

Nimble

A fast, tactical TTRPG

Core Rules

Core Rules BETA v 1.1

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:

- **Spells.** Are there any critical utility spells you feel are missing? Particularly Arcane spells.
- **Battle reports.** The MOST valuable feedback I can get are actual battle reports after playing. What was fun, what wasn't, honest/candid reactions from the players and GM.
- **Confusing wording.** Some wording may be imprecise or confusing. I want to know about this!
- **Fiddly rules.** The goal of Nimble is to eliminate fiddly rules that don't contribute enough to the fun to justify their inclusion, take too many steps, are hard to remember, you can see yourself needing to look up, etc. Report this please.
- **Backgrounds.** Are there any fantasies that are not well represented?

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?

Drama & Tension. But not that alone! We can watch movies or read books to scratch that itch. What makes TTRPGs so special is being able to **create** the drama and **change** the story by making meaningful choices. **Cool choices** make RPGs fun!

This is why "railroading" is so loathed. The "choices" that players make are stripped of any consequence. What happens in a railroded campaign, happens regardless of the choices players make. If the number (and quality) of choices is what makes RPGs fun, then being able to make **more** of those choices each time you and your friends get together should make it more fun.

Neither is a TTRPG a video game that can calculate many steps needed to resolve a combat encounter. When a single attack takes half a dozen or more steps to find out how much damage it does, it's tedious. Needless conferring back & forth between players to resolve every choice, players losing agency of their character—all of this 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 them self with the base rules in this book (no need for everyone to read through unless they really want to). The included adventure 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 race, 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 XX.

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, STR saves, Might, Concentration checks, and carrying capacity.
- **DEXTERITY (DEX):** Affects DEX weapon damage, Armor, as well as the Stealth and Sleight of Hand skills, and DEX saves.
- **INTELLIGENCE (INT):** Affects known languages, spellcasting, as well as the Arcana, Examination, and Lore skills, as well as 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 tinker with mechanical devices. It also grants insights into the abilities and weaknesses of Constructs.

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, wrestling, 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 awareness and allowing you 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.

Sleight of Hand (DEX). Your ability to use your hands in clever or sneaky ways. Use Sleight of Hand for activities such as picking locks, piloting vehicles, card tricks, stealing or planting items, and any other task that requires precise hand movements and quick reflexes.

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 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 Sleight of Hand, and Stealth) and then may place **6** 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 positive skill to another skill.

Skill Checks

When doing something challenging (convincing an NPC, spotting a hidden enemy, picking a lock, etc.), the GM can ask a hero to make a particular skill check. To make a skill check roll 1d20 and add your skill to the result. This is compared to a number (the Difficulty Challenge or DC), that must be rolled (or higher) to succeed, otherwise it’s a failure. The DC will vary depending on what is being attempted:

- Spotting a large Ogre crouched behind a small bush might be a DC 8 Perception check.
- A hidden doorway behind a bookcase might be a DC 12 Examination check.
- Attempting to calm an injured Owlbear stuck in a trap may be a DC 16 Naturecraft check.
- Intuiting the true intentions of a trained Spy may be a DC 18 Insight check.
- Disarming an ancient legendary magical trap might be a DC 20 Sleight of Hand check.

GMs: *Reveal the DC or Keep it secret? Typically, a DC is hidden information for the GM only. However, there can be times when letting the players know what the DC is before they roll can really increase the drama of a moment. See the GM book for more info on how/when to call for a skill check.*

Advantage & Disadvantage

If you are ever in a situation where things are strongly in your favor, the GM may allow you to make a roll with Advantage. To do this, roll 1 additional die and remove the lowest. Alternatively if the situation is grim or your idea a long shot, you may have to roll with disadvantage (removing the highest die instead).

You may accumulate multiple stacks of advantage or disadvantage, in this case roll & remove an additional lowest/highest die for each stack. 1 stack of advantage will cancel out 1 stack of disadvantage before rolling. When there is a tie, removing dice from left to right always results in the preferred outcome.

The GM also may allow up to 1 other hero to Help (pg xx) with any skill check if they can reasonably explain how they can do so (a Berserker with -2 in Arcana likely couldn’t help with identifying an arcane symbol). If a hero ever has such a great idea or the situation calls for it, the GM may allow a hero to succeed automatically with no roll required.

Saves

Some spells, abilities, and other dangers test a creature's physical prowess or constitution (STR save), speed or balance (DEX save), or mental fortitude (WILL save). To make a save, roll 1d20 and add your relevant stat. Each save effect has a DC that must be rolled (or higher) to save, otherwise it is a failure. A natural 20 always saves regardless of other modifiers. Save effects ignore Armor, do not crit, but neither do they miss on a damage roll of 1.

- **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

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.

The DC for effects that heroes cause is always **10+KEY**.

- A save DC of 8 is easy
- A save DC of 16 is hard
- A save DC of 12 is moderate
- A save DC of 20+ is extremely hard

Armor

Represents your hero's ability dodge or block damage from monster attacks. Your Armor reduces incoming damage *only when you use the Defend reaction* (see page 16).

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!

Initiative

How quickly you can perceive and react to danger. Mark your WIS bonus and any applicable class or racial bonuses here.

Hit Dice

Hit Dice (HD) represent a hero's stamina. They range from a d6 for fragile classes to a d12 for sturdier ones. All heroes start with 1 HD at level 1, gaining 1 more each time they level up. HD are typically spent during Short Rests to regain Hit Points and can also fuel special abilities. During a Long Rest, heroes regain a number of Hit Dice equal to their STR (min 1).

Speed & Distance

A hero's speed is how fast they can move. 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 the grid 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).

If preferred, you can use a more abstracted system of movement just as well. Use close, medium, and long range. 1 move can traverse from long range to medium; medium to close; and vice versa. Melee or touch abilities are close range, spells and weapons with range of 20-60 ft. are medium range, beyond that is long range.

As always, the GM will adjudicate unclear situations and which creatures are affected by abilities with an area of effect.

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) and are dying. While dying, actions are limited to 1, Concentration is broken, 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. If a hero with Temp HP would gain more, instead of adding them together, they choose which amount to use. Temp HP expire on 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 d20 rolls *when outside of combat only*. 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 come at a cost. A soul can be coaxed back to the realm of the living only so many times before becoming untethered or worse...

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!

Money

Currency is made up of Copper (cp), Silver (sp) and Gold pieces (gp). 1 gold = 10 silver; 1 silver = 10 copper and each hero starts with **2d4x10 gp** to buy their starting equipment. 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.

Real world value. The value of copper, silver, and gold can be difficult for players to grasp. These guidelines can help: 1 cp is roughly equivalent to \$1, 1 sp is roughly equivalent to \$10, 1 gp is roughly equivalent to \$100. A village laborer could earn 1 cp/day, or 3-4 gp/year. A moderately skilled worker could earn 1 sp/day, or 30-40 gp/year. A well-to-do merchant could earn 1 gp per day, or 300-400 gp/year.

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

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!

Languages

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

Common Languages

- **Common.** Most intelligent creatures speak common to some extent.
- **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 a variety of Fiends
- **Thieves' Cant.** Known by scoundrels of various backgrounds.
- **Celestial.** Typically spoken by Celestial beings.
- **Draconic.** Dragons, Dragonkin, Kobolds.
- **Primordial.** Elementals & Ancient Beings.
- **Undercommon.** The common language of underworld dwellers.

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

Leveling Up

The GM should allow the Heroes to level up whenever they complete a level appropriate 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 appropriate adventure will generally take longer.

Levels 2-5 you might level up after each session or every other session; days or weeks of in-game time. Levels 6-12 after approximately every 2 or 3 sessions, or months/years of in-game time; and beyond that... you reach the rarified heights of truly epic heroes; leveling up perhaps only every 3-5+ sessions or years/decades of in-game time. 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, and you may move 1 positive skill point to a different skill.
- **Class Features.** Gain new class features for your level. This may mean increasing your mana pool, new spells, or even selecting a new 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 they level up, heroes 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 4d12 hit dice and a single d10 hit die. A hero should use the 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.

Inventory Slots

Each hero has inventory slots equal to $10 + \text{STR}$ to carry equipment and loot. 1 inventory slot can hold: a shield, a one-handed weapon, armor, a quiver of 20 arrows, a stack of javelins or darts, 500gp, or 2 potions. A two-handed weapon or other similarly bulk item takes 2 slots.

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.

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).

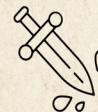
COMBAT



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 take 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, it deals no damage and has no other 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 get 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). The Primary Die is also 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 stack of disadvantage for each additional attack after the first—increasing the chance to miss and lowering the average damage for subsequent attacks. Any spells that can harm an enemy counts toward Rushed Attacks.

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 RP moments into 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.

Example: A DC 18 Arcana check could reveal the weaknesses/mechanics of a relevant magical creature; a DC 22 Examination check might reveal an enemy's soft underbelly, lowering their Armor by one step for a round.



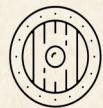
Move

A character can use an Action to move up to their speed. 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.

Forced Movement. Any time a character's movement is forced (shoving, knockback, etc.), if that movement is halted by anything in the environment, they take 1d6 bludgeoning damage for each 5 ft. square the movement was cut short. If they hit another creature, both take this damage.

Heroic Reactions

Reactions are Actions 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 that many 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 (i.e., psychic damage, or some areas of effect).



Interpose

If an ally 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 square and move them to an adjacent square 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. Common monsters do not make opportunity attacks, only heroes and legendary monsters (e.g., bosses) can use them.



Help

Grant an ally advantage on an attack, skill check, or saving throw 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. A fantastic way to bring role-playing and creativity into a combat encounter!

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. 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 will 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 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 (or whichever makes the most sense story-wise) goes first, 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 2 players want to strategically switch their turns for one round to facilitate teamwork or a 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.

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.

Hiding & Stealth

To hide, a creature must be outside line of sight of any enemy and then use an Action to make a Stealth check (roll 1d20 and add your Stealth skill). A result of less than 10 is a failure to hide. On a success, this is the DC to be found. The first attack you make while hidden is made with advantage, ending the hidden condition. If this attack kills the enemy and you are not in line of sight of any other enemy, you may remain hidden instead.

Dual Wielding

Heroes may wield two Light weapons at the same time. Instead of attacking with a mainhand and offhand weapon separately, 1/round 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 greater.

Concentration

Some spells have a long lasting effect and require Concentration to be maintained to continue their effect. Whenever a character is crit while concentrating, they must make a Concentration check: a **DC 10 STR save**. Failing this means concentration is broken and the spell ceases. Concentration is automatically broken whenever a character drops to 0 hp.

Weapon Properties

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

Conditions

Some attacks, traps, spells, or other effects can also inflict conditions—usually negative effects other than damage. Some condition 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.
- **Bleeding.** 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.
- **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.** Cannot move. Attacks against it have advantage. DEX or STR save ends (Action). Forced movement or incapacitation of the grappler 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 movement to stand up.
- **Taunted.** Disadvantage on attacks except against the most recent taunter.

Other minor statuses: (e.g., Burning, Distracted, Slowed) These minor statuses are described when they are used. Some spells and abilities have additional effects against such targets.

Grappling

A creature can use an Action to attempt to Grapple a creature of the same size or smaller. They both make their choice of a DEX or STR save.

Cover

A creature that is partially obscured from line of sight (e.g., a bush or desk) has half cover and imposes 1 stack of disadvantage. A creature mostly obscured from line of sight, (e.g., standing behind a tree, within an arrow slit) has 3/4 cover and imposes 2 stacks of disadvantage.

Additional Optional Rules

If your playgroup likes extra little tactical nuggets, you can try out these additional variants to add some more spice to your game.

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.

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 by one step if you use this variant.

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 kobold may just fall automatically. Very dramatic!

Thrown Potions

Treat potions like ranged attacks (30/60 range). Roll the potion dice as normal, choosing one ahead of time as the Primary Die. 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 making a contested Influence check (or other skill check as the situation demands).

Inspiration

Whenever a player does something memorable (role play a great moment, make everyone laugh, miss an attack multiple times in a row, or otherwise engages in desired behavior etc.), the GM can grant them Inspiration. The ability to reroll any single die they roll in the future. Inspiration expires after Long Rests if unused.

Retreat

It's a dangerous world out there, some encounters will be very dangerous or even 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 instead of a stat increase. It is the player's choice to take the boon or the stat increase.



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 expend 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 DM, 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), a number of Hit Dice equal to their STR (min 1) and heal 1 Wound. Long Rests are a great opportunity for downtime as well.

Downtime

Downtime consists of generally safe moments in a town between adventures. These are moments to recuperate from a long adventure, meet NPCs, collect rumors, buy & sell, research, prepare for upcoming adventures, train different skills, pursuing one's own personal goals, fleshing 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 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, giving you a Temporary Boon. **Typical Prices** (each person/day) Poor (1 sp), Comfortable (5 gp), Lavish (5 gp) Gain one Temporary Boon the following day.

EQUIPMENT



Melee Weapons

ITEM	DAMAGE	PROPERTIES	COST
Dagger	1d4+DEX Piercing	Light, Reach 5 ft., Thrown 20 ft.	3 gp
Whip	1d4+DEX Slashing	Light, Reach 10-15 ft., Vicious	5 gp
Hand Scythe	1d4+DEX Slashing	Reach 5 ft., Vicious	10 gp
Mace	1d6+STR Bludgeoning	Reach 5 ft.	2 gp
Hand Axe	1d6+STR Slashing	Light, Reach 5 ft., Thrown 20 ft.	6 gp
Short Sword	1d6+STR Slashing or 1d6+DEX piercing	Light, Reach 5 ft.	8 gp
Staff	1d8+DEX Bludgeoning	2-handed, Reach 5 ft.	8 gp
Rapier	2d4+DEX Piercing	Reach 5 ft.	30 gp
Longsword	1d8+STR Slashing	Reach 5 ft.	40 gp
Glaive	1d10+STR Slashing	2-handed, Reach 5-10 ft.	40 gp
Pike	1d10+STR Piercing	2-handed, Reach 5-10 ft.	40 gp
Lucerne Hammer	1d10+STR Bludgeoning	2-handed, Reach 5-10 ft.	40 gp
Greatmaul	1d12+STR Bludgeoning	2-handed, Reach 5 ft.	80 gp
Greataxe	2d6+STR Slashing	2-handed, Reach 5 ft.	100 gp
Greatsword	3d4+STR Slashing/Piercing	2-handed, Reach 5 ft., Vicious	120 gp

Ranged Weapons

ITEM	DAMAGE	PROPERTIES	COST
Sling	1d4+DEX Bludgeoning	2-handed, Range 10-80 ft.	2 gp
Javelin	1d6+STR Piercing	Range 10-30 ft. (stack of 3)	5 gp
Throwing Hammers	1d6+STR Bludgeoning	Range 10-30 ft. (stack of 6)	5 gp
Shortbow	1d6+DEX Piercing	Range 10-80 ft.	10 gp
Longbow	1d8+DEX Piercing	Range 10-120 ft.	30 gp
Crossbow	1d12+DEX Piercing	Reload: 1 Action, Range 5-50 ft. (Req. 2 STR)	20 gp
Handheld Ballista	1d20+ DEX Piercing	Reload: 2 Actions, Range 5-50 ft. (Req. 3 STR)	80 gp

Armor

ITEM	ARMOR	COST
ROBES		
Common Clothing	DEX	5 sp
Adventurer's Clothing	2+DEX	5 gp
Minor Enchantment	3+DEX	50 gp
Major Enchantment	4+DEX	1,000 gp
LEATHER		
Cheap Hides	3+DEX	1 gp
Ox Hide	4+DEX	20 gp
Studded Leather (Req 1 STR)	5+DEX	300 gp
Wyrmhide (Req 1 STR)	6+DEX	2,000 gp
MAIL		
Rusty Mail Scraps	7+DEX (max 2)	5 gp
Chain Shirt (Req 2 STR)	9+DEX (max 2)	60 gp
Scale Mail (Req 3 STR)	12+DEX (max 2)	700 gp
Dragonyscale (Req 3 STR)	15+DEX (max 2)	3,000 gp
PLATE		
Rusty Plate (Req 2 STR)	10	10 gp
Half Plate (Req 3 STR)	14	200 gp
Full Plate (Req 4 STR)	18	2,000 gp
Mithril Plate (Req 4 STR)	22	5,000 gp
SHIELDS		
Leather Buckler	1	2 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



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
Crowbar	It's LIKE a key	1 gp
Vial of Pitch	VERY flammable	1 gp
Rope (50 ft.)	You always need rope	1 gp
Chain (10 ft.)	Like rope, but stronger (and heavy)	5 gp
Bucket	Also works as a hat in a pinch	1 sp
Padlock & key	Lock it or lose it.	1 gp
Mirror	For medusas AND spinach teeth.	2 gp
Telescope	Arrr.	10 gp
Magnifying glass	Make the small, big.	5 gp
Chalk	Not JUST for kids	1 cp
Shovel	Sometimes you need a hole dug.	5 sp
Pulley	Pull down, go up.	5 sp
Grappling Hook	For climbing or catching BIG fish.	1 gp
Whistle	VERY loud.	1 gp
Saw	For cutting lumber	1 gp
Soap	Useless	1 sp
Strange Plant	Who knows?	5 sp
Shiny Object	Worthless, but VERY pretty	1 sp
Lock Picks	Just in case...	1 gp
Lantern & Oil	For when its dark	3 gp
Bell	For service	1 gp
Dice	LOTS of fun	5 cp
Blanket	Warm & fuzzy	5 gp
Hunting Trap	Snap snap, don't lose a finger!	5 gp



RACE & BACKGROUND

Common Races

Your race, lineage, or ancestry – 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 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. +3 to Initiative.

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

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. Whenever you would fail a save, you can choose to succeed instead. 1/Long Rest.

Exotic Races

Your setting may or may not support these races, 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 after Defending (after damage is dealt).

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 infuse unbridled fury into your actions.

Draconic Infusion. May infuse an attack with draconic energy, dealing additional damage equal to your level divided among any number of targets you've damaged this turn (ignoring armor). Recharges whenever you long rest or gain the dying condition.

Flavor is free. Want to be a Frog-folk instead of a Bunbun? A Flameborn Dragon? 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-Races? Mix the character races however makes sense in your world. You can pick one racial 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.

The Cuteness. Force an enemy to reroll an attack against you 1/encounter. +3 to Influence friendly characters. Advantage on skill checks related to dragons.

Tiefling (Medium)

Said to have been born from the union of man and fiend, 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.



Goblin (Small)

Green, cunning, and perpetually vilified, goblins thrive on the edge of chaos. With each challenge they face, they reveal a new trick from their sleeves. 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 (ignoring difficult terrain) after you become the target of an attack or negative effect (after damage is dealt).

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 gain the Dying condition, you may set your HP to your character level instead. 1/Long Rest.

Birdfolk (Medium)

Birdfolk find sanctuary not in stone or chains, but within the boundless expanse of the sky. However, the gift of flight comes with a delicate price—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 larger creature, roll 1 additional d6 for each size it is larger than you. They do the same.

Planarbeing (Medium)

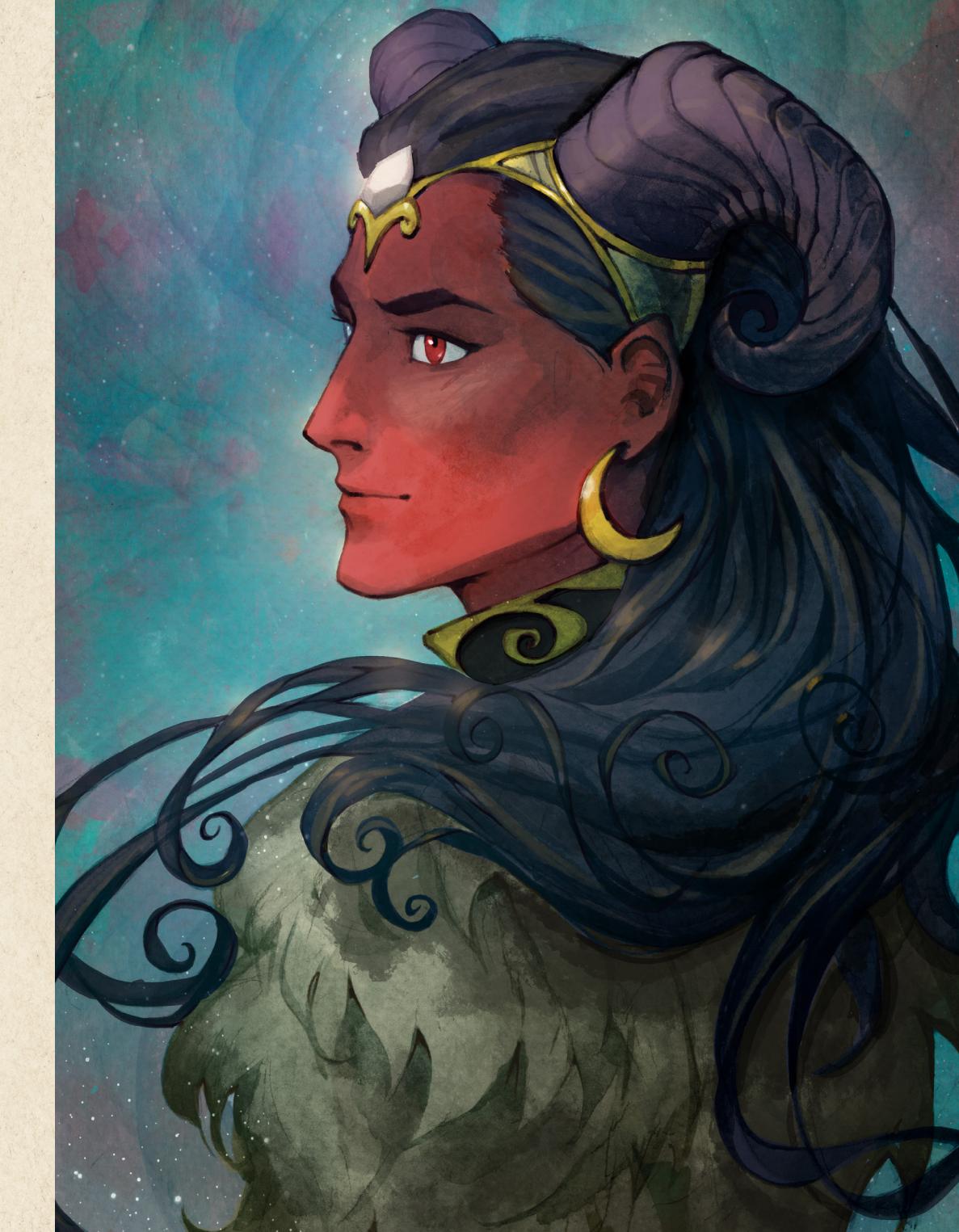
You are not from this plane of existence, your soul is not as strongly tethered to it as others. But with this vulnerability comes power, the ability to temporarily shift from one plane to another in times of dire need.

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 (Medium)

What even is a "people" anyway? If you can squish yourself into a pair of pants, or swing a sword, like everyone else, why CAN'T you 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.





SPELLS

ARTIST ANNIE GERARD

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 burning condition and gain additional destructive effects against burning 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 or prone targets.

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

Lightning Spells. Deal the most damage at extreme range but when a spell fails to strike the target some lightning spells 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. 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.

Arcane Spells. These are general spells that any spellcaster can utilize, though each one has different effects depending on what spell schools the caster knows. A spellcaster can choose any or all of the modes available to them with a single casting of an arcane spell.

Fire Spells

CANTRIP

1 ACTION

Flame Dart

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

High Levels: +5 damage every 5 levels.

CANTRIP

1 ACTION

Enchant Weapon

A weapon you hold is enchanted with magical flame for 1 minute or until you let go. Its damage becomes a **1d10 + your level** and inflicts burning on crit.

TIER 1

2 ACTIONS

Consume Flame

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

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

TIER 2

1 ACTION

Heart's Fire

Give an ally within 60 ft. an extra Action. **Upcasting:** Add 20 ft. range 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 take **KEY** fire damage and gain burning.

Upcasting: +KEY damage for each additional mana spent.

TIER 4

3 ACTIONS

Pyroclasm

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

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

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

TIER 5

2 ACTIONS

Fiery Embrace

(*Concentration, up to 1 minute.*) All other creatures within 30 ft. are burning. While burning this way, ALL damage resistance is suppressed and immunity is reduced to resistance.

Upcasting: +10 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 *Flaming Barrier*. At the end of this turn and your next turn, cast *Pyroclasm* for free.

Upcasting: +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, 10xLevel Temp HP, a flying speed of 80 ft., Armor equal to your level, and:

- **Tooth & Claw.** Action: Reach 10 ft., 1d20 + Level slashing damage. Inflicts burning, ignores armor.
- **Immolating Breath.** 2 Actions: 60-ft. cone. DC 20 DEX save, Level d6 fire damage, half on save. Burning 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 and are dying.

Ice Spells

CANTRIP
1 ACTION

Ice Lance

Deal **1d6** cold 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, 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 take **1d6** cold 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** cold damage to a target within 90 ft. On a critical hit a medium or smaller target is knocked prone. Advantage against slowed creatures.

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

TIER 2
1 ACTION

Frost Shield

(Reaction, when you would defend) Increase your Armor by one of your Key attributes for this round, then Defend for free.

Upcasting: +Key Armor for each additional mana spent.

TIER 3
2 ACTIONS

Frost Nova

Creatures within 15 ft. of you take **4d6** cold 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.

Upcasting: +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.

Upcasting: +2 targets for each additional mana spent.

TIER 5
3 ACTIONS

Glacier Strike

Choose a 10x10 ft. area within 90 ft. of you. Targets in the area suffer **8d6** cold damage, targets adjacent to that area take half as much. The entire area permanently becomes difficult terrain.

Upcasting: +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.

Upcasting: +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** cold 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** Lightning 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** lightning 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. When you take lightning damage you are charged for 1 minute.

TIER 1
2 ACTIONS

Arc Lightning

Deal **3d8** lightning 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.

Upcasting: +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

Once, before your initiative roll, add one of your KEY stats to your roll.

Upcasting: +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** lightning damage to all creatures in the area on a failed **DEX save**, half damage on save. Creatures wielding a large amount of metal automatically fail (e.g., wearing metal armor, or wielding a 2-handed metal weapon).

Upcasting: +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.
Upcasting: +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. Upcasting: +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** lightning damage and 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. **Upcasting:** +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** lightning 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** necrotic damage and moves 10 ft. nearer to you. Repeat until they save or cannot move any longer.
High Levels: +3 damage every 5 levels.

CANTRIP
1 ACTION

Withering Touch

Touch a target and deal **1d12** necrotic 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 [this spell in development]

[Conditional area control spell. 3d12 necrotic damage.]

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 and whenever a creature would make a melee attack against you, they first take **1d12** necrotic damage.

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

TIER 3
3 ACTIONS

Vampiric Greed

Deal **4d12** damage to all 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 five 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

Fester Wounds

Damaged creatures within 20 ft. take **6d12** necrotic damage on a failed **STR save**, made with disadvantage while bloodied (below half their maximum HP). **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* gain the Dying condition. The target has disadvantage if they are bloodied, advantage if they are unharmed. **Upcast:** +1 save DC for each additional mana spent.

TIER 8
3 ACTIONS

Creeping Death

Deal **8d12** necrotic 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** Necrotic damage to a target within 60 ft. 1/round.

CANTRIP
1 ACTION

Summon Shadow

Summon a **d12** shadow minion adjacent to yourself (max INT minions summoned this way).



Your shadow minions follow the normal minion rules: They have 1 hp, miss on a 1, and do not crit. Additionally, 1/turn as an Action 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** radiant damage to a target within 20 ft., ignoring armor. Deal double damage against undead or the cowardly (those behind cover).

High Levels: +1d6 radiant damage 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 $1d6+KEY\ HP$.

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 radiant 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** radiant damage to a creature within 5

TIER 6
2 ACTIONS

ft. that has crit you or an ally. This damage cannot be reduced or mitigated by any means. **Upcast:** +10 ft. range for each additional mana spent.

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 (healing 2 Wounds from them), provided they have not been revived by this means 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 $1d6+WIS$ 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. **Upcasting:** Increase the movement by 5 ft. or move a creature 1 size category larger 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. **Upcasting:** +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. **Upcasting:** +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 surviving creatures anywhere within 5 ft. of the storm's radius on a failed **STR save.** **Upcasting:** +5 ft radius for each additional mana spent.

TIER 5
3 ACTIONS

Updraft

Choose a 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.). **Upcasting:** +1 spell save DC for each additional mana spent.

TIER 6
3 ACTIONS

Thousand Cuts

Target a creature within 90 ft. and roll **12d4**. Roll all 4s again, adding them to the damage done, repeat until no 4s remain. Also damages all enemies within 5 ft. of your target. **Upcasting:** +5 ft. radius for each additional mana spent.

TIER 7
3 ACTIONS

Boisterous Gale

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

Songweaver Only

CANTRIP
1 ACTION

Songweaver's Inspiration

(Reaction, when an ally within 60 ft. rolls any dice.) Allow an ally to reroll any single die (must keep either result). You can use this ability CHA times before needing to Long Rest.

CANTRIP
1 ACTION

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).

Arcane Cantrips

[Likely will have 1-2 additional arcane spells. looking for feedback]

These are general spells that any spellcaster can utilize, though each one has different effects depending on what spell schools the caster knows. If a spellcaster knows more than 1 spell school and casts an arcane spell they can choose any or all of the modes available to them with a single casting.

Aethercraft

- **Fire:** Generate a single minor visual illusion but it generates no light of its own, or make something warmer.
- **Ice:** Generate a small invisible illusion capable of being felt or make something cooler.
- **Lightning:** Generate a series of steady or flashing lights of any color you choose.
- **Necrotic:** Soil a surface with blood, filth, or other disgusting things.
- **Radiant:** Clean a small amount of dirt or stains on an item, or repair a small tear or break in a non magical item.
- **Wind:** Generate a smell, sound, or gentle breeze.

Arcane Hand

- **Fire:** Ignite a small, unheld, flammable item near you.
- **Cold:** Freeze, thaw, or move a bath-sized amount of water near you.
- **Lightning:** Loudly teleport a tiny, unheld item to yourself.
- **Necrotic:** Dig Grave. Shape or move a body-sized plot of earth.
- **Radiant:** Cause a small or tiny item you can see to brightly glow with radiant light.
- **Wind:** Helpful gust. Gently move a tiny unheld item near you in any direction.

Thaumaturgy

- **Fire: Speak with haste.** Temporarily gain the ability to speak much faster than normally possible.
- **Ice: Crystal Clear.** You make your voice resonate with the clarity of ice, making it impossible for your words to be misinterpreted.
- **Lightning: Thunderous voice.** Your voice is temporarily far louder than normally possible or boost other vocal effects.
- **Necrotic: Honeyed words.** Speak with a hidden subtext so that allies hear one message, and enemies hear another.
- **Radiant. Bringer of peace.** Your voice rings in such a way that would inspire the angry or fearful to be calmed.
- **Wind: Whispered on the wind.** You whisper a message into the wind and it will be secretly carried to a specified target within 1 mile.



Backgrounds

How you were raised, a key feature or personality trait, your job before adventuring, etc. Choose 1 and add it to your character sheet.

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

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, your maximum Wounds is reduced by 1.

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

Wild One. Whether it is the sticks or flowers in your hair, or your smell, or the way you carry yourself, wild creatures are less frightened of you and more willing to aid you. +1 Naturecraft.

Made a BAD choice. Double (or triple) 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?*

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.

[Many more are coming]

Adventuring Motivation

The world is a dangerous place, people don't usually just "go adventuring" without some reason. What's yours? Choose an adventuring motivation (or work with your GM to come up with your own):

I owe a life debt to someone in my party.

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

I need to grow in power to defeat someone who has wronged me.

I am searching for a way to bring a loved one back from the dead.

I am trying to get back home.

I am searching for the man who killed my father.

I was polymorphed into another kind of creature by a grumpy wizard.

[This page still in development]