great Weapon Master, War Caster, or Lucky. It CAN be ANY of the Racial Feats.

Personality & Alignment

Traits and Personality. In lieu of picking two personality traits, one bond, one flaw, one ideal, and an alignment, instead do these things:

- **Motivation and Ambition.** What are you in it for?
- **Defining Traits.** Choose one primary trait, and any secondary traits if you'd like. These should be two sided traits - i.e. a strength and a flaw. Examples include confident/egotistical, assertiveness/hot temper, empathetic/pushover, honest/apathetic, etc.
- **Code.** The one particular moral rule or code you will your hardest to never break, whatever the cost. You could follow a deity or religion instead of a code, or you could live by the tenets of an organization. Or, you could have no firm code at all.
- **Politics.** Do you think individuals should be expected to give up freedoms for the benefit of society as a whole? Do you think you are better off retaining your individual freedoms by living outside of society? Or are you somewhere in the middle?
- **Morals.** Are you willing to suffer harm or make sacrifices to benefit others? Are you willing to harm others for your own benefit? Or are you somewhere in the middle?
- **Looks.** Describe your character's visual appearance.
- **Summarize your character's life.** Age? Parents? Kids? Siblings? Hometown?

Your character is expected to grow, change, and evolve over the course of adventuring, and these are not expected to be rigidly static.

Magic

Spells

Bonus Action Spells

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you havent already taken a bonus action this turn. You cant use your action to cast another spell during the same turn, except for a cantrip or spell using a spell slot of level 2 or lower with a casting time of 1 action.

Goodberry

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V S M (A sprig of mistletoe, which the spell consumes)
Duration: Instantaneous
Classes: Druid, Ranger

With a wave of your hand, you magically infuse the berries on a sprig of mistletoe. Roll 1d10 to determine the number of berries on the branch. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to feed a creature for one day.

The berries lose their potency if they have not been consumed within 6 hours of the casting of this spell.

Improved Healing. If you have an ability or feature that improves your healing, roll 2d6 to determine the number of berries on the branch. Each berry still restores 1 HP.

Feats

Dual Wielder

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate light melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding arent light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- Your offhand weapon attack does not require the use of your bonus action.

Thrown Weapon Master

You master fighting with thrown weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you use a weapon with the thrown property to make a ranged attack, you can draw the weapon as part of the attack.

- Attacking at long range doesnt impose disadvantage when you make an attack with a thrown weapon that deals damage.
- When you hit a creature with a ranged weapon attack, you can use your reaction to impose disadvantage on that creatures next attack roll.

Chapter 2: Equipment

Coinage. The world uses the silver standard. 100 coppers is worth 1 silver, and 100 silvers is worth 1 gold.

Cost of Living. Adventurers are assumed to be able to automatically afford meals at a tavern and stabling for their mounts.

Armor & Shields

Swimming. Swimming in armor is extraordinarily difficult event for races that live in the sea. Those races typically use armors made from scales and shells of other marine creatures to make wearing armor even possible underwater. Fighting in water with a full combat load is even harder. PCs and enemies will usually suffer significant penalties while fighting in water, such as defending a riverbank from creatures trying to ford it.

Sizing. Most armors you find were constructed for a specific race or creature. Looted armor is fit to its previous owner, and found armors are typically fit to humans. Resizing armor can be done during a Long Rest with the appropriate tools and materials, or the appropriate craftsman can be paid to do it. Magical armors will often always fit their wearer perfectly.

Strength. Heavier armor requires a minimum level of bodily power in order for the wearer to operate effectively in combat and not get crushed by the weight. The wearer must have a Strength score equal to or higher than the listed score for a given armor in order to don it.

Armor Properties

Rigid. This armor is unwieldy and inflexible, hindering your ability to move stealthily or with agility. You have disadvantage on Stealth and Acrobatics checks.

Extended. This shield provides +1 AC while mounted.

Deflecting. This shield provides +1 AC vs bladed and slashing weapons.

Covering. This shield provides +1 AC vs polearms and weapons with the Reach property.

Sheltering. The bearer must be stationary to use this shield. As a bonus action, this shield can instead be set on the ground in front of you, freeing up the shield hand. Additionally, it provides +1 AC against missile attacks.

Light Armor

Name	Armor Class (AC)	Strength	Properties	Size	Cost
Hide Coat	11 + Dex modifier	-		2	80 cp
Quilted Gambeson	12 + Dex modifier	-	Rigid	2	120 cp
Leather	12 + Dex modifier	-		2	40 sp
Studded Leather	13 + Dex modifier	-	Rigid	2	60 sp
Laminate	13 + Dex modifier	-		2	450 sp
Studded Laminate	14 + Dex modifier	-		2	2,750 sp

Medium Armor

Name	Armor Class (AC)	Strength	Properties	Size	Cost
Mail Hauberk	12 + Dex modifier (max 2)	-		3	120 cp
Scale Mail	13 + Dex modifier (max 2)	-	Rigid	3	2 sp
Jack of Plate	13 + Dex modifier (max 2)	-		3	75 sp
Brigandine	14 + Dex modifier (max 2)	-	Rigid	3	100 sp
Breastplate	15 + Dex modifier (max 2)	-	Rigid	3	1,000 sp
Curiass	16 + Dex modifier (max 2)	-	Rigid	3	6,000 sp
Lamellar	17 + Dex modifier (max 2)	-	Rigid	3	8,000 sp

Heavy Armor

Name	Armor Class (AC)	Strength	Properties	Size	Cost
Splint Mail	15	-		4	4 sp
Segmented	16	13	Rigid	4	6 sp
Half Plate	17	15	Rigid	4	275 sp
Munition Plate	18	15	Rigid	4	2,750 sp
Full Plate	19	15	Rigid	4	16,000 sp
Ornate Plate	20	17	Rigid	4	20,000 sp

Shields

Name	Armor Class (AC)	Strength	Properties	Size	Cost
Buckler	+1	-		2	75 cp
Kite	+1	-	Extended	3	75 cp
Targe	+2	-		3	30 sp
Heater	+2	-	Deflecting	3	250 sp
Aspis	+2	-	Covering	3	250 sp
Pavise	+3	15	Sheltering	4	1,500 sp

WEAPONS
WEAPON PROPERTIES

Mounted. You have disadvantage when you use a mounted weapon to attack a target within 5 feet of you. Also, a mounted weapon requires two hands to wield when you aren't mounted.

Ensnaring. A Large or smaller creature hit by an ensnaring weapon is restrained until it is freed. An ensnaring weapon has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the ensnaring weapon (AC 10) also frees the creature without harming it, ending the effect and destroying the ensnaring weapon.

When you use an action, bonus action, or reaction to attack with an ensnaring weapon, you can make only one attack regardless of the number of attacks you can normally make.

Simple Ranged Weapons

Weapon Name	Damage	Properties	Ammunition	Size	Cost
Blowgun	1d6 piercing	Ammunition (range 30/120), loading	Expendable	2	60 cp
Light Crossbow	1d6 piercing	Ammunition (range 120/480), loading, two-handed	Breakable	3	80 cp
Net	-	Ensnaring, thrown (range 5/15)	Recoverable	2	50 cp
Shortbow	1d6 piercing	Ammunition (range 80/320), two-handed	Breakable	3	70 cp
Sling	1d4 bludgeoning	Ammunition (range 60/240)	Expendable	2	50 cp
Hand Dart (5)	1d6 piercing	Finesse, thrown (range 40/120)	Breakable	2	100 sp

Simple Melee Weapons

Weapon Name	Damage	Properties	Ammunition	Size	Cost
Cestus	1d4 bludgeoning	Finesse, Light		2	50 cp
Club	1d6 bludgeoning	-		2	50 cp
Dagger	1d4 piercing	Finesse, light, thrown (range 10/30)	Recoverable	2	50 cp
Greatclub	1d8 bludgeoning	Two-handed		3	50 cp
Handaxe	1d4 slashing	Light, thrown (range 10/30)	Recoverable	2	40 cp
Khopesh	1d6 slashing	Versatile (1d8)		2	60 cp
Kukri	1d4 slashing	Finesse, light		2	50 cp
Light Hammer	1d4 bludgeoning	Light, thrown (range 10/30)	Recoverable	2	40 cp
Pitchfork	1d6 piercing	Reach, two-handed		3	80 cp
Quarterstaff	1d6 bludgeoning	Versatile (1d8)		2	60 cp
Short Spear	1d6 piercing	Thrown (range 10/30)	Recoverable	2	60 cp
Sickle	1d6 slashing	-		2	50 cp
Axe	1d6 slashing	Light		2	125 sp
Hammer	1d6 bludgeoning	Light		2	125 sp
Scythe	2d4 slashing	Heavy, reach, two-handed		3	150 sp
War club	1d6+1d4 bludgeoning	Heavy, two-handed		3	100 sp
Stiletto	1d6 piercing	Finesse, light		2	1775 sp

Martial Ranged Weapons

Weapon Name	Damage	Properties	Ammunition	Size	Cost
Amentum	1d6 piercing	Ammunition (range 60/240)	Breakable	2	60 cp
Crossbow	1d8 piercing	Ammunition (range 120/480), loading, two-handed	Breakable	3	100 cp
Javelin (2)	1d8 piercing	Thrown (range 20/60)	Recoverable	3	110 cp
Longbow	2d4 piercing	Ammunition (range 120/480), heavy, two-handed	Breakable	3	90 cp
Reflex Bow	1d8 piercing	Ammunition (range 80/320), two-handed	Breakable	3	80 cp
Throwing Knife (5)	1d6 piercing	Light, thrown (range 50/150)	Breakable	2	60 cp
Arbalest	2d4 piercing	Ammunition (range 120/480), loading, two-handed	Breakable	3	225 sp
Atlatl	1d6 piercing	Ammunition (range 100/400)	Breakable	2	150 sp
Hand Crossbow	1d6 piercing	Ammunition (range 80/240), light, loading	Breakable	2	125 sp
Heavy Crossbow	1d12 piercing	Ammunition (range 80/320), heavy, loading, two-handed	Breakable	3	200 sp
Pilum (2)	2d4 piercing	Thrown (range 20/60)	Recoverable	3	250 sp
Plumbata (5)	1d8 piercing	Finesse, thrown (range 40/120)	Breakable	2	125 sp
Sighted Crossbow	1d8 piercing	Ammunition (range 150/600), loading, two-handed	Breakable	3	200 sp
Tomahawk (2)	1d6 slashing	Finesse, light, thrown (range 50/150)	Recoverable	2	100 sp
Wabanaki Bow	1d10 piercing	Ammunition (range 120/480), heavy, two-handed	Breakable	3	200 sp
Kestros	1d8 piercing	Ammunition (range 60/240)	Breakable	2	2675 sp
Repeating Heavy Crossbow	1d12 piercing	Ammunition (range 80/320), heavy, two-handed	Breakable	3	3775 sp
Shuriken (5)	1d8 piercing	Light, thrown (range 50/150)	Recoverable	2	2825 sp
Siege Crossbow	2d6 piercing	Ammunition (range 80/320), heavy, loading, two-handed	Breakable	3	4000 sp
Yumi	1d12 piercing	Ammunition (range 80/320), heavy, two-handed	Breakable	3	3775 sp

Ammunition

Ammunition has three basic categories: **Recoverable**, **Breakable**, and **Expendable**. Magic items can be exceptions, such as throwing axes that always return to your hand or a case of bolts that never empties.

Recoverable. Ammunition with the Recoverable tag, such as javelins, are always recovered in full after a battle. During a battle, however, a player expends a missile each attack with that weapon. Once they run out, they can't fire again unless they attempt to recover the weapon(s) mid-combat.

Breakable. Breakable ammunition is never recovered after a battle. During a fight, as long as you have one missile left, you can use the weapon. Often, the missile will break, and you have one less to fire. Breaks happen on critical hits, critical misses, and whenever the DM says (like against more heavily armored targets). Expect to break about half your ammunition over a campaign. Once you break all your ammunition, you can't use that weapon until you get more.

Expendable. Ammunition is expendable if it both cannot be recovered and is always lost immediately after attacking, like exploding arrows or ice shurikans.

Arrows
Used with: shortbow, longbow, reflex bow, wabanaki bow, and yumi.

Blowguns
Blowguns can fire either pellets for the listed damage, or fire needles which do 1 damage and can have substances applied to the tip.

Bolts
Used with: light crossbow, crossbow, arbalest, hand crossbow, heavy crossbow, sighted crossbow, repeating heavy crossbow, and siege crossbow.

Bullets
Used with: sling.

Heavy Darts
Used with: amentum, atlatl, and kestros.

Martial Melee Weapons

Weapon Name	Damage	Properties	Ammunition	Size	Cost
Arming Sword	1d8 slashing	Versatile (1d10)		2	70 cp
Backsword	1d8 slashing	-		2	60 cp
Bec-de-corbin	1d10 bludgeoning	Heavy, reach, two-handed		3	100 cp
Falcata	1d10 slashing	Heavy, versatile (1d12)		3	100 cp
Glaive	1d8 slashing	Reach, two-handed		3	100 cp
Greatsword	2d6 slashing	Heavy, two-handed		3	110 cp
Heavy Spear	1d12 piercing	Heavy, two-handed		3	50 cp
Karambit	1d6 piercing	Finesse, light		2	60 cp
Light Lance	1d12 piercing	Mounted, reach		2	60 cp
Longsword	1d10 slashing	Two-handed		3	50 cp
Mace	1d8 bludgeoning	-		2	60 cp
Maul	2d6 bludgeoning	Heavy, two-handed		3	110 cp
Morningstar	1d8 piercing	-		2	60 cp
Sarissa	1d8 piercing	Reach, two-handed		3	100 cp
Shortsword	1d6 slashing	Finesse, light		2	60 cp
Spear	1d10 piercing	Two-handed		3	50 cp
Trident	1d8 piercing	Thrown (range 10/30), versatile (1d10)	Recoverable	2	70 cp
Warhammer	1d8 bludgeoning	Versatile (1d10)		2	70 cp
Whip	1d4 slashing	Finesse, reach		2	40 cp
Barbed Whip	1d6 slashing	Finesse, reach		2	150 sp
Bearded Axe	1d8 slashing	Light		2	175 sp
Cutlass	2d4 slashing	-		2	125 sp
Estoc	1d8 piercing	Finesse		2	100 sp
Flail	1d8 bludgeoning	Heavy, reach		3	175 sp
Greataxe	2d6 slashing	Heavy, two-handed		3	125 sp
Halberd	1d6+1d4 slashing	Heavy, reach, two-handed		3	200 sp
Heavy Lance	1d8+1d6 piercing	Heavy, mounted, reach		3	175 sp
Katana	1d8 slashing	Finesse, versatile (1d10)		2	100 sp
Pike	2d4 piercing	Reach, two-handed		3	200 sp
Spiked Maul	3d4 bludgeoning	Heavy, two-handed		3	225 sp
War Pick	1d8+2d4 piercing	Heavy, mounted		3	200 sp
Zweihander	1d12 slashing	Two-handed		3	225 sp
Bardiche	1d12 slashing	Heavy, reach, two-handed		3	4075 sp
Battleaxe	1d12 slashing	Heavy, versatile (2d6)		3	4075 sp
Claymore	1d8+1d6 slashing	Heavy, two-handed		3	4575 sp
Flanged Mace	1d12 bludgeoning	Heavy, versatile (2d6)		3	4075 sp
Gladius	1d8 piercing	Finesse, light		2	2425 sp
Jousting Lance	1d6+2d4 piercing	Heavy, mounted, reach		3	3650 sp
Naginata	1d10 slashing	Reach, two-handed		3	4075 sp
Rapier	2d4 piercing	Finesse		2	1925 sp
Scimitar	1d10 slashing	-		2	2575 sp
Seax	1d8 slashing	Light		2	1800 sp

Adventuring Gear

Consumables

Item	Cost	Size
Acid (vial) (10)	25 sp	2
Alchemist's fire (flask) (5)	25 sp	2
Antitoxin (vial) (10)	15 sp	2
Arrow quiver (20)	50 cp	2
Ball bearings (1000)	5 sp	2
Blowgun needle case (20)	50 cp	2
Blowgun pellet pouch (50)	50 cp	2
Bolt case (20)	50 cp	2
Caltrops (20)	2 sp	2
Cask of potable water	75 cp	3
Heavy dart quiver (10)	50 cp	3
Holy water (flask) (5)	5 sp	2
Oil (flask) (5)	5 sp	2
Poison, basic (vial) (10)	10 sp	2
Potion of healing (5)	10 sp	2
Rations (1 creature / 1 day)	25 cp	2
Sling bullet pouch (32)	50 cp	2
Torch (5)	50 cp	2

Magical Artifacts

Item	Cost	Size
Spellbook	5 sp	2
Crystal (arcane focus)	5 sp	1
Orb (arcane focus)	3 sp	1
Staff (arcane/druidic focus)	90 cp	1
Wand (arcane/druidic focus)	50 cp	1
Totem (druidic focus)	2 sp	1
Amulet (holy symbol)	3 sp	1
Emblem (holy symbol)	50 cp	1
Reliquary (holy symbol)	6 sp	1

Kits and Packs

Item	Cost	Size
Basic wilderness gear	2 sp	4
Climber's kit	12 sp	3
Container pack	8 sp	4
Disguise kit	6 sp	2
Explorer's gear	5 sp	6
Forgery kit	7 sp	3
Hand tools	1 sp	6
Healer's kit	2 sp	2
Herbalism kit	2 sp	3
Lantern kit	3 sp	3
Navigator's tools	10 sp	3
Poisoner's kit	20 sp	3
Scholar's Kit	25 sp	3
Thieves' tools	10 sp	2

Basic Wilderness Gear. Contains: Bedroll, Blanket, Mess kit, Signal whistle, Soap, Tent, Tinderbox, Lock, Whetstone, Waterskin

Cask of Potable Water. A cask of potable water is a freshwater reserve that has enough capacity for two creatures for one day.

Container Pack. Contains: Basket, Bucket, Iron pot, Glass bottle (4), Flask (4), Vial (8)

Explorer's Gear. Contains: Chain (10'), Chalk, Fishing Tackle, Grappling hook, Hunting Trap, Pitons (10), Rope (100'), Spikes (10), Heavy Cloak, Manacles, Map case, Mirror, Water filter

Hand Tools. Contains: Block & Tackle, Crowbar, Hammer, Sledgehammer, 10' Ladder, Pick, 10' Pole, Shovel

Lantern Kit. Contains: Lantern, Bullseye attachment, Hooded attachment

Scholar's Kit. Contains: Candles, Ink Pen & Ink, Paper & Parchment, Signet Ring & Sealing Wax, Abacus, Hourglass, Small Scale, Small Notebook

Gaming Sets

Item	Cost	Size
Chess set	5 sp	2
Dice set	25 cp	1
Hnefatafl set	5 sp	2
Playing card set	50 cp	1

Musical Instruments

Item	Cost	Size
Bagpipes	30 sp	3
Drum	6 sp	3
Dulcimer	25 sp	3
Flute	2 sp	2
Lute	35 sp	2
Lyre	30 sp	2
Horn	3 sp	1
Pan flute	12 sp	1
Shawm	2 sp	2
Viol	30 sp	2

Artisan's Tools

Item	Cost	Size
Alchemist's supplies	50 sp	3
Brewer's supplies	20 sp	3
Calligrapher's supplies	10 sp	2
Carpenter's tools	8 sp	3
Cartographer's tools	15 sp	2
Cobbler's tools	5 sp	3
Cook's utensils	1 sp	3
Glassblower's tools	30 sp	3
Jeweler's tools	25 sp	2
Leatherworker's tools	5 sp	3
Mason's tools	10 sp	3
Painter's supplies	10 sp	2
Potter's tools	10 sp	2
Smith's tools	20 sp	3
Tinker's tools	50 sp	3
Weaver's tools	1 sp	2
Woodcarver's tools	1 sp	2

Miscellaneous

Item	Cost	Size
Bespoke clothes	3 sp	-
Magnifying glass	35 sp	1
Spyglass	100 sp	1
Ram, portable	20 sp	6
Barding	x5	x3

Chapter 3: Playing the Game

Beyond 1ˢᵗ Level

Gaining Experience

You gain experience by overcoming encounters and achieving objectives. Encounters are situations in which you must overcome an enemy, surmount an obstacle, or otherwise deal with an outside force to progress in your adventure. Encounters always involve risk of failure, setback, or loss of resources. A minor encounter is one that can be resolved quickly or carries little risk. A major encounter is one that requires some investment of time and resources and carries a substantial risk. A climatic encounter is one which requires substantial investment of resources and on which the success or failure of entire adventures may hinge.

Objectives are goals that you pursue during your adventures. Minor objectives represent small favors and side goals. Major objectives are those that drive adventures. You normally won't pursue more than one major objective at a time. You gain a fixed amount of XP for each encounter you permanently overcome and each objective you accomplish. Reduced XP awards are given when encounters are only partially or temporarily defeated or when objectives are only partially accomplished.

Character Advancement

Tier	Level	Experience Points
Apprentice	1	0
	2	400
Journeyman	3	1100
	4	3300
	5	6300
Adventurer	6	9000
	7	14000
	8	19000
Veteran	9	25000
	10	35000
	11	47000
Champion	12	55000
	13	65000
	14	75000
Epic	15	85000
	16	100000
	17	115000
Legendary	18	125000
	19	145000
	20	165000

Time

Overview

The Tension Pool is a game mechanic that makes players think twice about spending time and actions and makes them choose between fast, risky actions and slow, careful actions. It pushes back against players spending hours searching every square inch of the dungeon or just throwing skill check after skill check at the same problem until they succeed. Instead, it makes them think about the best actions to take and when to take them. Before they search for traps, they have to think about whether a trap is even likely to exist and where its likely to exist.

The Tension Pool

The Tension Pool is a visible dice pool with up to six, six-sided dice. Depending on the scene or adventure youre using it in, the Tension Pool can represent different things. When the dice represent time, each member of the party can take an action in the same chunk of time. Alternatively, when the dice represent actions, every action by each player adds to the pool. The Tension Pool gets used in the following ways:

- **Add a Die.** You add a die whenever the party does something that chews up whatever amount of time each die represents OR whenever a player takes a careful or deliberate action.
- **Roll the Pool.** You roll the dice whenever the party does something reckless, crazy, or dangerous that might cause them trouble OR whenever a player takes a reckless, brash, or crazy action. If there are no dice in the pool when you roll it, one die and then put it aside again. You always roll at least one die when you roll the Tension Pool.
- **Add a Die, Then Roll the Pool.** You add a die and then roll the pool whenever the party does something reckless, crazy, or dangerous that also chews up whatever amount of time each die represents.
- **Roll and Clear the Pool.** And finally, whenever you add the sixth die to the pool, no matter what, you roll all the dice in the Tension Pool and then put the dice aside, clearing the pool.
- **Roll a Full Pool.** Ignore whats in the pool. Pick up 6d6 and roll them. Take note if any of the dice show a 1. Dont change the pool in any way.

Complications

Whenever you roll the pool, if any dice show a 1, that means a Complication arises. The major types of Complications are as follows:

1. **Flavor Effects.** Flavor Effects bring the environment to life and are (spooky) warning shots that something bad is coming.

2. **Hazard Cards.** Hazard Cards are sudden, screwjob events that pop up, hurt or hinder the party, and then get discarded. They can deal damage with or without a saving throw or they can impose a negative condition on the party. Or they can make an area of the dungeon dangerous or inhospitable.

3. **Global Effects.** A Global Effect is something that makes the whole scene or adventure harder. And usually, it reflects the antagonists or cosmic forces in the adventure actively working against the PCs.

4. **Plot Development.** Plot Developments are very specific events that represent major changes in the adventure itself.

Reasonable Ability Checks and Passive Skills

Passive Skills. Arcana, History, Religion, Nature, Perception, and Insight will be most often used passively - i.e. the DM will tell the PC whether they know it or not. Active uses of the skill require time - go to a library and do research, or discuss with a local loremaster. A characters Passive Skill is equal to 10 + Ability Modifier + Proficiency Bonus. If the character has Advantage on such skill checks, the Passive Skill gains an additional +2. If the character has Disadvantage, the character suffers an additional -2. Any bonus that can be granted to a skill roll, such as from Bardic Inspiration or from a Clerics bless spell may also be applied to Passive Skills. Passive skills are NOT a floor for skill checks.

Ability Checks. Characters can generally only attempt ability checks if they have a good reason to do so - i.e. proficiency in a relevant skill, or something applicable from their background or class. For example, only someone proficient in Arcana can study the esoteric writing on the wall to glean its meaning, but everyone can attempt Athletics to jump over the river.

Skill Check Criticals

A natural 20 or a natural 1 on an Ability check is NOT an automatic success of failure. It MAY be at the DM's discretion, depending on the character, the ability / skill, and the situation.

Stealth Rolls. Stealth checks are made at moments of possible detection, rather than when entering "stealth mode."

Opposed Checks. When a character attempts an action that puts it in direct opposition with another characters skills or proficiencies, the DC for the characters action is 8 + targets Ability Modifier + targets Proficiency Bonus for the relevant skill. If the target has Advantage or Disadvantage on the skill, apply +5 or -5 to the DC. Any bonus that can be granted to the targets skill roll, such as from Bardic Inspiration or from a Clerics bless spell may also be applied to the DC. The notation for this is an Ability (Skill) Check vs. Ability (Skill). E.g.: Roll a Dexterity (Stealth) check vs. the scouts Wisdom (Perception).

Group Checks

When several PCs are trying to accomplish something as a group, the GM can call for a group check. First, the GM determines whether the group will succeed if any member succeeds (such as with searching) or if the group will fail if any member fails (such as with stealth). In the first scenario, the group rolls a single check using the highest ability check modifier and proficiency bonus available to any single character. If any member of the group would have advantage on the check, the check is made with advantage. If any member of the group is benefiting from any bonuses that would apply to the check, the best single one of those bonuses is also applied to the check. In the second scenario, the group rolls a single check using the lowest ability check modifier and proficiency bonus available to any single character. If any member of the group would have disadvantage on the check, the check is made with disadvantage. If any member of the group is suffering from any penalties that would affect the check, the single worst one of those penalties is also applied to the check.

Working Together. When two or more characters work together to accomplish the same task, the character with the higher modifier leads the effort. The leader makes the appropriate ability check and enjoys a +2 bonus for one or two helpers or a +5 bonus for three or more helpers. Characters can only work together if it is task where such help is feasible and possible. In addition, a character can only help with a task if they would not be incapable of attempting the task on their own (due to a lack of Proficiency for instance).

Chapter 4: Adventuring

Supply Trains

Characters store the equipment that is not on them in their supply train.

Supply Trains

Name	Cost	Capacity	Base Speed	Properties
Assault pack	50 cp	3	24 miles	Assault, saddled
Rucksack	1 sp	10	24 miles	-
Expedition rucksack	5 sp	14	18 miles	-
Saddlebags	10 sp	10	18 miles	Saddled
Panniers	25 sp	18	-	Drawn
Sled	50 sp	22	-	Drawn
Cart	125 sp	26	-	Drawn
Wagon	500 sp	30	-	Drawn
Covered wagon	1200 sp	40	-	Drawn, secure
Canoe	500 sp	16	36 miles	Ridden, riverine
Keelboat	2000 sp	32	48 miles	Ridden, sailing, secure
Longship	15000 sp	60	48 miles	Ridden, riverine, secure (party)

Mounts

Name	Cost	Base Speed	Properties
Pony	15 sp	36 miles	-
Mule	50 sp	36 miles	Sturdy
Riding Horse	200 sp	48 miles	Ridden
Draft Horse	600 sp	48 miles	Ridden, sturdy
Warhorse	1500 sp	48 miles	Powerful, ridden

Properties

Assault. Containers with the assault property can be part of a combat load. When part of a combat load, they add their capacity as a bonus to Combat Load and impose disadvantage on initiative rolls.

Drawn. A supply train with the Drawn property must be pulled by or placed on an animal. This causes the animal to lose the Ridden property, and the base movement speed of an animal and drawn supply train is half of the animal's base movement.

Powerful. Barding does not count against cargo carried for a mount with the Powerful property.

Ridden. A mount with the Ridden property multiplies all distance modifiers - from weather, travel pace, discoveries, and terrain type, by two. For example, if you are riding a warhorse, you gain 12 miles at a rapid pace instead of 6, and you lose 24 miles in extreme weather instead of 12.

Riverine. A vessel with the riverine property can only travel in water, and can operate in inland waters and rivers.

Saddled. A supply rain with this property can be used with a ridden animal. When worn with a mount, the base travel speed is the base travel speed of the mount.

Sailing. A sailing vessel can only operate in water and does not set a travel pace and does not get any benefits or penalties from a travel pace. The distance penalty for investigating a discovery is doubled.

Secure. In lieu of making camp in the wilderness, a character can sleep in, on, or aboard this supply train for additional comfort and safety. If specified, the whole party can sleep here.

Sturdy. A sturdy animal does not halve their base movement when drawing a supply train.

TRAVELING

Travel is resolved on a daily basis. While traveling, adventurers will confront the elements, engage hostile enemies and wild creatures, and stumble upon unique locations and artifacts, all while keeping braving the elements and keeping themselves fed.

MOVEMENT

TOTAL DISTANCE

The amount of ground a party covers in one day is calculated in 6-mile increments (1 hex). The total distance is the sum of the base movement speed for the slowest member of the party, plus modifiers for weather, terrain, travel pace, and investigating discoveries.

BASE MOVEMENT SPEED

A character's supply train type determines the base movement speed.

CARGO CAPACITY

While traveling, a character cannot be overloaded with their combat load, and their supply train cannot be overloaded.

WEATHER

Weather, especially severe weather, will affect character's ability to operate in the wilderness

WEATHER

Type	Effect
Extreme	Subtract 12 miles from distance traveled this day. The party cannot set a Forced pace and has -5 to all checks.
Bad	Subtract 6 miles from distance traveled this day, and the party has -5 to Scouting and Travel checks.
Mild	-5 to Scouting Checks.
Good	-

PACE

The party selects a pace every day. Optionally, the party can set a traveling stance to trade disadvantage on one type of check for advantage on another. Parties can slow their pace over the course of a day, and pick a stance later in the day if they had not done so at the beginning.

PACE

Speed	Distance Modifier	Effects
Leisurely	- 6 miles	Enough time for Long Rests. +5 to Foraging and Travel checks.
Cautious	- 6 miles	+5 to Scouting, Stealth, and Navigation checks.
Measured	-	-5 to Foraging checks.
Rapid	+ 6 miles	No Foraging. Cannot set the Stealthy stance. -5 to Scouting and Stealth checks.
Forced	+ 12 miles	No Foraging. Cannot set the Stealthy stance. -5 to Scouting, Stealth, and Travel checks.

STANCES

Type	Advantage	Disadvantage
Foraging	Forage checks	Perception checks
Navigating	Navigation checks	Stealth checks
Scouting	Perception checks	Travel checks
Stealthy	Stealth checks	Forage checks
Sustaining	Travel checks	Navigation checks

DISCOVERIES

Parties will encounter unusual and intriguing things in the wilderness. Stopping to investigate causes a party to lose 6 miles from their travel distance for that day.

ACTIVITY WHILE TRAVELING

FORAGE

Every character makes a foraging check every day before setting up camp for the evening. Foraging is an Intelligence (Nature) check versus the terrain Resources DC. Deserts might have a DC of 25, while farmlands might have a DC of 5. A success means that the character finds food for themselves. A single success in the party, unless otherwise specified for the terrain, means that everyone gets enough water and all animals graze for food. Characters who fail to forage and animals who fail to graze must mark off rations. If a character has no food, they take 1 level of exhaustion. If a character goes 2 consecutive days without finding water, they take 2 levels of exhaustion. Waterskins and Casks of Water are assumed to be filled on a successful forage check.

NAVIGATE

The party *must* designate a navigator. A navigation check is an Intelligence (Investigation) check versus the terrain Navigation DC. The DM rolls this check in secret. A successful check means the party makes progress towards their goal. A failure means that the party gets lost. If

the party navigator has Cartographer's Tools and is proficient in them, they gain +5 to this check. Additionally, if the party is following a road or a body of water, they gain +5 to this check. If a party is lost, they might make no progress towards their destination or might move in a random direction. The party realizes that they are lost on the next successful navigation check. If they beat a navigation check by 5 or more, they know how lost they are and how far off course they are. A party can additionally recognize that they are lost if they exceed the expected mileage for their trip.

Scout

The party can designate any number of scouts (the navigator cannot scout). A scouting check is a Wisdom (Perception) check against the terrain Concealment DC made by the party's scouts when called for by the DM. The party must make a tradeoff between safety in numbers and the potential to spot threats in advance.

Move Stealthily

Being stealthy while traveling means covering your tracks, concealing your campsites, and attempting to move noiselessly and without a trace through the wilderness. A stealth check is a group Dexterity (Stealth) check made when a pursuer is attempting to find the party or when the party is attempting to move unnoticed around something.

Survival

Every day before making camp, every character makes a travel check. Travel checks are a Constitution (Survival) checks versus the terrain Exposure DC that represent how well your character handles the wear and tear of travel. A success means that they survived the elements for that day. A failure means that they did not fare well during the day's travel, and they lose one quarter of their total Hit Dice (rounded down, minimum of 1 die). If the character has no Hit Dice, they instead suffer 1 level of exhaustion.

Resting

Parties are assumed to take a Short Rest around midday of every traveling day, and at night they take a Regular Rest. If the party is traveling leisurely, they can take a second Short Rest anytime during the day and they can Long Rest at night, provided they secure their campsite.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest-time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers typically take a short rest around the middle of an adventuring day. At the end of a normal adventuring day, characters usually are in austere environments, wearing armor, and don't have the opportunity for leisure, and they take a regular rest. When adventurers have a haven to return to or are not on as strict of a timeline, they usually take a couple short rests during the day and end the day with a long rest. Occasionally, adventurers will need more extensive recuperation and will take an extended rest.

While resting, a character can engage in limited activity. If they do more, their rest is interrupted, and they gain no benefit from the rest unless they start again. **Essential activity** is talking, eating and drinking, tending to wounds, and standing watch. **Light activity** is reading, playing an instrument, maintaining gear, stretching, or similar downtime activity. **Strenuous activity** is walking, fighting, casting spells, or similar adventuring activity.

Healer's Kit Dependency

A character can't spend more than one Hit Die after finishing a short or regular rest until someone expends one use of a healer's kit to bandage and treat the character's wounds.

Short Rest

A short rest is a 1-hour period of downtime, during which:

- A character **can** perform light activity.
- A character **cannot** perform strenuous activity.

Benefits of a Short Rest. At the end of a short rest, a character can spend Hit Dice. For each Hit Die spent, they roll the die and add their Constitution modifier. They regain hit points equal to the total (minimum of 0). They can decide to spend an additional Hit Die after each roll, up to their number of Hit Dice remaining. Class features and resources regained after finishing a short rest are benefits of a short rest.

Regular Rest

A regular rest is a 6-hour period of downtime, during which:

- A character **must** sleep for at least 4 and a half hours.

- A character **cannot** perform more than an hour and a half of essential activity.
- A character **cannot** perform light or strenuous activity.

Benefits of a Regular Rest. At the end of a regular rest, a character regains spent Hit Dice, up to half of the character's total Hit Dice, rounded down (minimum of one die). The character can also spend Hit Dice.

Additionally, a character can make a DC 15 Constitution saving throw to remove 1 level of exhaustion. They can gain advantage on the throw if a companion makes a Medicine check to aid them.

Characters regain half of the features and resources they regain on a long rest as a benefit of a regular rest.

LONG REST

A long rest is a 10-hour period of downtime, during which:

- A character **must** sleep for at least 7 and a half hours.
- A character **cannot** perform more than 2 and a half hours of essential and light activity.
- A character **cannot** perform more than 1 hour of strenuous activity.

Benefits of a Long Rest. At the end of a long rest, a character regains spent Hit Dice, up to the character's total Hit Dice. The character can also spend Hit Dice, and they take the maximum value of the die. A character additionally regains half of their missing Life Points, rounded down (minimum 1). If a character has ingested food and water, their exhaustion level is reduced by 1. Class features and resources regained after finishing a long rest are benefits of a long rest.

Limitations. A character cannot benefit from a long rest if:

- They are not in a safe, relatively comfortable, and secure location.
- They have already benefited from a long or extended rest in the preceding 24-hour period.
- They have 0 hit points at the start of the long rest.

EXTENDED REST

An extended rest is a 24-hour period of downtime, during which:

- A character **must** sleep for at least 12 hours.
- A character **cannot** perform more than 12 hours of essential and light activity.
- A character **cannot** perform more than 2 hours of strenuous activity.

Benefits of an Extended Rest. At the end of an extended rest, a character regains all lost hit points, life points, and all spent Hit Dice. If a character has ingested food and water, their exhaustion level is reduced by 2. Class features and resources regained after finishing a long rest are benefits of an extended rest.

Additionally, a character can make a DC 15 Constitution saving throw. They can gain advantage on the throw if a companion makes a Medicine check to aid them. On a successful save, they can choose one of the following results to benefit from:

- End one effect on themselves that prevents them from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting them.

Limitations. A character cannot benefit from an extended rest if:

- They are not in a safe, relatively comfortable, and secure location.
- They have already benefited from a long or extended rest in the preceding 36-hour period.
- They have 0 hit points at the start of the extended rest.

CHAPTER 5: COMBAT

INITIATIVE

OVERVIEW

When combat starts, and again at the start of each round, every participant makes an Initiative check to determine the order of turns. The DM may make one roll for an entire group of identical creatures.

At the start of a round, each combatant chooses actions for the round. At this stage, actions do not need any more detail than what is needed to determine the Initiative roll. A character can plan on casting a spell, but does not yet need to pick a specific spell or a target. A character planning on moving does not need to have a destination in mind. During its turn, each combatant then chooses specific targets, spells, and so on for its chosen actions. The only restriction is that a creature cannot choose actions not covered by its Initiative roll. As such, you might find that you need to alter the details of your plans as the action unfoldsmeaning that its often desirable to leave yourself options when you choose which actions to roll for.

The DM ranks the combatants in order from the one with the highest Initiative check total to the one with the lowest. This is the order (called the Initiative order) in which they act during each round. The Initiative order varies the from round to round depending on the tactics of the combatants.

Monsters. The DM will give the PCs a general overview of the expected behavior of the monsters based on what they would be able to discern. For example, "The Orc looks as though they want to smash someone with their axe." Certain characters (like a Battlemaster) might get more specific information. The DM makes Initiative checks for monsters using the same rules as PCs.

Ties. If a tie occurs, the higher Dexterity score is used as the tiebreaker. After that, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character.

Creatures Unable to Act or Controlled. Any creature that is unable to take actions (most likely because it is incapacitated) does not roll Initiative. Any effects that such creatures must resolve, such as death saving throws, are resolved at the end of the round. If you are in a position to choose the actions that another creature takes on its turn (for example, if you have successfully targeted that creature with the dominate monster spell), you roll Initiative for the actions you plan to have the creature take. If the creature would act before you in the Initiative order, they instead act immediately after you.

INITIATIVE CHECKS

An Initiative check starts with a base die depending on the type of action planned. If you plan to take a bonus action, roll the smaller die. For example, if you make a melee attack as your action, but cast a bonus action spell, you roll a d4 as your base die. The largest die that can be rolled for initiative is a d12.

Intended Action	Initiative Die
No Attack	d12
Ranged Attack	d10
Melee Attack	d8
Cast a Spell	d4

Weapon Modifiers. If making an attack with a Finesse weapon, increase the die size rolled. If making an attack with a Heavy weapon, decreasing the die size rolled by one.

Forgoing Actions to Improve Initiative. Before your turn, you can choose to constrain your opportunities on your turn in order to maximize your chance of acting first. You can give up half your movement speed, your bonus action, or your action to gain advantage on your Initiative roll. Sacrificing multiple options increases your Initiative die by one size instead of granting advantage.

Changing Your Mind or Invalid Actions. If, on your turn, you cannot perform your originally planned action or desire to take a different action, you can take an action that has a higher base Initiative die. Alternatively, you can ready your originally planned action to use as a reaction before the start of your next turn.

Initiative Bonuses or Penalties. If an effect would grant you a bonus to your Initiative roll, instead increase the size of the die you roll for Initiative. In the case of a penalty to your Initiative, you apply the reverse process, decreasing the size of the die rolled instead. At the GM's discretion, you might instead gain a static modifier to Initiative rolls for a certain action.

Advantage or Disadvantage. If an effect would grant you advantage or disadvantage on your Initiative roll, roll the die twice, using the

highest roll if you have advantage or the lowest roll if you have disadvantage.

FIGHTING SPIRIT

Your Hit Points represent your tenacity, defense, pain resistance, energy, drive, motivation, parrying ability, training, etc. Your Life Points represent physical, life threatening injuries. If you lose all of those, you die or are dying. Fighting Spirit ONLY applies to PCs.

LIFE POINTS

At character levels 1, 4, 8, 12, 16, and 19, you gain Life Points equal to the number of Hit Points you gain at those levels.

DAMAGE

When you get hurt, if you have ANY Hit Points at all, you take the damage to your HP. You have mostly defended yourself or turned it into minor injuries or shrugged off the pain. You took a hit, but it wore you down more than it hurt you. If you take more damage than you have HP remaining, you instead drop to 0 HP.

If you have NO Hit Points, the damage is applied to your Life Points. You didnt defend yourself. You are too exhausted and took a serious (non-specific) injury and are in serious danger of dying.

If you drop to 0 Life Points, you fall Unconscious and must make Death Saving Throws as normal.

CRITICALLY INJURED

At 0 HP, you become Critically Injured. Pain, exhaustion, and lost morale is impacting your ability to fight effectively and you cant ignore your injuries.

CONDITION: CRITICALLY INJURED
- A critically injured creature suffers disadvantage on attack rolls.
- Saving throws against the creatures spells, attacks, and abilities have advantage.
- The creatures exhaustion level increases by one for each round they remain critically injured.
- A creature that takes damage while critically injured must make a DC 10 Wisdom saving throw or be Frightened by the source of the damage.
- A creature that has at least 1 HP is no longer critically injured.

HEALING

After a Long Rest, you recover half of your missing Life Points, rounded down (minimum 1). Hit Dice can only be used to recover Hit Points. Any form of healing (magical, potion, etc.) can be applied to either Hit Points OR Life Points.

However, Life Points can ONLY be healed outside of combat.

INJURIES

A creature sustains a lingering injury if they fail at least one death saving throw before recovering. To determine the nature of the injury, roll on the Lingering Injuries table.

LINGERING INJURES

d20	Injury
1	**Lose an Eye.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	**Lose an Arm or a Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the *regenerate* spell can restore the lost appendage.
3	**Lose a Foot or Leg.** Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the lost appendage.
4	**Limp.** Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing removes the limp.
5-7	**Internal Injury.** Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend ten days doing nothing but resting.
8-10	**Broken Ribs.** This has the same effect as Internal Injury above, except that the save DC is 10.
11-13	**Horrible Scar.** You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar.
14-16	**Festering Wound.** Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
17-20	**Minor Scar.** The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.

RESURRECTION

Souls. A soul only lingers for 10 days after the body dies. Each previous successful resurrection the character has undergone decreases the amount of time the soul stays around by a day,

down to a minimum of 24 hours (signifying the slow erosion of the soul's connection to this world).

Diamonds.   Diamonds (required by resurrection magic) are very very rare and expensive, and almost all of them in the world at this time are locked away in vaults or crypts or other hidden and forgotten places.

BLOODIED

Creatures are "Bloodied" when they drop below 50% HP, and the DM announces when monsters are bloodied. Bloodying a monster may trigger certain behaviors from the monster.

ENCUMBRANCE / COMBAT LOAD

OVERVIEW

An adventurer can only carry so much into battle before they are slowed down. The intent of this rule set is to create a set of restrictions on characters to force trade offs to determine what items are essential enough to be carried as part of their combat load.

Traveling. This system is divorced from travel mechanics in that it ONLY considers things that an adventurer brings into a combat encounter. Equipment is carried as part of the combat load OR it goes in the character's supply train.

Basics.   Combat Load is a slot-based abstraction of weight and volume, representing all that a PC is wearing, holding, and carrying during a fight. Anytime a PC leaves their base camp / supply train / house or what have you, the combat load rules are considered to be in effect. For example, in a dungeon, torches would be part of a combat load, but while traveling to the dungeon, they wouldn't be tracked.

Item Size. Every item has a size, based on the Sizing Table. Each size corresponds to a number of slots the item takes up in a character's Combat Load.

SIZING TABLE

Size	Slots	Item Type(s)
Tiny	1	The item can fit or be carried in a pocket or pouch, such as spellcasting foci, a large or heavy amulet, a potion, a concealed dagger, or handful of coins/gems.
Small	2	The item can be carried in one hand or easily worn on the body and is relatively lightweight, such as a multilayered robe or thick cloak, light armor, a sword, or a pouch (<= 50) of coins.
Medium	3	A two handed or heavy object, or something that needs to be strapped to the body, such as medium armor, a shield, a greataxe, or a box (<= 250) of coins.
Large	4	A very bulky or heavy item, one an ordinary humanoid would have difficulty carrying unassisted. This includes heavy armor and treasure chests (~1000 coins).

Negligible and Nonnegotiable Objects. Items of negligible size (most jewellery and trinkets) and nonnegotiable items such as clothing do not contribute to Combat Load.

Stacking Objects. Some small items, like arrows, are commonly packaged in stacks. A partial stack takes up the same amount of space as a full stack, i.e. 12 arrows has the same size as 20. This is because for every type of object, you always have to allocate space to carrying that type of thing, but up to a certain limit you can jam more in with negligible increases in space and weight.

Magic Items. Magic items and finely crafted gear are typically less encumbering than their mundane counterparts. In most cases, a size reduction of 1 is appropriate.

Maximum Load.   A character's maximum Combat Load is based on their Strength. For every slot that their Combat Load exceeds their maximum, their movement speed is reduced by 5 feet. For every 2 slots of Combat Load that are empty, a PC gains 5 feet of movement speed. The proficiency bonus represents the fact that veterans are both better at distributing weight on their body and fighting while weighed down.

Combat Load Slots = Base Capacity + proficiency bonus + Strength modifier

BASE CAPACITY

Creature Size	Base Slots
Tiny	2
Small, Medium	4
Large	6
Huge	10
Gargantuan	16

Minimum Load. Negative strength modifiers decrease Combat Load. The minimum number of slots a PC can have is 3.

Dwarves. Armor does not count against Combat Load for Dwarves.

ACTIONS IN COMBAT

EXTRA ATTACK

When you use your reaction to expend a readied Attack action, you can use the Extra Attack feature.

Firing Into Cover & Melee. When firing at cover or into melee, the cover bonus is added to the normal fumble threat range of 1. If you roll within that range, you reroll against a random target granting cover. Example: An ally is attacking a goblin and both are engaged in melee. You fire a ranged attack at the goblin. You must add the half cover bonus of +2 to your normal fumble range of 1. This becomes a fumble chance of 1-3. If you roll a fumble, you would reroll your attack against your ally instead of the goblin. However, if there were multiple allies or goblins surrounding a target, this could have different results, such as striking a different goblin or ally.

POTION DRINKING

Pulling out and drinking a potion yourself is a bonus action.

TARGETED STRIKES / DISMEMBERMENT

Whenever a creature makes an attack without disadvantage against a Large or bigger creature they can see, the attacker can choose to target a specific part of the creature or object by suffering disadvantage on the attack roll.

In general, a targeted strike has no extra effect. If its a damaging attack, it does damage. If the attack inflicts a condition or has some other effect, the condition or effect affects the target normally. Damage done to a specific location is damage done to a creature.

However, for certain creatures, targeted strikes can be used to dismember them - like slicing off wings, or decapitating heads on a multi-headed monster. Damage type typically matters, one can't use psychic damage to cut tentacles off a creature, for example.

Assume that large bodily parts have one quarter the hit points as the creature itself and small bodily parts have one eighth the hit points of the creature itself.

DEALING DAMAGE

CRITICAL HITS

Critical hit damage is equal to the sum of the maximum rolls of the damage dice in addition to the normal damage roll.

CRITICAL MISSES

On a natural 1 on an Attack roll, a player fumbles and it is a critical miss, automatically missing regardless of modifiers. Additionally, attacks could accidentally hit an ally, you could drop your weapon, or some other disadvantageous effect at the DM's discretion.

MASSIVE DAMAGE

When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution saving throw or suffer a random effect determined by a roll on the System Shock table. For example, a creature that has a hit point maximum of 30 must make that Constitution save if it takes 15 damage or more from a single source.

If the creature is helpless (paralyzed, unconscious) when forced to roll for the effect of the massive damage, they roll on the table with disadvantage.

SYSTEM SHOCK

d10	Effect
1	The creature drops to 0 hit points.
2-3	The creature drops to 0 hit points but is stable.
4-5	The creature is stunned until the end of its next turn.
6-7	The creature can't take reactions and has disadvantage on attack rolls and ability checks until the end of its next turn.
8-10	The creature can't take reactions until the end of its next turn.

Chapter 6: Herbcraft

Using Herbalism

Herbal Items

Herbal items include nonmagical medicines, salves, poultices, and concoctions made from plants, roots, berries, and other naturally occurring ingredients using special instruments and processes. Herbal items come in three qualities: Minor, Moderate, and Masterwork. Generally, the higher the quality, the more potent the herbal item. Herbal items also tend to lose their potency if not used within a certain period of being made. Herbal items may be purchased from herbalists during play who will quickly concoct the desired item. However, because herbal items lose their potency, they cannot be purchased between game sessions. Characters who have proficiency with the herbalism kit can craft herbal items if they know the appropriate recipe by gathering the ingredients during their adventures.

Herbalism Kit

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. The herbalism kit also generally record recipes. Proficiency with this kit lets you add your proficiency bonus to any checks you make identify or apply herbs. Proficiency with this kit also lets you craft herbal items for which you know the recipe or to analyze herbal items to discover the recipe.

Crafting Herbal Items

To craft an herbal item, you must have proficiency in the use of the herbalism kit and you must know the recipe for the item you wish to craft. After choosing the item you wish to craft, you must gather the required ingredients and then craft the item.

Herbal Recipes

If you know the recipe for a particular item, you know which ingredients are required to craft an herbal item, where those ingredients are likely to be found, and how to prepare them. You even known enough to substitute ingredients based on whats available in the local area.

Every herbal recipe specifies the DCs required to craft Minor, Moderate, and Masterwork quality versions of that item. It also specifies the terrain or terrains in which the ingredients or substitute ingredients can be gathered. Some recipes specify rare or special ingredients that cannot be gathered through normal means. Those ingredients must be acquired through special means, either through purchase or during the course of an adventure.

Gathering Ingredients

After you select the item you wish to craft, you must gather the ingredients for that item. You may only gather the ingredients for one item at a time. And you must be in the appropriate type of terrain specified by the recipe.

To gather the ingredients, you must spend one hour wandering the local area, searching for appropriate ingredients. During this time, you cannot perform any other tasks, nor can you travel too far in any specific direction and this period does not grant you the benefits for a short rest.

Alternatively, you can gather ingredients as a travel activity. This is similar to foraging except, instead of gathering food and water during a day of travel, you gather the ingredients required to craft an herbal item.

At the end of the gathering period, day of travel, or other period as specified by the GM, make a Wisdom check and add your proficiency bonus for your use of the herbalism kit. Compare the result to the DC required to craft the item you were trying to make. If your check result does not meet or exceed the DC required to craft the lowest quality version of the item, you failed to turn up enough useful ingredients. Otherwise, you turned up enough ingredients to produce the desired item at a highest quality whose DC to craft you met or exceeded.

A ranger with the natural explorer class feature may gather enough ingredients to produce two items of the same quality at the same time if they are in their favored terrain.

Crafting the Item

Once you have gathered the appropriate materials, it generally takes only a few minutes of work to craft the item. No further check is needed to construct the item. You may simply add the item to your inventory and use it normally.

Storing the Item

Each stack of herbal items has a size of 1.

Learning New Recipes

If you are proficient with the herbalism kit, there are a number of ways you can learn new recipes.

Herbalists can easily teach each other recipes in just a few minutes. If you discover an herbalists notes, you can also learn any recipes they had recorded. And most herbalists keep their notes with their herbalism kits. Learning recipes from another herbalist or from their notes does not require any check.

In addition, if you acquire an herbal item, you can use your herbalism kit to analyze the item and figure out the recipe. It takes one hour of quiet, careful work to analyze an herbal item and the item is destroyed in the process. At the end of the work period, roll a Wisdom check and add your proficiency bonus for your use of the herbalism kit. If you meet or exceed the DC required to craft the item at Masterwork quality, you learn the recipe. Otherwise, you have learned nothing and destroyed the item.

Herbal Recipes

Burnsoothe Ointment

This paste, composed primarily of roots and plant oils, reduces pain and speeds the recovery of burns. If applied to a creatures wounds within 10 minutes of their taking fire damage from any source or if applied within 10 minutes of the end of an encounter during which they took fire damage from any source, the creature heals 3 (1d6), 5 (1d6 + 2), or 6 (1d8 + 2) hit points depending on the quality.

    Cost. 4/8/12 sp
    Expiration. 24 hours
    Ingredient Locations. Forest, Swamp
    Craft DC. 10/15/20
    Quantity. 10

Venomcleanse Tea

This herbal tea composed helps cleanse the body of normal toxins. It is normally imbibed but can also be used to clean a poisoned wound. When a creature suffering from the poisoned condition is treated with this remedy, they may roll a new saving throw to end the poisoned condition immediately with Disadvantage, normally, or with Advantage depending on the quality of the tea, respectively.

    Cost. 3/6/9 sp
    Expiration. 24 hours
    Ingredient Locations. Forest, Grasslands
    Craft DC. 10/15/20
    Quantity. 25

Woundbind Poultice

This is a spongy mass of absorbent moss treated with a number of herbs designed to staunch bleeding, cleanse wounds, and dull pain. If bound over a wound, it promotes quick healing. When applied to a wound, the recipient heals 2 (1d4), 4 (1d4 + 2), or 5 (1d6 + 2) hit points depending on the quality.

    Cost. 4/8/12 sp
    Expiration. 24 hours
    Ingredient Locations. Forest, Grasslands
    Craft DC. 10/15/20
    Quantity. 10

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