

Nimble

A fast, tactical TTRPG

Core Rules

Core Rules BETA v 1.5

Beta Disclaimer!

This is an *unfinished BETA document*. More content is still in design.

I am NOT currently looking for:

- **Typo reports.** Yes, there will be typos, they will be fixed before final release, no need to report them at this point.

I AM currently looking for feedback on:

- The ORDER of content. Should anything be reordered?
- Any additional charts for clarity or rules needed?

Questions or Feedback?

The best place to join in the beta testing is on [the Nimble Discord server](#). Some (myself included) will be doing live playtests, submitting battle reports, and brainstorming changes.

– Evan @ Nimble Co.

What makes a TTRPG Fun?

What sets a tabletop role-playing game (TTRPG) apart from books or movies is the ability to influence the story through meaningful choices. These *choices* are what make RPGs fun! If choices are what make RPGs exciting, having more of them increases the fun.

However, a TTRPG is not a video game that can automatically calculate dozens of steps needed to resolve a situation. When a single action takes half a dozen or more steps to find out what happens, it's tedious and can put a damper on an otherwise fun game night.

Rules should get out of the way and enable players to be creative and do cool things more often. That is the goal of *Nimble*: freeing up players so they can pack more fun into each session.

- Evan @ Nimble Co.



Start Here

At least one player should familiarize themselves with the base rules in this book (no need for everyone to read through unless they really want to). The adventure included in the GM's Guide is designed to introduce the rules as you play.

If you are new to RPGs it's recommended to start out at level 1 using one of the premade heroes. Level 1 for all of the classes is designed to be easy to pick up, giving a small flavor of the class and introducing the rules gradually without being overwhelming. Complexity and tactical depth is layered on as you level up and progress through an adventure.

If you're experienced with RPGs, feel free to create your own hero from scratch using the Heroes book. When building your hero, perhaps what will have the largest impact on how you interact with the world is your hero's **class**. Start there. Then you can flesh out other important aspects of your character's ancestry, background, what languages you know, as well as your stats and any equipment you have. You can do these steps in any order, filling out your character sheet as you go.

Alternatively, if you want to jump right into the deep end, your GM may start your adventure at level 3, this is when a class is more fully fledged and you get more heroic abilities!

How to Play

A typical session will consist of 1 player (the Game Master, or GM) describing a scenario and the other 3-5 players (the party of heroes) responding to it. There are guidelines for smaller or larger groups on page 22.

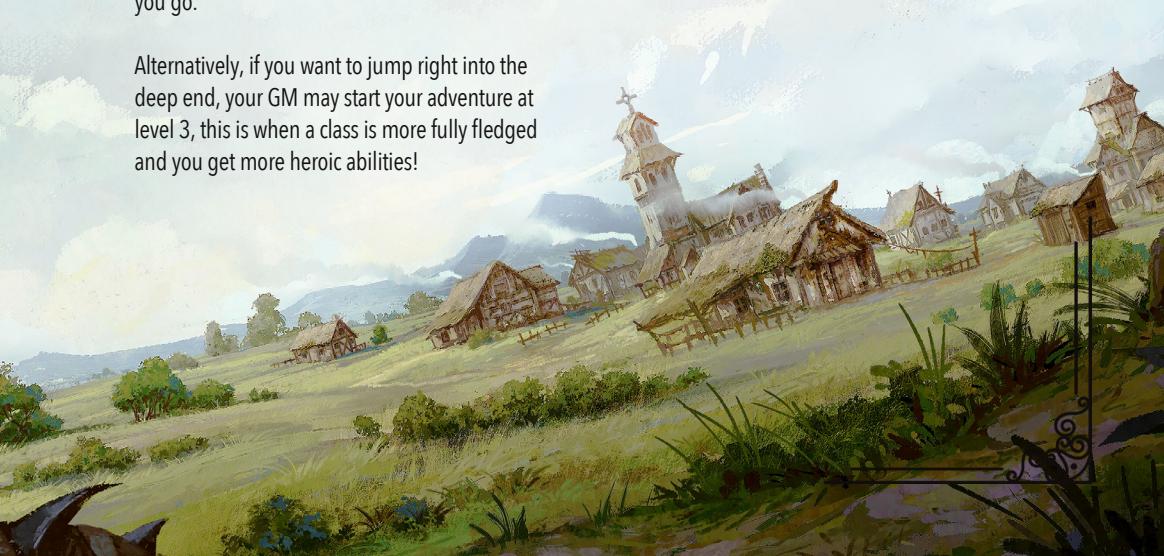
The GM will provide the needed information for the party to act on, as well as the interesting challenges that make it a compelling adventure. Any time the outcome of an action is difficult or uncertain, the GM may call for a roll of the dice. When in combat, so much is uncertain that there are additional rules to provide structure for how to resolve the innumerable possible outcomes.

Ask Questions. Generally the more questions that are asked, the more fun everyone will end up having.

GM: The goblin points his scimitar at you menacingly while holding a hostage. What do you do?

Hero: Is there a chandelier or anything to swing from in this room?

GM: Yep, but at a quick glance it looks rickety. Would you like to take a closer look or just go for it?





HEROES

Stats

Heroes have 5 main stats. Two of which are listed as Key Stats (most important to the function of the class), and the rest are secondary stats. Whenever you see “**KEY**” in an ability or spell description, choose one of your Key Stats and use that number.

Strength (STR)

Affects STR weapon damage, resistance to Wounds, Hit Dice recovery, the Might skill, Concentration, carrying capacity, Grappling, and STR saves.

Dexterity (DEX)

Affects DEX weapon damage, contributes to Armor, as well as the Stealth and Finesse skills, Grappling, and DEX saves.

Intelligence (INT)

Affects languages, spellcasting, attunement, Arcana, Examination, and Lore skills, and WILL saves.

Wisdom (WIS)

Affects Initiative, spellcasting, as well as the Naturecraft and Perception skills, and WILL saves.

Charisma (CHA)

Affects social encounters, spellcasting, as well as the Insight and Influence skills, and WILL saves.

Skills

Whenever a hero wants to interact with the world, they may want to use one of their skills. A hero’s options certainly aren’t limited to these skills, but some of the most common ways of interaction are included below:

Arcana (INT). Your understanding of magical phenomena, spells, and enchantments. With Arcana, you can identify magical effects, decipher arcane symbols, and discern the properties of magical items. It also grants insights into the abilities and weaknesses of magical beings like Aberrations, Elementals, and Oozes.

Examination (INT). Your aptitude for thorough analysis and deduction. Use Examination to diagnose injuries, determine causes of death, uncover clues, unravel the workings of traps or mechanical devices. It also grants insights into the abilities and weaknesses of Constructs.

Finesse (DEX). Your ability to use your hands and feet in careful ways. Use Finesse for activities such as picking locks, disarming traps, piloting vehicles, tinkering, card tricks, stealing or planting items, climbing a mossy wall, or any other task that requires precise, careful movement.

Influence (CHA). Your persuasiveness, charm, and ability to influence others through charisma and cunning. Use Influence to convince or deceive people, negotiate deals, build trust, win allies to your cause, or put on a captivating performance.

Insight (CHA). Your ability to understand people and situations beyond the obvious. Use Insight to sense motives, detect lies, read hidden emotions, make sense of clues, and when faced with uncertainty—you can sometimes just “get” what is happening. Insight can also *optionally* be used to retroactively change situations! Player: Oh no! I forgot to buy rope in the town. GM: Give me an Insight check, maybe your hero would have thought about it.

Might (STR). Your raw physical power and ability to apply it effectively. Use Might for lifting heavy objects, breaking through obstacles, climbing, and performing feats of strength and endurance.

Lore (INT). Your understanding of the history of civilization, kingdoms, and religions. Use Lore to recall historical events, and grasp the significance of cultural practices. It extends to knowledge of Celestials, Dragons, Fey, Fiends, Giants, Humanoids, and Undead, providing insights into their behavior, and abilities.

Naturecraft (WIS). Your expertise in wilderness survival, navigation, tracking, and the handling of animals. Use Naturecraft to thrive in the wild, identify flora and fauna, and track creatures with precision. It encompasses knowledge of Beasts, Monstrosities, and Plants, providing insights into their behavior, habitats, and characteristics.

Perception (WIS). Your overall awarenessability to notice subtle details in your surroundings. Use Perception to spot hidden objects, detect secret passages, sense subtle environmental changes, and sense when you’re being followed or observed. It encompasses your ability to pick up on non-obvious cues, and the presence of hidden threats.

Stealth (DEX). Your proficiency in remaining unseen and moving silently. Use Stealth to hide from enemies, slip past guards, evade detection, and move without attracting attention. It encompasses your ability to blend into shadows, conceal your presence in plain sight, and navigate environments without making a sound.

Skill Checks

When you want to do something challenging to affect the world (convince an NPC, spot a hidden enemy or trap, pick a lock, etc.), the GM can ask a hero to make a particular skill check to see if you succeed. To make a skill check roll 1d20 and add your skill to the result. This is compared to the Difficulty Challenge (DC), a number that must be rolled to succeed, otherwise it fails. The DC will vary depending on what is being attempted:

- **Easy:** Spotting a large Ogre crouched behind a small bush might be a **DC 8** Perception check.
- **Medium:** A hidden doorway behind a bookcase might be a **DC 12** Examination check.
- **Challenging:** Attempting to calm an injured Owlbear stuck in a trap may be a **DC 15** Naturecraft check.
- **Very Difficult:** Intuiting the true intentions of a trained Spy may be a **DC 18** Insight check.
- **Extremely Difficult:** Disarming an ancient legendary magical trap might be a **DC 20+** Finesse check.

Saves

When the world is affecting *you*, you’ll roll a save instead of a skill check. To make a save, roll 1d20 and add your relevant stat. A natural 20 always saves regardless of other modifiers. A creature can choose to fail a save instead of rolling.

- **STR Save.** When subjected to forced movement, poison, frigid temperatures, or the ability to hold onto a cliff in a windstorm.
- **DEX Save.** When you need to dive for cover in an explosion, stay on your feet while running across an icy floor, or balancing on the edge of a building.
- **WILL Save.** (*The highest of your INT, WIS, or CHA*). When you need to resist mind altering effects, illusions, charm, fear, or other psychic forces.

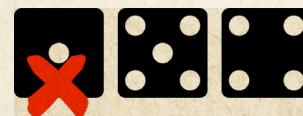
Heroes and Saves

The DC for effects that heroes cause is always **10+KEY**, and these effects **ignore monster Armor, do not crit, but neither do they miss on a damage roll of 1**. Each hero has 1 advantaged save (+), 1 disadvantaged save (-), and 1 neutral save.

For instance a Berserker (STR+, WILL-) would roll all of his STR saves with advantage and all of his WILL saves with disadvantage (see below).

Advantage & Disadvantage

If you are ever in a favorable situation, the GM may allow you to roll with advantage. To do this, roll 1 additional die of the same type and remove the lowest. Alternatively, if the situation is grim or your idea is a long shot, you may have to roll with disadvantage (removing the highest die instead).



Greataxe (2d6) with advantage. Roll 1 additional die and remove the lowest. You hit!

If you have multiple instances of advantage or disadvantage, for each one, roll an extra die and remove the lowest (for advantage) or the highest (for disadvantage). Each instance of advantage cancels out one instance of disadvantage before you roll.



Greataxe (2d6) with 2 instances of disadvantage. Roll 2 additional dice, remove the 2 highest. In the case of a tie, always remove dice from left to right. You miss!

Hit Points & Dying

Your Hit Points (HP) represent your ability to take damage and keep on going. Taking damage lowers your HP. When you drop to 0 HP, gain 1 Wound (see below). You also gain the Dying condition until you regain HP (HP cannot be negative). While Dying, actions are limited to 1, Concentration is broken, and you are at risk of further serious harm:

- Attacking/casting spells causes 1 Wound unless you make a **DC 10 STR** save.
- Taking damage while Dying causes **2** Wounds, a crit causes **3** instead.

Temporary HP

Some abilities or effects may grant Temporary HP (temp HP), these are reduced first when taking damage. Temp HP do not combine: If a hero has temp HP and then gains more, they instead choose which amount to keep. Temp HP expire after a Long Rest.

Wounds

Wounds are serious injuries you've taken, they are long term gauge of how close you are to death. Each Wound imposes a -1 to all d20 rolls *when outside of combat*. HP can usually be recovered quickly, but Wounds may take many days of resting to fully recover from (usually 1/Long Rest).

Death

A hero dies when they take their maximum number of wounds (typically 6). There are few ways to revive a hero who has died, but they are rare and come at a cost.



Alternate Dying Rules. For a more challenging or "old school" style of game, reduce the maximum number of wounds a hero gets. Anywhere from a maximum of 5 wounds for slightly harder, all the way down to 0 wounds for a very lethal game!

Hit Dice

Hit Dice (HD) represent a hero's ability to quickly recuperate from minor injuries. They can be spent during Short Rests to regain Hit Points (see "Short Rests" on page <?>).

Recovering Hit Dice

During each Long Rest, heroes regain a number of Hit Dice equal to their STR (min 1). Hit Die sizes range from a d6 for less resiliency classes to d10 or d12 for sturdier ones. Heroes start with 1 HD at level 1, and gain 1 more each time they level up.

Speed & Distance

A character's speed is how fast they can move, and unless otherwise noted, a character's speed is **30 ft.** Often play is done on a grid with 1 inch squares or hexagons representing 5 ft. each. So when a hero with a 30 ft. speed moves, they travel up to 6 spaces horizontally or diagonally.



Alternate Options. For a quicker, more loose game you can forego counting spaces and measure typical movement roughly from pinky to thumb. Slightly less for players with large hands (or slower characters), a bit more for our tiny-handed friends (or faster characters). Or a typical pen/pencil can be used instead if you have one handy.

Abstracted Movement

If preferred, you can use a more abstracted system of movement just as well. Use Close, Midrange, and Far. 1 move from Midrange can traverse to Close or Far. Abilities up to 10 ft. are Close Range, up to 60 ft. is Medium, beyond that is Far. As always, the GM will adjudicate unclear situations and which creatures are affected by abilities with an area of effect.



Falling & Forced Movement

When a character is forcibly moved but stopped by an obstacle, they take **1d6** bludgeoning damage for every 5 ft. this movement is shortened. If they hit another creature, both take this damage. Falling inflicts **1d6** bludgeoning damage for every 10 ft. fallen.

Sizes

Some spells and abilities affect different sized objects or creatures. When referencing the size of creatures and objects use the following guidelines:

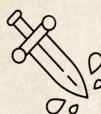
- **Tiny** can be carried in a typical pocket (many can comfortably fit in a 5 ft. square).
- **Small** can be carried in a backpack (2 can comfortably fit in a 5 ft. square).
- **Medium** is the average human size (1 can comfortably fit in a 5 ft. square).
- **Large** is roughly the size of a bear (1 can comfortably fit in a 10x10 ft. square).
- **Huge** is roughly the size of a house (1 can comfortably fit in a 15x15 ft. square).
- **Gargantuan** is roughly the size of a city block or larger (20x20 ft. square or greater).

COMBAT



Heroic Actions

Heroes get 3 Actions to attack, move around the battlefield, cast spells, etc. on their turn. Generally doing any single thing in combat will cost 1 Action. Some abilities are “free” and do not cost an Action to perform. Some very strong spells or special abilities may take more time and thus cost more Actions. All 3 Actions recharge at the END of your turn, so there’s no need to save them up. Spend them all on your turn and when you’re done, you get them all back! Use your Actions to:



Attack

Roll the die listed on the weapon, ability, or spell and deal that much damage to a chosen target. Rolling a 1 means the attack misses and has no effect. For attacks with multiple dice, the die that lands the leftmost is called the Primary Die, it determines whether the attack is a hit, miss, or crit.

Exploding Critical Hits. Any time you roll the highest number on a Primary Die, that is a critical hit (crit). When a hero lands a crit, that attack ignores the monster’s Armor (see pg. XX). Only the Primary Die is rolled again and added to the total. There is no limit to how many times this damage can stack, except your luck!

Rushed Attacks. A hero may attack more than once on their turn, but these additional attacks are rushed, imposing 1 instance of disadvantage for each additional attack after the first—increasing the chance to miss and lowering the average damage for subsequent attacks. Any spells or abilities that can harm an enemy counts toward Rushed Attacks (e.g., save spells, Grappling, etc.).



Cast Spells

Casting a spell requires a hero to have 1 hand free (or a held spellcasting focus), the ability to speak, and may require mana as well (a spell’s mana cost is equal to its spell tier, cantrips cost no mana). **Upcasting Spells.** Some spells have greater effect when additional Mana is spent on them. A hero can upcast a spell only up to the tier they have unlocked.



Assess

A great way to include creativity and role-playing moments in combat. If you need more information, or an edge in combat, a hero can use an Action to make a skill check to uncover information, spot a weakness or damage vulnerability, intuit enemy tactics/plans, etc.

Think Creatively. Some monsters are too tough to simply attack blindly! You can use your creativity and skills to uncover secrets about them whenever you feel like you need an edge in combat!

Example: A DC 10 Insight check could uncover what a group of enemies are going to do next round. A DC 15 Arcana check could reveal the weaknesses/mechanics of a relevant magical creature. A DC 18 Examination check might reveal an enemy’s soft underbelly, lowering their Armor by one step for a round.

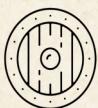


Move

A character can use an Action to move up to their speed (unless otherwise noted, a character's base speed is **30 ft.**). This movement can be broken up with other Actions if desired, and a hero can use multiple Actions to Move multiple times in one turn. When in Difficult Terrain, movement speed is halved.

Heroic Reactions

Reactions cost 1 Action and are performed when it is **not** your turn. A hero can perform each reaction no more than 1/round, and they will start their turn with fewer Actions. The Reactions are:



Defend

Reduce damage from any single attack by your Armor whenever you use this reaction. At the GM's discretion, some damage may not be avoidable (e.g., psychic damage, or some areas of effect).



Interpose

If a creature within 10 ft. would be struck with an attack, you can push them out of the way and become the new target of the attack. You enter their space and move them to an adjacent space of your choice.

Can I Interpose and Defend at the same time? Yes! As long as you have enough Actions to spend. You won't, however, be able to do either reaction again until your next turn is over since each of those is limited to 1/round.



Opportunity Attack

A melee attack made *with disadvantage* when an adjacent enemy moves away. Monsters do *not* make opportunity attacks, only heroes can use them.



Help

Grant an ally advantage on an attack, skill check, or save if you can reasonably explain to the GM how you could help in a given situation (limit of one help reaction for each roll). The GM may call for a skill check or grant advantage automatically, depending on how good the idea is.

Teamwork! Help as a Heroic Reaction is a fantastic way to bring teamwork, role-playing, and creativity into a combat encounter. Did your buddy fail? Maybe not, think quickly and see if you can help them succeed!

Starting Combat

A combat encounter begins when the GM tells the party to "Roll Initiative!" Each player will roll 1d20 and add their Initiative bonus (typically their WIS). If the result is a single digit, that character starts combat with 1 Action, if the result is 2 digits they start combat with 2, and a result of 20+ (or a natural 20) nets you all 3 Actions! *Regardless of what a hero rolls on Initiative, at the end of their turn they gain all 3 Actions back.*

Surprise. Occasionally a party may maneuver themselves so adeptly that their enemy is completely caught off guard. In this case, the GM may grant the party advantage on Initiative or in extreme cases they may not need to roll Initiative at all—the GM can allow each Hero to start their first turn with all 3 Actions!

Merely being hidden or punching first is not sufficient to gain surprise. If an enemy is on guard or at all aware of your presence they cannot be surprised. If the party is surprised, they may have to roll with disadvantage or in extreme cases automatically start combat with only 1 Action.

Turn Order

When combat begins, by default, Heroes go first. Whichever player is ready first goes first (or whoever makes the most sense story-wise), with play proceeding around the table clockwise. The GM can hold all of the monster's turns to the end of the round or interleave their turns between the hero's turns as the story demands. A monster (or monster group) should act at the same time each round.

Playing virtually? You can go alphabetically, in webcam order, or however else is easiest to track!

Encourage teamwork, be flexible. If players want to strategically switch their turns for one round to facilitate teamwork or execute a tactical plan, the GM can allow this at his/her discretion. This should be done only occasionally though to avoid slowing the game down or losing track of who has gone or not.

Monsters

Most monsters are unarmored, but some tougher foes might have Medium armor: they take damage only from the dice rolled and ignore all additional damage modifiers. Monsters with Heavy armor take only *half* the damage from the dice, likewise ignoring any additional damage modifiers. **Critical hits and save abilities ignore monster armor.**



Critical Hits and Save abilities Ignore Monster Armor. This means that different heroes and different weapons will be more or less effective against various kinds of armor. The tactically-minded can take advantage of this if they wish!

Minions

Minions are weak enemies that will die to any amount of damage. They move and attack at the same time, cannot crit, and their feeble attacks can be Defended against as if they were a single attack. Dealing a large amount of damage to a minion can overflow to other minions within range as well.

Turns & Rounds

A turn is when 1 individual Hero or monster group acts. A typical turn takes roughly 6 seconds of "in world" time. A "Round" is when all players and monsters have taken a turn acting. An Encounter is all of the rounds in a particular combat.

1/Turn Abilities. If you perform one on your turn, and can find a way to perform it on another creature's turn you can do it again (e.g., Sneak Attack combined with Opportunity Attack or Coordinated Strike!).

1/Round Abilities. These reset whenever your own turn begins (e.g., when you Defend, you cannot do so again until your turn comes back around).

Acting Over Multiple Turns

For abilities that cost more than 1 Action, your Actions can be spent over multiple turns in combat as long as Concentration is maintained and you cannot spend Actions (you may do free Actions).

Example: Book, the Mage, wants to cast Pyroclasm (3 Actions), but only has 1 action left. He'll spend 1 Action on this turn, and on his next turn spend 2 more to finish casting the spell.

Cover

A creature mostly obscured from line of sight, (e.g., standing behind a tree, or larger ally, a knocked over table, poor lighting, etc.) has **Cover** and imposes disadvantage. A creature completely obscured from view has **Full Cover** and cannot typically be targeted by an attack.

Hiding & Stealth

To hide in combat, you must have Cover from the creatures you are attempting to hide from and use an Action to make a **DC 15 Stealth** check (if you have Full Cover you succeed).

The first attack you make while hidden is made with advantage, then you are no longer hidden. If this attack kills the enemy and no other enemy saw you, you may remain hidden instead.

Note: Monsters are smart! They may catch onto heroes attempting to hide over and over again!

Grappling

A creature can use an Action to attempt to grapple a creature of the same size or smaller provided they have at least 1 arm free to do so. They both make their choice of a DEX or STR save, if the grappler win, the target is Grappled. Grappling counts as an attack for Rushed Attacks.

Grappled. Cannot move. Attacks against it have advantage. DEX or STR save ends (Action), forced movement, incapacitation of the grappler, or destruction of the restraint can end it as well.

Concentration

Some spells or abilities require Concentration to maintain. Whenever a character is crit while concentrating, they must make a **DC 10 STR save**. Failing this means concentration is broken and the spell/ability ceases. Concentration is automatically broken whenever a character drops to 0 HP.



Conditions

Some attacks, traps, spells, or other effects can also inflict conditions—usually negative effects other than damage. Some conditions are temporary, lasting as little as a single round, others may last until cured some way. Some can be ended by using an Action to make an appropriate save.

- **Blinded.** Can't see. Attacks against it have advantage, and its attacks have disadvantage.
- **Bloodied.** At half HP or less.
- **Charmed.** Sees the charmer as an ally. Charmer has advantage on social interactions with them.
- **Dazed.** A dazed creature loses 1 Action.
- **Dying.** See "Hit Points & Dying" on page <?>
- **Frightened.** Disadvantage on rolls while the source of its fear is nearby. Moving closer to the source of fear is treated as difficult terrain.
- **Grappled/Restrained.** (*Creatures grapple, objects restrain, the effect is the same*) Cannot move. Attacks against it have advantage. DEX or STR save ends (Action), forced movement, incapacitation of the grappler, or destruction of the restraint can end it as well.
- **Incapacitated.** Can't do anything. Attacks against the creature have advantage and melee attacks that hit are automatic crits. Identical to Paralyzed, Stunned, and Unconscious.
- **Invisible.** Cannot be seen by normal means; although noise, scent, or tracks may be detected. The creature's attacks have advantage and attacks against the creature have disadvantage.
- **Petrified.** Incapacitated. Also has all the benefits and drawbacks of being a rock! Immune to most damage except from large explosions or a determined pick (or similar tool).
- **Poisoned.** Disadvantage on rolls.
- **Prone.** Speed is halved and disadvantage on attacks. Melee attacks against them have advantage, ranged attacks have disadvantage. Spend 15 ft. of max movement to stand up.
- **Taunted.** Disadvantage on attacks except against the most recent taunter.
- **Wound.** See "Hit Points & Dying" on page <?>

Other minor statuses: (e.g., Smoldering, Charged, Distracted, etc.) These minor statuses do nothing on their own and end whenever combat does. Some spells and abilities have additional effects against such targets.



RESTING & DOWNTIME

Short Rests

Short Rests require at least 15 minutes to catch your breath and tend to your wounds, but could also be a full night spent camping under the stars. Upon completing a Short Rest, you may spend any number of Hit Dice to regain HP equal to the sum rolled. If you rest at least 6 hours with food and sleep, roll the Hit Dice with advantage.

Long Rests

Long Rests require at least 6 hours of sleep in a safe place designated by your GM, typically lodging at an inn; but could also be at a secret oasis, a well-stocked cabin in the woods, near a sacred shrine, or the like. Camping in the open wilderness or in a dungeon is **not** sufficient for gaining the benefits of a Long Rest.

After a Long Rest, heroes recover all of their HP, mana (and other class specific resources), heal 1 Wound, and recover a number of Hit Dice equal to their STR (min 1). Long Rests are a great opportunity for downtime activities as well.

Downtime

Downtime consists of generally safe moments in a town between adventures. These are moments to recuperate from a long journey, meet NPCs, collect rumors, buy & sell, research, prepare for upcoming adventures, train different skills, pursue one's own personal goals, flesh out back stories—anything to better connect with the story and its stakes. It need not take up a lot of time at the table, it may simply be a few minutes asking questions and narrating what happens.

When heroes better connect with the people of the world around them, stories can often have more meaning. It opens opportunities to make friends, enemies, be betrayed, have competitions, spend/earn money, show off, and give depth & personality to the characters you are playing.

Rest for how long?! If your table prefers to largely skip downtime activities, and narrate past a week of resting, that's okay too!

Lodging

The cheapest rooms at an inn save you money but may lead to complications. On the other hand, some inns may allow you to pay a premium for a nicer room and amenities, giving you a Temporary Boon. Typical prices (each person/day): Poor (5 sp), Comfortable (2 gp), Lavish (10 gp) Gain one Temporary Boon the following day (see *Lavish Lodging Boons* table in the GM guide).



CHARACTER CREATION

ARTIST: EARL LAIN

Making A Hero

Your hero is how you will make your mark on the world. Here's how you can make your own hero:

- 1 **Choose your class.** This will have the largest impact on the other choices and how you interact with the world.
- 2 **Choose your Ancestry & Background.** And optionally, your adventuring motivation. What made your hero want to start adventuring? How do you know the other heroes?
- 3 **Fill in your Character Sheet.** This handy sheet of paper helps you track your abilities, loot and other important game info (see "Your Character Sheet" on page 34).



BERSERKER p. 8

An unstoppable force of wrath and ruin. Choose between the frenzied Path of the Red Mist and the indomitable Path of the Mountainheart.



THE CHEAT p. 36

A sneaky, backstabbing, dirty-fighting rogue. Choose between the murderous Assassin or the trickster Scoundrel.



COMMANDER p. 20

A battlefield tactician, leader, and weapon master. Choose between the relentless Vanguard and the unassailable Bulwark.



HUNTER p. 30

Resourceful survivalist, bowmaster, and skilled tracker. Choose between the unshakable Primal Stalker and the resourceful Survivalist.



MAGE p. 13

Wield and shape the elements of fire, ice, and lightning. Choose between the madness of Chaos and the structure of Control.



OATHSWORN p. 36

Faithful guardian, protector, and avenger of the weak. Choose between the merciless Oath of Vengeance and the vigilant Oath of Refuge.

SHADOWMANCER p. 36

Summon hordes of expendable shadow minions. Choose between the Pact of the Red Dragon and the Pact of the Abyssal Depths.



SHEPHERD p. 50

Master life and death. Lead a faithful companion. Choose between the nurturing Shepherd of Life and the ruinous Shepherd of Death.



SONGWEAVER p. 56

Inspiring presence, sharp wit, sharper tongue. Choose between the Songweaver of Snark and the Songweaver of Courage.



STORMSHIFTER p. 62

Master of beast and nature. Choose between the bestial Circle of Fang & Claw and the tempestuous Circle of Storm & Sky.



ZEPHYR p. 68

A disciplined martial artist with swift hands and swift feet. Choose between the explosive Way of Flame and the disciplined Way of Pain.



EXTRA SUBCLASSES p. <?>

Special subclasses to choose at pivotal moments in a story. The Oathbreaker, Spellblade, Shadowreaver, and the Beastmaster.





ANCESTRY & BACKGROUND

Common Ancestries

Your kin, lineage, heritage, or race – this is how your character was born and how others see you at first glance. You may be a dwarf, raised in the mines under the mountain with countless other dwarves, or you may be an elf raised by goblins! It's up to you to choose how your character began. Choose 1 race/ancestry and add its bonus to your character sheet.

Human (Medium)

Found in every terrain and environment, their curiosity and ambition drive them to explore and adapt. Their curiosity and ambition drive them to every corner of the world, making them a ubiquitous and versatile race.

Adaptable. +1 to all skills. +1 to Initiative.

Elf (Medium)

Elves epitomize swiftness & grace, their tall slender forms belie their innate speed, grace, and wit. Formidable in both diplomacy and combat. Elves strike swiftly, often preventing the worst by acting first.

Swiftness & Grace. Advantage on Initiative, +5 ft. speed.

Dwarf (Medium)

Dwarf, in the old language means *stone*. You are resilient, solid, stout. Even when driven to exhaustion, you will not falter. Forgoing speed, you are gifted with physical vitality, and a belly that can handle the finest and worst consumables this world has to offer.

Stout. +2 max Hit Dice, +1 max Wounds, -5ft. Speed.

Halfling (Small)

Kind of like a human, but smaller (except for the feet). Where does our luck come from? Well...you know what they say about rabbits? We've got feet for *days* compared to them. Imagine the amount of luck you could fit into these bad boys!

Lucky & Sneaky. Whenever you fail a save, you can choose to succeed instead. 1/Long Rest. +1 to Stealth

Gnome (Small)

Eccentric, curious, and perpetually optimistic, gnomes are cheerful—especially when compared to their typically grumpier and larger kin, the dwarves. Known for their tinkering, spreading cheer, and playful antics, gnomes pursue their passions with an enthusiastic but scatterbrained focus.

Aww, don't give up yet! Allow an ally within 30 ft. to reroll any single die, 1/Long Rest. Resets whenever you are healed back to your maximum HP. -5 speed.

Flavor is free. Want to play a Stout Halfling instead of a Lucky one? A cute Human instead of Adaptable? As long as it makes sense and the GM is on board, go for it!

Exotic Ancestries

Your setting may or may not support these choices, check with your GM first before selecting one.

Bunbun (Small)

Bunbun are agile and unpredictable, using their powerful legs to leap great distances and catch foes off guard. Facing a Bunbun means contending with an opponent who can strike from unexpected angles and swiftly reposition themselves in the heat of battle.

Bunny Legs. (1/encounter). You can hop up to your speed in any direction for free: whenever it is your turn, after Defending (after damage is dealt), or before you Interpose.

Dragonborn (Medium)

The soul of a dragon burns within you, the scales of your body like forged steel. You are a kiln and your heritage the coals that stoke your flames. To be dragonkin is to call upon your fury, to speak in the tongue of your ancestors and embue unbridled fury into your attacks.

Draconic Heritage. +1 Armor. Deal damage equal to LVL+KEY divided as you choose among any number of targets you've damaged this turn (ignoring armor), 1/Long Rest. Recharges whenever you gain a Wound.

Flavor is free. Want to be a Frog-folk instead of a Bunbun? A Flameborn Kobold? Makes sense! A winged Fairy instead of a Birdfolk? Sure! A Badgerfolk instead of a Stoatling? As long as it makes sense and your GM is game, go for it!

What about Half-Elves? Mix the ancestries however makes sense in your world. You can pick one ancestral bonus and use it instead of both, or use both half as effectively or half as often.

Kobold (Small)

Small, often maniacal and dragon-obsessed, kobolds thrive in the shadows, finding ingenious ways to survive despite their diminutive size. Their cute appearance masks a tenacity, underestimated by many, kobolds prove time and again that even the smallest among us can wield great power.

Wily. Force an enemy to reroll a non-critical attack against you 1/encounter. +3 to Influence to friendly characters. Advantage on skill checks related to dragons.

Tiefling (Medium)

Said to have been born from the union of man and fiend, or from a cursed bloodline, tieflings often find themselves outcasts in society. Yet, they embody determination in the face of adversity. Their ancestors didn't emerge from the depths of the Everflame to succumb to minor setbacks!

Flameborn. Your Neutral save is Advantaged instead.

ARTIST: KIRK LEONARD



Goblin (Small)

Green, cunning, and perpetually vilified, goblins thrive on the edge of chaos. For a goblin, vanishing into the shadows is not just a skill—it's an identity. After all, what kind of goblin would you be if you couldn't slip away unnoticed?

Shifty. Can move 10 ft. for free after you become the target of an attack or negative effect (after damage, ignoring difficult terrain).

Orc (Medium)

Just when you think you've bested a mighty Orc, you've merely succeeded in rousing their anger. Engaging in combat with an Orc is no endeavor for the weak-willed. While others may cower before death's approach, Orcs boldly defy its grasp.

Relentless. Any time you would drop to 0 HP, you may set your HP to your LVL instead. 1/Long Rest. +1 Might.

Birdfolk (Small or Medium)

Birdfolk find sanctuary not in stone or chains, but within the boundless expanse of the sky. However, the gift of flight comes at a cost—hollow bones, and commensurate frailty.

Winged. You have a fly speed as long as you are wearing Leather or lighter armor.

Hollow Bones. Critical hits against you are Vicious. Forced movement affects you twice as much.

Stoatling (Small)

Stoatlings may be small, but they're far from weak. With fierce determination and warrior hearts, they can take down foes many times their size. Their agility and tenacity let them exploit larger enemies' weaknesses, turning their size into a lethal advantage.

Small but Ferocious. Whenever you make a single-target attack against a creature larger than you, roll 1 additional d6 for each size category it is larger. They do the same.

Planarbeing (Medium)

You are not from this plane of existence, your soul is not as strongly tethered to it as others. But with this vulnerability comes power, the ability to temporarily shift from one plane to another in times of dire need.

Planeshift. Whenever you Defend you can instead gain 1 Wound to temporarily phase out of the material plane and ignore the damage. -2 maximum Wounds.

Oozeling/Construct (Small or Medium)

What even is a "people" anyway? So what if your heart pumps oil instead of blood, so what if you don't even have a heart! If you can squish yourself into a pair of pants, or swing a sword like everyone else, who's to say *you* can't be a people too?!

Odd Constitution. Your Hit Dice always heal you for the maximum amount. Magical healing always heals you for the minimum amount.

Half-Giant (Large)

Towering beings whose strength is as immovable as the mountains they call home. Their sheer size and resilience make them fearsome opponents, capable of surviving even the most devastating blows.

Strength of Stone. You may force an enemy to reroll a crit against you. 1/encounter. +2 Might.

Changeling (Medium)

Often hunted for their silver blood, changelings are natural survivors, slipping into new identities with ease. Changelings that shift too often typically aren't long for the world however. As they may struggle to remember who they once were, becoming little more than reflections of the faces they wear.

New Place, New Face. +2 shifting skill points. You may take on the appearance of any ancestry, when you do, you may place your 2 shifting skill points into any 1 skill. 1/day.

Celestial (Medium)

Descendants of divine beings, Celestials carry an aura of nobility and grace. Their innate connection to the higher planes allows them to resist the effects of misfortune, standing strong where others may falter.

Highborn. Your Disadvantaged save is Neutral instead.

Dryad/Shroomlings (Small or Medium)

Tied to the natural world, Dryads and Shroomlings embody the balance between flora and fauna. Their unique physiology releases toxic spores when harmed, providing a natural defense against those who dare to harm them.

Danger Spores! Whenever you gain one or more Wounds you excrete sleepy spores, all adjacent enemies are Dazed.

Minotaur/Beastfolk (Medium)

Minotaur and other Beastfolk embody a primal connection to the wild, combining strength with natural agility. Their powerful build allows them to move swiftly, whether repositioning to outflank foes or charging in with unstoppable force.

Beastial Agility. Whenever you move 15 ft. in a straight line, you may move 5 ft. further for free in a straight line.

Turtlefolk (Small/Medium)

Turtlefolk take their time in everything they do, they are patient, sturdy, and slow to anger. They rely on their thick shells for protection, making them difficult to harm, but their cautious movements come at the cost of speed.

Slow & Steady. +3 Armor, -10ft. speed.

Backgrounds

How you were raised, a key feature or personality trait, your job before adventuring, etc. Choose 1:

Folk Hero

Back Out of Retirement. You've forgotten more than most adventurers these days know! Talk with your GM, what made you come out of retirement?

- **Let's see if I remember how to do this...** You may gain 1 Wound to use an ability or cast a spell as if you were 1 level higher.
- **These old bones.** Your age has long since started to show, -1 maximum Wounds.

Devoted Protector. Choose 1 ally in your party. You can survive +3 maximum Wounds as long as they are near by. When they take a Wound, you do too.

Criminal/Desperate

Made a BAD choice. Double (or quadruple) your starting gold. Gain an (incredibly powerful) enemy who wants their money back. Talk with your GM, what did you do and who hates you now?

Haunted Past. You are haunted by voices that occasionally give you cryptic advice. The voices are sometimes VERY helpful, other times they only want to see you suffer.

(Former) Con Artist. You can forge most documents or mimic voices flawlessly. You have a criminal contact in most major cities. However, your reputation often precedes you—until you prove yourself to be trustworthy.

Wily Underdog. (Req 0 or negative STR). Once per day you may reroll a failed STR related roll (e.g., STR attack, STR save, Might check, Grapple check) and use another stat instead.

Ear to the Ground. Advantage on checks to know or obtain gossip for events that will soon happen or have happened <1 year ago.

Entertainer

What? I've been around. 1/per location (or at the GM's discretion). You happen to know JUST the person who has the information you're looking for, or could get you out of a jam, and... Roll 1d20.

- **1-5.** They want you dead.
- **13-19.** They can be convinced to help you.
- **6-12.** You owe them money.
- **20.** They are your biggest fan/are madly in love with you.

No! What I meant to say was... (Req 0 or negative CHA) Whenever you fail a CHA related skill check you can take one Wound (from embarrassment) to reroll.

Acrobat/Gymnast. (Req. Small size) Can be thrown by a strong ally. REALLY far. Half damage from falling & forced movement.

Accidental Acrobat. (Req 0 or negative DEX) Whenever you fail a DEX related roll (e.g., DEX attack, DEX save, Stealth check, Finesse check) you may roll again. If you still fail, the consequences are BAD.

Outlander

Wild One. Whether it is the sticks or flowers in your hair, your smell, or the way you carry yourself, wild creatures are less frightened of you and more willing to aid you. +1 Naturecraft. While Short Resting, roll your Hit Dice with advantage while in the wild.

Fey Touched. You take half damage from all magical effects, double from weapons made of metal.

Survivalist. You never run out of your own personal rations. Anything can be food if you try hard enough! Advantage against poison saves. +1 max Hit Die.

Home at Sea. Recover twice as many Wounds and HP while resting on a ship or near water. You can fill in for a first mate or captain in a pinch. Advantage on water related skill checks.

At Home Underground. You can dig twice as fast as others. Safe resting locations underground always count as Lavish Lodging for you. You struggle to rest (WILL save) while it's raining. "Water... from the SKY?!"

Raised by Goblins. You speak Goblin natively (much better than one who has learned it later in life). You automatically notice and can avoid crudely made traps, and have advantage to notice and disarm more sophisticated traps.

(Secretly) Undead. Unnatural Resilience: You are immune to disease and poison, take half damage from necrotic effects, and do not need to eat, drink, or breathe. Children, animals, and celestial beings are uneasy in your presence. -1 CHA.

Ugly/Scarred. Exotic folk and wild animals are more favorably disposed toward you, "civilized" folk may be less so. Advantage when intimidating.

Noble

History Buff. Advantage on all Lore checks related to knowledge about items, facts, or events that happened 100+ years ago.

Taste for the finer things. You always have up to date knowledge of the customs and dress of the upper classes and may even know many of their secrets. Advantage on Influence checks with the upper class.

Soldier (Knight/City Watch)

Fearless. You are immune to the Frightened condition, +1 Initiative, -1 Armor.

So Dumb I'm Smart Sometimes. (Req. 0 or negative INT) Once per day you can reroll an INT related skill check. Once per Long Rest you may reroll a WILL save with advantage.

Bumblewise. (Req 0 or negative WIS) A result of 1 or less on any WIS related roll counts as a natural 20 (WILL save, Initiative roll, or Naturecraft/Perception check).

Change It Up! Each background is grouped under a specific category, but these are only suggestions. Feel free to mix it up (yes, you could even play a Criminal who is a Devoted Protector!).

ADVENTURING MOTIVATION



Adventuring Motivation

If you want to better flesh out your hero's story choose one of these adventuring motivations. The world is a dangerous place, people don't usually just "go adventuring" without some reason. What's yours?

I owe a life debt to someone in my party.

Chat with your party, who else needs help with their backstory, what did they do to help you?

I owe a LOT of money to some very dangerous people.

What did you do with the money? Your GM probably has some GREAT ideas of bad guys you're in deep with.

I need to grow in power to defeat someone who has wronged me. Do you know who wronged you or are they unknown? Is it an individual or a larger group? Chat with your GM, they'll love to help fill in the blanks.

I am searching for a way to bring a loved one (or someone I hate) back from the dead. Who even told you this was possible? What if they don't remember you?

I am trying to get back home. Where is home for you, do you even remember? What caused you to leave? Chat with your GM, they can give you some options of homelands.

I am searching for the man who stole something valuable from me. Is it an object? A person? A memory? Was it really stolen or did you make a bad bargain?

I was polymorphed into another kind of creature by a wizard. Hah! How would it feel for a cute halfling to become an ugly goblin? What did you do to get on the wizard's bad side?

I was best friends with (and betrayed by)

_____ . Do you want to win them back? Get even? Warn others of their backstabbing? Talk with your GM which NPC this might be.

I'm lost. Physically? Emotionally? Spiritually? Are you in the wrong country or even plane of existence?

Wanderlust. What amazing thing do you want to see or experience? Have you spent too much time away from the road? Your GM probably has some fantastic locations in mind for you.

Duty calls. I am honor bound to serve. Who calls you? Your king? your family? An ancient alliance or grudge? Talk with your GM and other players for ideas and mutual connections.

My home town is in danger. Are you looking for a cure? Mercenaries? Personal strength?

Curiosity, I want to learn the DEEP secrets. Which secrets? Magical, lore, politics, what really happened in history?

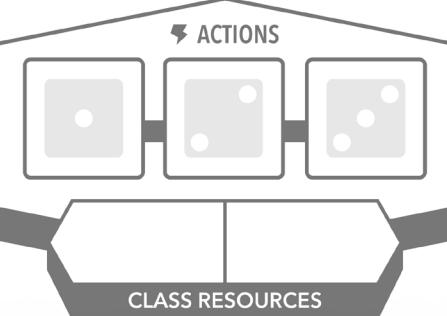
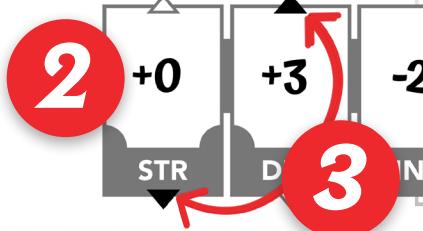
Make your own! A great character background has connections with the world, its people, your fellow heroes, or even the bad guys. Work with your GM and fellow players to find a motivation that will cross paths with where the story goes. Every good hero has a want. What's yours?

1 STABS!

CHARACTER NAME

Kobold, Cheat, Lv 1

ANCESTRY, CLASS, & LEVEL



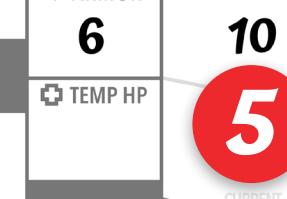
3' 3.25" 47 lbs

HEIGHT & WEIGHT

ARMOR

6

TEMP HP



HIT DICE

1
MAX

d6

HIT DIE

+1

SPEED
30 ft.

INITIATIVE

+1

WOUNDS



2 Daggers (1d4+3)

6

Cheap Hides (3+DEX)
Sandwiches (cheese)

Bucket

Your Character Sheet

- Basic Details.** Fill in your basic character details: Name, Ancestry, Class, Level, Height, & Weight
- Stats.** Choose and allocate your stat array (place the highest numbers in your class' KEY stats).

- Standard:** +2, +2, +1, +0, -1
- Balanced:** +2, +1, +1, +1, +0
- Min-Max:** +3, +1, +1, +0, -2

Example: a Cheat has DEX and CHA as their KEY stats. If you pick the Min-Max array, you might put +3 in DEX, +1 in CHA, +1 in WIS, +0 in INT, and -1 in STR.

- Saves.** Mark your Advantaged and Disadvantaged Saves & Hit Die size (based on your class).
- Skills.** Fill in your stat bonuses for their corresponding skills. You then allocate an extra 5 skill points wherever you like (across at least 3 different skills).

Example: If you have -2 INT; mark -2 for Arcana, Examination, & Lore. Repeat for your other stats.

- Secondary Stats.** Mark your max HP (see your class for level 1 HP), Hit Dice (usually equal to your level), Initiative (usually your WIS), Speed (typically 30 ft.), and Inventory slots (10+STR)

Starting at a higher levels? See "Leveling Up" on page 36 for more info.

- Equipment.** Mark your starting equipment (see "Starting Equipment" on page 36).

- Other Abilities.** Mark any other special abilities you have: Class abilities, ancestral abilities, spells, Background, languages (Common +INT languages), etc.

- Now go play!**

Skill Points

At level 1, a hero marks their stat bonuses into each of their respective skills (e.g., a hero with +2 DEX would mark +2 in Finesse, and Stealth) and then may place **5** additional points (spread across at least 3 different skills), increasing skills as they choose. When a hero levels up they can place 1 additional skill point wherever they choose, and move 1 point from one skill to another (you can't lower a skill below its associated stat). The maximum bonus a skill can ever have is **+12**.

Languages

All heroes speak Common by default, some backgrounds will grant another language. Each point of INT grants heroes an additional language known.

Common Languages

- **Common.** Most intelligent creatures speak Common somewhat.
- **Dwarvish.** Typically spoken by Dwarves, Gnomes, and Giants.
- **Elvish.** Typically spoken by Elves, Fey, and Sylvan creatures.
- **Goblin.** Typically spoken by Goblins and Orcs.

Exotic Languages

- **Infernal.** Typically spoken by various Fiends.
- **Thieves' Cant.** Known by scoundrels of various backgrounds.
- **Celestial.** Typically spoken by Celestial beings.
- **Draconic.** Dragons, Dragonkin, Kobolds.
- **Primordial.** Elementals & Ancient Beings.
- **Deep Speak.** The common language of underworld dwellers.

GROFWINT DRAGLON! A heroic party, armed to the teeth, and not knowing a language, is frequently met with hostility. Speaking the language of other creatures may open doors and enable options otherwise impossible.

Leveling Up

The GM may allow the Heroes to gain a level (LVL) whenever they complete an appropriately challenging quest or adventure. At level 1 this may be as simple as clearing some angry rats out of a basement or rescuing someone from the woods. A simple task that should generally take no more than a couple hours of play time, or half a day of in-game time. Each subsequent level will generally take longer. When a hero gains a level:

- **HP Increase.** Roll your Hit Die with advantage and add that to your maximum HP.
- **More Endurance.** Your Hit Die max increases by 1 (it is usually equal to your level).
- **More Skilled.** Gain 1 skill point, you may also move 1 point ("Skill Points" on page 36).
- **Class Features.** Gain new class features for your level. This may mean increasing your mana pool, new spells, or even selecting a subclass!
- **Other Adjustments.** If any of your base stats increase, remember to adjust other elements of your character sheet as needed (skills, damage, initiative, armor, mana, languages, etc).

Multiclassing

Generally it is not recommended to pick a different class as you level up. However, if your GM wants to allow for some additional creativity for experienced players (and potentially broken combos!) add multiclassing as a variant rule.

When heroes level up, they may choose any class. For example when a level 4 Berserker levels up, he could pick Commander, and take the level 1 Commander features instead of the level 5 Berserker features. He would have 4 d12 hit dice and a single d10 hit die. A hero gains all the equipment proficiencies of the classes but should use the advantaged/disadvantaged saves of whichever class has the highest level.

"Broken" can be fun! Planning, building, optimizing and "breaking" a class build IS the fun for many people. The GM may want to make the game substantially more challenging if multiclassing is allowed. The GM also reserves the right to veto any particularly degenerate, unfun, or implausible combo for the sake of the story and overall fun of the table. If this happens, well done! Your hero was too powerful for reality.

Money

Currency is made up of Silver (sp) and Gold pieces (gp). 10 silver = 1 gold. 1 sp is roughly the cost of a humble meal; 1 gp, a sumptuous feast.

- A small introductory village quest could be worth 10-50 gp per hero. (level 1-2)
- A mid-sized town quest could be worth 50-500 gp per hero (levels 2-4).
- A large city quest could be worth 500-5,000 gp per hero (levels 4-10).
- A REALM-sized quest could be worth 5,000-50,000+ gp per hero (levels 10+).

Most small towns will have equipment and items worth 50 gp or less. You'll need to adventure to larger towns or cities or find a traveling merchant to purchase more valuable pieces of equipment.

But my character is a wealthy noble! That's fine, but your character only has access to this amount of gold for now. Why your wealth is currently inaccessible is up to you and your GM; unlocking your full riches could be a great quest!

EQUIPMENT



EQUIPMENT

Starting Equipment

Each hero starts with **40 gp**, to buy their starting equipment, alternatively you can roll for your starting gold ($2d4 \times 10$ gp), or take your class premade loadout:

- **Berserker:** Battleaxe: $1d10+STR$, Javelin: $1d6+STR$ (stack of 4), bucket.
- **The Cheat:** 2 Daggers $1d4$ (dual wielding), Cheap Hides: $3+DEX$ Armor, Shortbow $1d6$ (Range 10–90 ft.), Chalk, Lock Picks, Shiny Object.
- **Commander:** Short Sword $1d6+STR$, Javelin $1d6$ (stack of 4), Rusty Mail $6+DEX$ (max 2) Armor, Leather Buckler (+1 Armor), Crowbar.
- **Hunter:** Short Bow: $1d6+DEX$ (Range 10–90 ft.), Hand Axe $1d6$, Cheap Hides, 2x Strange Plant.
- **Mage:** Staff $1d8+STR$, Adventurer's Clothing: $2+DEX$ Armor, Bell, Blanket, Misc. Books.
- **Oathsworn:** Mace: $1d6+STR$, Rusty Plate: 10 Armor, Leather Buckler: +1 Armor, Padlock & Key.
- **Shadowmancer:** Adventurer's Clothing: $2+DEX$ Armor, Hand Scythe: $1d4+DEX$ (Vicious), Saw, Shovel, Bones.
- **Shepherd:** Mace: $1d6+STR$, Rusty Mail $6+DEX$ (max 2) Armor, Leather Buckler (1 Armor), Soap.
- **Songweaver:** Lute, Dagger: $1d4+DEX$, Cheap Hides: $3+DEX$ Armor, Mirror, Whistle
- **Stormshifter:** Staff $1d8+STR$, Cheap Hides: $3+DEX$ Armor, Rope, Strange Plant
- **Zephyr:** Staff $1d8+STR$, Telescope, Grappling Hook, Rope.

Inventory Slots

Each hero has inventory slots equal to **$10+STR$** to carry equipment and loot (whether in their hands, worn on their bodies, or in a pack). 1 inventory slot can hold: a shield, a one-handed weapon, worn armor, a quiver of arrows, a stack of javelins, 500 gp, or 2 potions. A two-handed weapon, unworn armor, or other similarly bulky item takes 2 slots. Small, similar items can be grouped into one slot for simplicity, for example: Camping Supplies (soap, blanket, brush, rations).

On Ammunition: Unless you are playing a very gritty game, there is no need to track ammunition. If you have a quiver, you have enough arrows to reasonably shoot. It's okay to simply assume the hero is collecting fired arrows, crafting more as they go, or buying more in town.

Alternatively, your GM may allow you to carry what you want without the bookkeeping. So long as you're reasonable!

Equipment Proficiency

Heroes can use any equipment they like; however, each character class has a list of weapons and armor types they are most skilled with. Weapons used without proficiency cannot crit and roll with disadvantage. Defending while wearing armor worn without proficiency costs 1 additional Action.

Swapping Weapons

A hero can sheathe weapons they are proficient with and draw different ones for free 1/round.

Weapon Properties

- Load.** Some weapons require extra Actions to load before they can be fired.
- Reach.** How close an enemy must be to be targeted by a melee attack. Typically 5 ft.
- Range.** Attacks can be made from afar, if *any* enemy is adjacent to you, your ranged attacks are made with disadvantage.
- Thrown.** Treat a melee weapon as if it had Range. Once thrown, you no longer have it!
- Vicious.** Roll 1 additional die whenever you roll critical hit damage.

Unarmed or Improvised? To attack with your bare hands, roll 1d4, on a hit deal 1+STR damage. Using an improvised weapon, default to 1d4 or 1d6+STR. Use bigger dice or other properties if it makes sense. An improvised weapon may be likely to break if it lands a crit though.

Dual Wielding

Heroes may wield two Light weapons at the same time. Once per round you may roll both weapon dice and choose either result. You may dual wield 1-handed weapons without the Light property if your STR is 3+, or 1 weapon without the Light property if your STR is 2.

Dual wielding different weapons. Dual wielding a rapier (2d4) and dagger (1d4) you'd roll 3d4 and drop the lowest. Dual wielding a rapier and a shortsword you'd roll 2d4+1d6 and pick either result: the d6 or the leftmost d4. Attacking with advantage: add an extra die for one of the weapons.

Customizing Weapons

Can you re-flavor a staff as a greatclub? Sure! A sai instead of a dagger, of course! Could you find a blacksmith to make your 1d12 Greatmaul deal 2d6 or 3d4 damage instead, for a small fee? They all add up to 12, so it won't break the balance of the game, ask your GM! Can a blacksmith make your Dagger deal that much damage? No, sorry.

Melee Weapons

| ITEM | DAMAGE | PROPERTIES | COST |
|----------------|------------------------------------|--|--------|
| Dagger | 1d4+DEX Piercing | Light, Reach 5 ft., Thrown 20 ft. | 3 gp |
| Hand Scythe | 1d4+DEX Slashing | Reach 5 ft., Vicious | 10 gp |
| Club/Mace | 1d6+STR Bludgeoning | Reach 5 ft. | 2 gp |
| Hand Axe | 1d6+STR Slashing | Light, Reach 5 ft., Thrown 20 ft. | 8 gp |
| Short Sword | 1d6+(STR Slashing or+DEX Piercing) | Light, Reach 5 ft. | 10 gp |
| Staff | 1d8+STR Bludgeoning | Reach 5 ft., (Req. 2 STR, or 2-handed) | 8 gp |
| Rapier | 2d4+DEX Piercing | Reach 5 ft. | 60 gp |
| Longsword | 1d8+STR Slashing | Reach 5 ft., (Req. 2 STR, or 2-handed) | 60 gp |
| Battleaxe | 1d10+STR Slashing | 2-handed, Reach 5 ft. | 30 gp |
| Lucerne Hammer | 1d10+STR Bludgeoning | 2-handed, Reach 5-10 ft. | 60 gp |
| Glaive | 1d10+STR Slashing | 2-handed, Reach 5-10 ft. | 60 gp |
| Spear | 1d4+1d6+STR Piercing | 2-handed, Reach 5-10 ft. | 60 gp |
| Greatmaul | 1d12+STR Bludgeoning | 2-handed, Reach 5 ft. (Req. 2 STR) | 80 gp |
| Greataxe | 2d6+STR Slashing | 2-handed, Reach 5 ft. (Req. 2 STR) | 100 gp |
| Greatsword | 3d4+STR Slashing/Piercing | 2-handed, Reach 5 ft. (Req. 2 STR) | 120 gp |

Ranged Weapons

| ITEM | DAMAGE | PROPERTIES | COST |
|-------------------|---------------------|--|--------|
| Sling | 1d4+DEX Bludgeoning | 2-handed, Range 10-90 ft., Vicious | 4 gp |
| Javelins | 1d6+STR Piercing | Range 10-60 ft. (stack of 4) | 20 gp |
| Throwing Hammers | 1d8+STR Bludgeoning | Range 10-30 ft. (stack of 3) | 25 gp |
| Shortbow | 1d6+DEX Piercing | 2-handed, Range 10-90 ft. | 25 gp |
| Longbow | 1d8+DEX Piercing | 2-handed, Range 10-120 ft. | 30 gp |
| Crossbow | 4d4+DEX Piercing | 2h, Load: 1 Action, Range 5-60 ft. | 60 gp |
| Handheld Ballista | 1d20+DEX Piercing | 2h, Load: 2 Actions, Range 5-60 ft. (Req. 2 STR) | 120 gp |

Armor

Represents your hero's ability dodge or block damage. Your Armor is typically DEX+ any equipment or effects that may grant additional Armor (see page <?>) and it reduces incoming damage *only when you use the Defend reaction* (see page <?>). While unarmored or wearing regular clothes your Armor is equal to your **DEX**.

Defend Yourself! If you're standing right next to a baddie with an axe and you're not doing anything to defend yourself, chances are, you're going to get axed!

| CLOTH | ARMOR | COST | MAIL | ARMOR | COST |
|-----------------------|-------|-----------|-------------------------|----------------|----------|
| Adventurer's Clothing | 2+DEX | 10 gp | Rusty Mail | 6+DEX (max 2) | 15 gp |
| Minor Enchantment | 3+DEX | 100 gp | Chain Shirt (Req 2 STR) | 9+DEX (max 2) | 60 gp |
| Major Enchantment | 4+DEX | 1,000 gp | Scale Mail (Req 3 STR) | 12+DEX (max 2) | 700 gp |
| Epic Enchantment | 5+DEX | 10,000 gp | Dragonscale (Req 4 STR) | 15+DEX (max 2) | 3,000 gp |

LEATHER

| | | | | | |
|--------------------------|-------|----------|---------------------------|----|----------|
| Cheap Hides | 3+DEX | 5 gp | Rusty Plate (Req 2 STR) | 10 | 25 gp |
| Ox Hide | 4+DEX | 25 gp | Half Plate (Req 3 STR) | 14 | 200 gp |
| Hard Leather (Req 1 STR) | 5+DEX | 300 gp | Full Plate (Req 4 STR) | 18 | 2,000 gp |
| Wyrmhide (Req 1 STR) | 6+DEX | 2,000 gp | Mithril Plate (Req 5 STR) | 22 | 5,000 gp |

Shields

In addition to increasing your Armor, shields can reduce the damage of one attack per round by an amount equal to the Armor they grant, for free.

SHIELDS

| | | |
|---------------------------|---|---------|
| Leather Buckler | 1 | 5 gp |
| Iron Shield (Req 2 STR) | 2 | 30 gp |
| Tower Shield (Req 3 STR) | 3 | 500 gp |
| Dragon Shield (Req 3 STR) | 4 | 3000 gp |



Key Adventuring Equipment

Healing Potions

Health in a bottle

Torches & Lanterns

Heroes cannot typically see in the dark. Fighting in the dark imposes the Blinded condition.

Heroes can bring a lantern or torch to light their way in the dark as long as they have a hand free to hold it. A torch typically lasts for 1 dungeon (or 1 level of a very large one), a lamp with oil can typically last for 1 entire outing, until you next need to Long Rest. They cast light up to **30 ft.** away, beyond this is darkness.



Be Warned. Denizens of the dark may not appreciate the light and may attack the light bearers first. Certain spells (e.g., Fire & Radiant) may cause flashes of light as well and draw unwanted attention!

Costs for mundane items typically range from a few sp to a few gold pieces. If you can find an artisan, you can commission them to create something for you—basically anything you can think of that their level of technology could support. The more ornate the higher the price, commissioning the creation of a special item will typically start around 50 gp and only go up from there. Smaller towns will have fewer items and artisans than larger cities.

Typical Costs of Magical Items

Common

Uncommon

Rare

Very Rare

Legendary

Misc Adventuring Equipment

| ITEM | PROPERTIES | COST |
|------------------------|---|---------|
| Healing Potion | (1 Action) Heal 2d4+4 HP | 50 gp |
| Greater Healing Potion | (1 Action) Heal 3d6+6 HP | 150 gp |
| Supreme Healing Potion | (1 Action) Heal 4d8+8 HP | 450 gp |
| Torch | For when it's dark. Single use (stack of 2). | 5 sp |
| Lantern & Oil | Like a torch, but less wasteful (refill oil, 1 gp). | 10 gp |
| Vial of Pitch | Sticky, and VERY flammable. | 2 gp |
| Rope (50 ft.) | You always need rope. | 10 gp |
| Chain (10 ft.) | Like rope, but stronger (and heavy). | 50 gp |
| Bucket | Also works as a hat in a pinch! | 1 gp |
| Padlock & key | Lock it or lose it. | 3 gp |
| Mirror | For medusas AND spinach teeth. | 4 gp |
| Telescope | Arrr. | 10 gp |
| Magnifying glass | Make the small, big. | 5 gp |
| Chalk | Not JUST for kids. | 1 sp |
| Shovel | Sometimes you need a hole dug. | 3 gp |
| Pulley | Pull down, go up. | 3 gp |
| Grappling Hook | For climbing or catching BIG fish. | 4 gp |
| Whistle | VERY loud. | 2 gp |
| Saw | For cutting lumber. | 4 gp |
| Soap | Useless. | 1 sp |
| Strange Plant | Who knows? | 5 sp |
| Shiny Object | Worthless, but VERY pretty. | 1 sp |
| Lock Picks | They're not mine, honest! | 5 gp |
| Bell | For service. | 2 gp |
| Dice | LOTS of fun. | 5 sp |
| Blanket | Warm & fuzzy. | 1 gp |
| Hunting Trap | Snap snap, don't lose a finger! | 10 gp |
| Camping Supplies | Bedroll, rations, simple tent. | 5 gp |
| Crowbar | It's LIKE a key. | 2 gp |
| Pitons | Metal spikes, for sealing doors. | 5 gp |
| Manacles | For when someone has been bad. | 3 gp |
| Large Sack | Like a BIG pocket. | 5 sp |
| Instrument | Drums, Horn, Lyre, Flute, etc. | 5-50 gp |



WEAPON OF
MANY HANDS

ARTIST: WARMATE

Magical Items

Attunement

In order to use some magical items, they may first require Attunement: the synchronization of a soul and item. A character must hold and concentrate on a magical item during a Short Rest to attune to it. Most magical items can only be attuned to 1 character at a time. A character can be attuned to **INT** magical items at one time (min 1).

Weapon of Animosity

Whenever you attack with this weapon, roll an additional animosity die. The weapon deals that much additional damage to your target on a hit. Whenever this weapon misses, you take that damage instead. Example weapons:

Shortbow of Animosity (*Uncommon shortbow*)

+1d4 psychic damage. You take this damage on a miss.

Vindication, Boundless Animosity (*Legendary weapon*)

+1d12 psychic damage. You take this damage on a miss.

Weapon of Many Hands

While equipped, this weapon grants the wearer additional arms. The wearer can use the extra arms to perform any task their normal hands can do (wield equipment, grapple enemies, climb, etc.) but does not allow the wearer to perform actions any faster. These extra appendages may be off-putting or horrifying to people in polite society.

Longsword of Many Hands (*Uncommon longsword*)

+1 extra arm while equipped.

Harbinger & Sovereign, Abyssal's Claim (*Legendary Glaives*)

Set of 2 matching glaives, +4 extra arms while both are equipped.

Extra Arms?! Yes, that means you can dual wield 2 handed weapons or wield more than 1 shield, or grapple 2 different creatures while hitting them both at the same time, or any number of creative things provided you have the arms to perform the task.

Weapon of Wounding

When you land a hit with this weapon, you may suffer 1d6 damage to deal twice that much additional damage to your target.

Weapon of Ill Omen

While equipped, you have -1 to WILL saves and +1 to your Spell save DC.

Mindlink Daggers

This pair of daggers enables the sharing of thoughts between any who holds or is stabbed by one.

Magical Items

Spell Scrolls

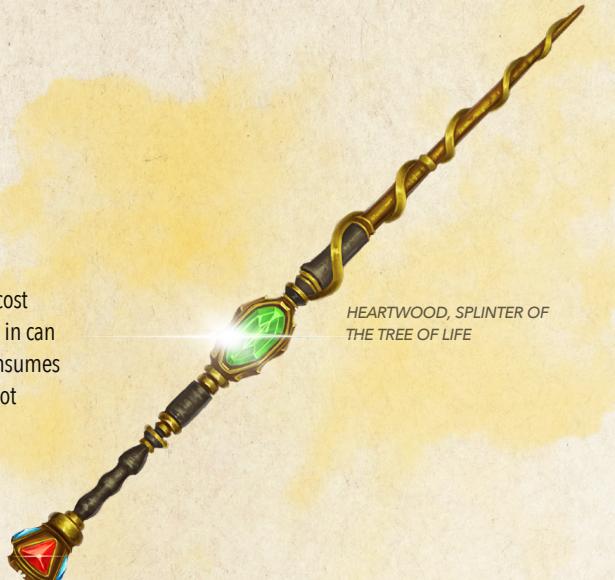
Spell scrolls are single use enscribed magical spells. Casting a spell with a spell scroll does not cost mana nor does it require magical ability. Anyone who can read the language the scroll is written in can utilize it. Reading one aloud takes the same number of Actions the spell normally takes and consumes the scroll. A character must succeed on a **DC 10 Arcana** check to cast it successfully if they do not already know the spell school, on a failure it is wasted. Spell tier & typical price:

| SPELL TIER | COST | SPELL TIER | COST |
|--------------|----------|--------------|-------------|
| Cantrip | 10 gp | Tier 5 Spell | 3,000 gp |
| Tier 1 Spell | 35 gp | Tier 6 Spell | 10,000 gp |
| Tier 2 Spell | 100 gp | Tier 7 Spell | 25,000+ gp |
| Tier 3 Spell | 300 gp | Tier 8 Spell | 75,000+ gp |
| Tier 4 Spell | 1,000 gp | Tier 9 Spell | 200,000+ gp |

Wands

Like spell scrolls, these can be used to cast spells without consuming mana and do not require magical ability. Unlike spell scrolls, wands can be recharged and used again. Characters proficient with them can use wands from any spell school freely spending the normal amount of Actions to cast the spell. Characters not proficient in wands must also make an Arcana check equal to 10+ the spell tier to successfully cast the spell. Typical wand prices and examples:

| SPELL TIER | COST | SPELL TIER | COST |
|--------------|----------|--------------|---------------|
| Cantrip | 50 gp | Tier 5 Spell | 15,000 gp |
| Tier 1 Spell | 175 gp | Tier 6 Spell | 50,000 gp |
| Tier 2 Spell | 500 gp | Tier 7 Spell | 125,000+ gp |
| Tier 3 Spell | 1,500 gp | Tier 8 Spell | 375,000+ gp |
| Tier 4 Spell | 5,000 gp | Tier 9 Spell | 1,000,000+ gp |



Wand of Firestep

Uncommon wand (3 charges)

Recharge: Heat the wand in a blacksmith's forge until it glows and quench it in oil.

Wand of Voidcloak

Uncommon wand (2 charges)

Recharge: Place the wand in a freshly slain corpse. Leave it until only bones remain.

Wand of Fly

Uncommon wand (2 charges)

Recharge: Give it to a wild bird and let it fly freely. Retrieve it wherever the bird drops it.

Wand of Glacier Strike

Rare wand (2 charges)

Recharge: Leave the wand at the bottom of a lake until it freezes over.

Wand of Ride the Lightning (Tier 6)

Very Rare wand (2 charges)

Recharge: Place at the highest point within 1 mile. Retrieve after 3 thunderstorms.

Wand of Barrier of Wind

Rare wand (3 charges)

Recharge: Hang the wand with windchimes in a breezy area. Let it ring for 3 days.

Wand of Sacrifice

Very Rare wand (1 charge)

Recharge: Plant it in a new garden, leave it undisturbed until the flowers bloom

Elderwyrm's Majesty

Legendary wand (1 charge) This wand can cast Dragonform, turning into the type of dragon that last charged it.

Recharge: Give an ancient dragon a gift it truly desires.

Heartwood, Splinter of the Tree of Life

Legendary wand (1 charge) Cast Redeem with no required components.

Recharge: A sacred hymn must be sung over it ceaselessly for 100 years.



SPELLS

Spells

There are 6 main schools of magic, each with their own basic spells called cantrips and 9 tiers of more powerful spells. As heroes level up they may gain access to higher tiers of spells. Heroes can cast any spells from the schools that they know within the tiers they have unlocked.

Spells and Mana. More powerful spells require a portion of the spellcaster's life force to fuel: mana. A spell's mana cost is equal to its tier. Cantrips cost no mana.

Fire Spells. Deal high, consistent damage at medium range. Some fire spells can inflict the Smoldering condition and gain additional destructive effects against Smoldering enemies.

Ice Spells. Deal medium damage with a focus on controlling the battlefield and protecting the spellcaster. Some Ice spells have additional effects against slowed targets.

Slowed. Any creature that has their actions or movement negatively impacted is considered slowed (Dazed, Grappled, Prone, in difficult terrain, etc.).

Lightning Spells. Deal the most damage at extreme range but when a spell misses the target, some lightning spells may fail to find ground and damage the spellcaster instead.

Necrotic Spells. Summon horrible minions or manipulate and trap their targets. Some risky necrotic spells prey upon damaged creatures, sapping their very life force but frequently, fail to distinguish between friend or foe.

Radiant Spells. Can obliterate the unholy, the fearful, and those who would dare harm you or your allies. Other spells can protect, mend wounds, and can even restore creatures back to life.

Wind Spells. Aid in moving friend and foe alike around the battlefield. They can also slice and cut through entire groups of foes and viciously deal extra damage on critical hits.

Secret Spells. Some spells have been hidden or lost through the ages—whether they are too dangerous to be common knowledge, or for other reasons, adventurers can sometimes stumble upon new spells (or wrench them out of the undead hands of a defeated Lich).

Fire Spells

CANTRIP

1 ACTION

Flame Dart

Deal **1d10** damage to any target within 60 ft. Inflicts Smoldering on crit.

High Levels: +5 damage every 5 levels.

Smoldering. The Smoldering condition does nothing on its own, though some spells and abilities have additional effects against Smoldering creatures.

CANTRIP

1 ACTION

Heart's Fire

Give an ally within 20 ft. an extra Action.

High Levels: +10 ft. range every 5 levels.

TIER 1

2 ACTIONS

Ignite

Deal **4d10** damage to a Smoldering target within 60 ft., ending the condition.

Upcast: +2d10 damage for each additional mana spent.

TIER 2

1 ACTION

Enchant Weapon

(Concentration, up to 1 minute) A weapon you touch is enchanted with magical flame for 1 minute. It deals **+KEY** damage and inflicts Smoldering on crit.

Upcast: +KEY damage for each additional mana spent.

TIER 3

1 ACTION

Flame Barrier

(Reaction, when you would Defend) Defend for free, until the start of your next turn, melee attackers against you take **KEY** damage and gain Smoldering.

Upcast: +KEY damage for each additional mana spent.

TIER 4
3 ACTIONS

Pyroclasm

Other creatures within 15 ft. of you take **6d10** damage on a failed DEX save, half on save. Smoldering creatures automatically fail.

Upcast: +5 ft. to the explosion radius for each additional mana spent.

Half on save. This means if creature makes the save, they take only half damage and suffer no other effects.

TIER 5
2 ACTIONS

Fiery Embrace

(Concentration, up to 1 minute.) All other creatures within 60 ft. are Smoldering. While Smoldering this way, ALL damage Resistance is suppressed and Immunity is reduced to Resistance.

Upcast: +30 ft. radius for each additional mana spent.

TIER 7
3 ACTIONS

Living Inferno

You become a pillar of living flame. Until the end of your next turn gain the effects of Flame Barrier. At the end of this turn and your next turn, cast Pyroclasm for free.

Upcast: +10 ft. speed for the duration for each additional mana spent.

TIER 9
6 ACTIONS

Dragonform

You take the form of a Huge Red Dragon. Gain 3 Actions, 10×LVL temp HP, a flying speed of 80 ft., LVL Armor, and:

- **Tooth & Claw.** Action: Reach 10 ft., 1d20+LVL Slashing damage. Inflicts Smoldering, ignores Armor.
- **Immolating Breath.** 2 Actions: 60-ft. cone. DC 20 DEX save, LVL d6 damage, half on save. Smoldering targets fail.

You can maintain this form for as long as the temp HP granted by this spell remain (max. 10 minutes). When it ends, you drop to 0 HP.

Ice Spells

CANTRIP
1 ACTION

Ice Lance

Deal **1d6** damage to a target within 90 ft. Advantage against creatures that are slowed.

High Levels: +3 cold damage every 5 levels.

Slowed. Any creature with actions or movement hampered is slowed; e.g., Dazed, Grappled/Restrained, Prone, Difficult Terrain.

CANTRIP
1 ACTION

Biting Fog

(Concentration, up to 1 minute.) Create a 10 ft. opaque cube of icy fog adjacent to you. Creatures in it are Blinded and take **1d6** damage when you create it and at the end of their turn.

High Levels: +3 damage every 5 levels.

TIER 1
2 ACTIONS

Glacial Shard

Deal **3d6** damage to a target within 90 ft. On a critical hit a medium or smaller target is knocked prone. Advantage against slowed creatures.

Upcast: Increase the size by 1 and +1d6 for each additional mana spent.

TIER 2
1 ACTION

Frost Shield

(Reaction, when you would defend) Gain KEY temp HP, then Defend for free.

Upcast: +KEY temp HP for each additional mana spent.

TIER 3
2 ACTIONS

Frost Nova

Creatures within 15 ft. of you take **4d6** damage. The area is difficult terrain until the end of your next turn. Surviving creatures must make a DEX save or fall Prone; creatures that were already Prone are Stunned for their next turn.

Upcast: +5 ft. radius for each additional mana spent.

TIER 4
2 ACTIONS

Icebound Aura

(Concentration, up to 1 minute.) The space within 90 ft. of you is difficult terrain. You and one ally within range are immune to this effect.

Upcast: +2 targets for each additional mana spent.

TIER 5
3 ACTIONS

Glacier Strike

Choose a 10×10 ft. area within 90 ft. of you. Targets in the area suffer **8d6** damage, targets adjacent to that area take half as much. The entire area permanently becomes difficult terrain.

Upcast: +5 ft. initial square for each additional mana spent.

TIER 8
3 ACTIONS

Cryotomb

A creature within 90 ft. is entombed in ice on a failed **STR save**. While entombed they are incapacitated and immune to damage. This lasts as long as you survive, or until it melts or is destroyed by natural means. The creature may repeat the save once every 10 days. Huge or larger creatures have advantage on the save, a Small or smaller creature, disadvantage.

Upcast: +5 spell save DC for each additional mana spent.

TIER 9
3 ACTIONS

Arctic Annihilation

Any number of objects or willing creatures you choose within 90 ft., are encased in ice, incapacitated and immune to all damage and negative effects until the start of their next turn. All other creatures and objects within this radius take **20d6** damage. Any surviving creatures who took this damage must make a **STR save** or be stunned 1 round. Once you cast this spell, you must Long Rest for 1 week before using it again.

Save spells. Spells that trigger a save (e.g., Frost Nova, Arctic Annihilation) do not miss on a 1, cannot crit, and ignore armor.

Lightning Spells

CANTRIP
1 ACTION

Zap

Deal **2d8** damage to a target within 120 ft. If this misses, the lightning fails to find ground and strikes you instead.

High Levels: +4 damage every 5 levels.

CANTRIP
1 ACTION

Electrical Discharge

Inerrantly deal **2d8** damage to all other creatures within 10 ft. of you. (*This can only be cast if you are charged, ending the condition*)

High Levels: +4 damage every 5 levels.

Charged. Whenever you take lightning damage you are charged for 1 minute.

TIER 1
2 ACTIONS

Arc Lightning

Deal **3d8** damage to a target within 120 ft. The bolt also strikes the next closest creature to your target. If this attack misses, the lightning fails to find ground and strikes you instead.

Upcast: +1d8 for each additional mana spent.

Next closest. If you or an ally is the next closest, they are hit! If 2 creatures are equally close, the GM can roll for it or select the one wearing the most metal.

TIER 2
FREE

Alacrity

After your roll initiative, add KEY to the roll (once).

Upcast: +1 to your initiative per additional mana spent.

TIER 3
3 ACTIONS

Chain Lightning

A 10ft. wide, 60 ft. long bolt of lightning originates from you, dealing **5d8** damage to all creatures in the area on a failed **DEX save**, half on save.

Creatures wielding a large amount of metal automatically fail (e.g., wearing metal armor, or wielding a 2-handed metal weapon).

Upcast: +1d8 for each additional mana spent.

TIER 4
2 ACTIONS

Electrickery

(*Reaction, when another creature within 120 ft. takes an action*) Switch the places of one willing creature and another creature in range. If one was the target of an attack or effect, the other becomes the new target. An unwilling target makes a **WILL** save to resist. Costs 2 Mana and 1 Action while Charged or Dying.

Upcast: +1 spell save DC for each additional mana spent.

TIER 5
3 ACTIONS

Electrocharge

(*Concentration, up to 1 minute*) A target you touch gains +1 max Action, +5 Armor, double Speed, and advantage on DEX saves.

Upcast: +1 minute duration for each additional mana spent.

TIER 6
3 ACTIONS

Ride the Lightning

You temporarily turn into a living bolt of lightning and strike with thunderous noise. Teleport up to 120 ft. away to a spot you can see. If a willing creature occupies that spot, you change places with them. Creatures within 15 ft. take **10d8** damage. Surviving creatures must make a **STR save** or also be hurled back 20 ft., knocked prone, and deafened for 1 day. If a creature fails by 10 or more, they are also stunned for 1 round.

Upcast: +60 ft. range and +10 damage for each additional mana spent.

TIER 9
3 ACTIONS

Seething Storm

(*Concentration, up to 1 min. Costs 3 Actions to maintain each turn*) You are enveloped in a 20 ft. radius cloud of tempestuous storm that follows you; you gain a flying speed and move for free 1/round; and attacks against you are made with disadvantage. Up to 6 different creatures you choose within the area are unerringly struck by a bolt of lightning, taking **10d8** damage (a creature can only be struck once per round).

Each round you maintain concentration, the storm grows in radius by 10 ft. and the number of bolts of lightning increases by 2. Once you cast this spell, you must Long Rest for 1 week before you can use it again.

Necrotic Spells

CANTRIP
1 ACTION

Entice

On a failed **WILL save**, a target within 60 ft. takes **1d6** damage and moves 10 ft. nearer to you. Repeat until they save or cannot move any longer.

High Levels: Increment the die size 1 step every 5 levels (d6 » d8 » d10 » d12 » d20).

CANTRIP
1 ACTION

Withering Touch

Touch a target and deal **1d12** damage. They are considered undead until the end of your next turn.

High Levels: +6 damage every 5 levels.

TIER 1
2 ACTIONS

Shadow Trap

(Concentration, up to 1 minute.) The next creature to move adjacent to you suffers **3d12** damage and a medium or smaller creature is also Grappled by shadowy tendrils.

Upcast: +1d12 damage for each additional mana spent.

TIER 2
2 ACTIONS

Voidcloak

(Concentration, up to 1 minute.) Wrap yourself in horrifying living shadow. Melee attacks against you have disadvantage. The first creature that makes a melee attack against you each round, first takes **1d12** damage.

Upcast: +1d12 damage for each additional mana spent.

TIER 3
3 ACTIONS

Vampiric Greed

Deal **4d12** damage to all other creatures within 5 ft., heal HP equal to the damage done. Any surviving creatures make a **STR save**, you gain 1 Wound for each creature that saves.

Upcast: +1 save DC for each additional mana spent.

TIER 4
3 ACTIONS

Greater Shadow

Summon a 5d12 Greater Shadow minion (max 1) adjacent to you. When it dies, it explodes into 5 shadow minions (see Summon Shadow)—place them anywhere within 20 ft.

Upcast: +1d12 damage, +1 shadow for each additional mana spent.

TIER 5
3 ACTIONS

Gangrenous Burst

Damaged creatures within 20 ft. take **6d12** damage on a failed **STR save**, made with disadvantage while Bloodied.

Upcast: +1d12 damage for each additional mana spent.

TIER 6
3 ACTIONS

Unspeakable Word

A target within 60 ft. dies on a failed **WILL save**. If they succeed, you drop to 0 HP instead. The target has disadvantage if they are Bloodied, advantage if they are unharmed.

Upcast: +1 save DC for each additional mana spent.

TIER 7
3 ACTIONS

Creeping Death

Deal **8d12** damage to a creature within 60 ft. If this kills the creature, it violently erupts and you MUST deal the same amount of damage to another creature within 60 ft. of it that has not yet been damaged by this effect. Repeat until a creature survives this damage or no other creatures are in range.

Shadowmancer Only

CANTRIP
1 ACTION

Shadow Blast

Deal **1d12+CHA** damage to a target within 60 ft. 1/round.

CANTRIP
1 ACTION

Summon Shadow

Summon a d12 shadow minion adjacent to yourself (the maximum number of minions you can summon this way is equal to your INT or LVL, whichever is lower).



Your shadow minions follow the normal minion rules: They have 1 HP, no damage modifier, and do not crit. Additionally, as an Action (1/turn) you may command ALL of your minions to move up to 30 ft. and attack an adjacent target. They abandon you immediately outside of combat.

Radiant Spells

CANTRIP

1 ACTION

Rebuke

Deal **1d6** damage to a target within 20 ft., ignoring Armor. Deal double damage against undead or the cowardly (those behind cover).

High Levels: +1d6 every 5 levels.

CANTRIP

1 ACTION

True Strike

Give yourself or an ally within 10 ft. insight into an enemy's defenses. They gain advantage on the next attack they make until the end of their next turn.

High Levels: This spell gain +5 ft. range every 5 levels.

TIER 1

1 ACTION

Heal

Touch a creature and heal it $1d6 + \text{KEY HP}$.

Upcast: For each additional mana spent choose one: +1 Target, +30 ft. range, +1d6 healing. If 5+ mana is spent, you may also heal 1 negative condition (e.g., Blind, Deaf, 1 Wound, etc.).

TIER 2

2 ACTIONS

Warding Bond

Designate a willing creature as your ward for 1 hour. They take half damage from all attacks, you are attacked for the other half.

Upcast: +1 hour duration for each additional mana spent.

TIER 3

1 ACTION

Shield of Justice

(*Reaction, when you would defend*) Defend for free. You reflect Radiant damage back at the attacker equal to the amount blocked, ignoring Armor.

Upcast: +5 Armor for each additional mana spent.

TIER 4

2 ACTIONS

Vengeance

(*Can only target a creature that crit you or an ally since your last turn*) Deal **2d12+20** damage to a creature within 30 ft. ignoring Armor & Cover. **Upcast:** Add 1d12 for each additional mana spent.

TIER 5

2 ACTIONS

Condemn

(*Can only target a creature that reduced an ally to 0 HP or attacked a Dying ally since your last turn*) Unerringly deal **50** damage to a creature within 5 ft. This damage cannot be reduced or mitigated by any means. **Upcast:** +10 ft. range for each additional mana spent.

TIER 6

2 ACTIONS

Sacrifice

Reduce yourself to 0 HP. You can not have more than 0 HP until you Long Rest. Heal a number of HP equal to your maximum HP, divided as you choose to any number of other creatures within 60 ft. You may revive a creature that has died in the past minute if you give them at least 20 HP (also healing 2 Wounds from them), provided they have not been revived with this spell before.

Upcast: +30 ft. range for each additional mana spent.

TIER 9

Redeem

(*Casting Time: 24 hours. Requires a diamond worth at least 10,000 gp which this spell consumes.*) Revive any number of deceased creatures within 1 mile that have died in the past year, provided they have not died of old age or been revived with this spell before.

SHEPHERD ONLY

TIER 1

1 ACTION

Summon Lifebinding Spirit

Call forth a spirit companion that faithfully follows you wherever you go. It is immune to damage and other harmful effects. It lasts until you cast this spell again, Long Rest, or until it has healed a number of times equal to the mana spent to summon it.

Action: It attacks or heals a creature within 20 ft. of you. It attacks for $1d6 + \text{WIS}$ radiant damage (ignoring armor), or heals for the same amount.

Upcast: Increase its die size by 1 (max d12) for each additional mana spent.



Wind Spells

CANTRIP
1 ACTION

Razor Wind

Deal **1d4** slashing damage to up to 2 adjacent targets within 90 ft. Vicious (roll an additional die whenever this crits).

High Levels: +2 damage every 5 levels.

CANTRIP
1 ACTION

Breath of Life

Restore 1 HP to a Dying creature within 30 ft.

High Levels: +10 ft. range every 5 levels.

TIER 1
2 ACTIONS

Blustery Gale

Deal **3d4** slashing damage to a target within 90 ft. Move a medium or smaller target 5 ft. Advantage against flying or small/tiny targets and move them twice as far. Vicious.

Upcast: Increase the movement by 5 ft. for each additional mana spent.

TIER 2
1 ACTION

Barrier of Wind

(Reaction, when you would Defend) Ranged attacks have disadvantage against you until the start of your next turn (including the triggering attack), then Defend for free.

Upcast: +2 Armor for each additional mana spent.

TIER 3
2 ACTIONS

Fly

(Concentration, up to 10 minutes.) A gust of living wind lifts a target you touch effortlessly into the air. They gain a flying speed of 60 ft. for the duration.

Upcast: +1 target for each additional mana spent.

TIER 4
3 ACTIONS

Eye of the Storm

Enemies within 15 ft. of you take **6d4+10** slashing damage. You may move any affected surviving creatures anywhere within 5 ft. of the storm's radius on a failed **STR save**.

Upcast: +5 ft. radius for each additional mana spent.

TIER 5
3 ACTIONS

Updraft

Choose a 25×25 ft. square area within 60 ft., enemy creatures there must roll a **DEX save** until they succeed. For each time they failed they are whisked into the air 30 ft. landing prone at the end of your turn (falling damage is **1d6** damage per 10 ft.). **Upcast:** +1 spell save DC for each additional mana spent.

TIER 6
3 ACTIONS

Thousand Cuts

Target a creature within 90 ft. and roll **12d4**. This attack does not miss, and EVERY die explodes on a 4. Also damages all enemies within 5 ft. of your target.

Upcast: +5 ft. radius for each additional mana spent.

TIER 7
3 ACTIONS

Boisterous Gale

(Concentration, up to 1 minute.) You and up to 12 allies gain a flying speed of 60 ft., can move up to their speed for free once each round, and ranged attacks have disadvantage against you.

Upcast: +1 minute or +2 targets for each additional mana spent.

CANTRIP
1 ACTION

Songweaver Only

Vicious Mockery

Range 60 ft. **1d4+INT** psychic damage (ignores armor). The target's next attack is made with disadvantage (+3 damage every 5th level).

Utility Spells

Spellcasting classes can gain access to these additional utility spells as they level up. They do not cost any mana.



Fire

- **Kindle.** Action: use the power of fire magic to:
 - **Conjure** a single minor visual illusion or make something warmer, or
 - **Ignite** a small, unheld item within 30 ft.
- **Fire Step.** Casting time: 1 minute. Touch a fire source and teleport to another fire source you can see.
- **Firebrand.** Action: Touch a surface and secretly mark it with a symbol or brief message. Speaking a chosen command word reveals the hidden mark.



Ice

- **Chillcraft.** Action: Use your power over Ice & water to:
 - **Conjure** a sheet of opaque, mirror-like, or transparent ice no bigger than a window or small door, or
 - **Freeze** (harmlessly), thaw, or move a bath-sized amount of water near you.
- **Ice Disk.** Casting time: 1 minute. Conjure a disk of ice that floats just above the ground and follows you. It can carry up to 250 lbs of weight for 1 hour.
- **Wintry Scrying.** Casting Time: 10 minutes. Turn a small patch of water into a reflective icy mirror. Looking though this mirror grants you vision of any desired location near this same body of water for 10 minutes.



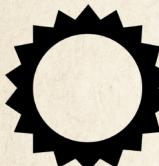
Lightning

- **Spark Step.** Action: Teleport to a metal object within 20 ft.
- **Tempest's Command.** Action: harness the power of lightning magic to:
 - **Dispel** a minor magical effect, or temporarily suppress a stronger one (the more powerful an enchantment, the shorter the duration), or
 - **Voice of Thunder.** For 1 minute your eyes flash with lightning and your voice is greatly amplified to a booming, thunder-like volume.
- **Spark Buddy.** Casting time: 1 minute. Conjure a tiny electrical helper about the size of a squirrel for up to 1 hour. It can perform simple tasks you request of it such as fetching a small object (max 1 pound), opening an unlocked door, glowing brightly to illuminate a small area, or harmlessly shock creatures. If it moves further than 30 ft. away from you or if it takes damage, it dissipates into harmless sparks.



Necrotic

- **Grave.** Use your power over necrotic magic to:
 - **Gravemark.** Action: Soil a surface with blood, filth, or other disgusting things, or
 - **Gravework.** Casting time 1 minute: Shape/move a body-sized plot of earth.
- **False Face.** Casting time: 1 minute. Change your appearance to look like someone else for 10 minutes. Requires a piece of that person.
- **Thought Leech.** Action: Read the surface thoughts of a creature within 30 ft. Unwilling creatures can sense you doing this and may not like it.



Radiant

- **Light.** Action: Cause an item to brightly glow with radiant light for as long as you hold it.
- **Beautify.** Action: Clean dirt or stains from an item, repair a small tear or break in a non-magical item, or conjure tiny beautiful things: flowers, butterflies, etc.
- **Bond of Peace.** You may telepathically communicate simple thoughts or feelings with a friendly creature you can see; or imbue your spoken words with peaceful magic that can help the angry or fearful to be calmed.



Wind

- **Whispered on the wind.** Action: You whisper a message into the wind and it will be secretly carried to a specified target within 100 miles.
- **Helpful Gust.** Action: Gently move a tiny unheld item within 30 ft. in any direction; or generate an illusory scent.
- **Feather Fall.** Reaction: cause a falling creature within 30 ft. to gently float to the ground unharmed.

Additional Optional Rules

If your playgroup likes extra little tactical nuggets, your GM can allow you to try out some of these additional variants to add some more spice to your game. You can always try a rule out for 1 session and see how you all like it before committing to it.

Small Groups

A GM and a single hero can play with the aid of a sidekick. Sidekicks are an NPC that the hero's player controls during combat and the GM controls outside of combat. Sidekicks get 2 Actions and are always 1 level below the hero character. If the main hero dies, the sidekick can be upgraded 1 level, and hire his own sidekick to keep the adventure going! A GM can optionally allow one or two sidekicks with a Party of 2-3 heroes as well.

Large Groups

Adventures are typically balanced for parties of 3-5 players. Playing with very large groups (6-10+ heroes) can be made far more manageable simply by limiting each hero's Actions to 2 instead of 3. No other rebalancing needs be done.

Fast Resting

For a much more heroic and fast-paced story, a Long Rest can heal all Wounds and recover all Hit Dice.

Critical Healing

Treat healing just like an attack roll. Rolling the maximum is a critical heal (rolling again just like a critical hit), rolling 1 is a failure to heal (note: this variant is FUN for the right group that enjoys big, dramatic, swingy moments). Consider increasing the die size by one step if you use this variant ($d4 \gg d6 \gg d8 \gg d10 \gg d12$).

I Have the High Ground!

A character that is on moderately higher ground than their target gains +1 damage on attacks (e.g., standing on the higher slope of a hill or on a desk). If a character is much higher than their target (e.g., in a tree or flying and shooting to the ground) they gain a +2 to their damage.

I... had the High Ground

Taking a critical hit while at a height may cause a character to fall down. A reasonable STR save may be called for, but a weak character (e.g., a kobold) may just fall automatically. Very dramatic!

Thrown Potions

Treat potions like ranged attacks (10-60 ft. Range). The potion misses on a 1, otherwise it heals for half as much since some splashes away and is wasted.

Sucker Punch

A character standing up from prone gives enemies the chance to take opportunity attacks. This makes sense story-wise and adds tactical depth.

Playing Dead

Whenever a Hero drops to 0 HP they can attempt to play dead by falling prone and making an Influence check (or other skill check as the situation demands).

Inspiration

Whenever a player does something memorable (roleplay a great moment, make everyone laugh, miss an attack multiple times in a row, or otherwise engages in desired behavior), the GM can grant them Inspiration. The ability to reroll any single die. Inspiration expires after a Long Rest.

Retreat

It's a dangerous world out there, some encounters may be very deadly—not every encounter is necessarily going to be "level appropriate." Any player may call for a retreat on their turn, and if the party agrees—unless there is a good reason story-wise that a party couldn't escape (e.g., they are trapped in nets and completely surrounded by a band of nasty kobolds) the GM can allow the party to retreat from the fight.

The GM will give each player a chance to describe what they do to escape the losing fight, it may involve casting a spell to cover their tracks, using a special piece of equipment, a skill check or simply describing. Reasonable consequences may follow, for example: an additional Wound, taking damage as you flee, failing whatever quest you were on. If the retreat ideas are particularly good, the GM may allow the party to escape without additional consequence. The embarrassment of retreating is often punishment enough for heroes!

Boons

A GM might choose a boon (see the GM's guide) that befits a heroes' conduct when they level up. Alternatively a GM may allow Heroes to choose a boon in place of a stat increase when they level up.

Complex Characters

A GM may allow Heroes to pick 2 different backgrounds.

Custom Weapon Dice

For larger weapon die sizes you can try using dice of a different size as long as they add up to the same initial die size. For example: a 1d10 glaive could be 1d4+1d6 or 1d6+1d4 (using the first die as the primary die).

Glossary of Terms

Encounter: An encounter begins when Initiative is rolled, and ends when hostilities do.

Climbing: A creature with a climbing speed can move across verticle surfaces as flat ground.

Flying: A creature with flying can move through the air as flat ground.

Round: When each hero and monster has acted on their turn.

Unheld: Not touched, worn or held by any creature.

Turn: The primary time allotted for an individual hero, or monster group to act.

KEY: Replace this with either of your KEY attributes.

LVL: Replace this with your Hero's level.

Target: A selected creature or object, it must be within range and able to be sensed.

Resistance: Take half as much damage from that souce.

Vulnerability: Take twice as much damage from that source.

Difcicult Terrain: Speed is halved while in this area.

Slowed. Any creature with actions or movement hampered is slowed (e.g., Dazed, Grappled, Prone, Difficult Terrain).

Spellcasting focus. Can be used instead of an empys hand to cast spells.

other content?