

# CONTENTS

INTRODUCTION.....	2	PART 2: PLAYING THE GAME.....	57
Worlds of Adventure.....	2	Chapter 7: Using Ability Scores.....	57
Using These Rules.....	3	Ability Scores and Modifiers.....	57
How to Play.....	3	Advantage and Disadvantage.....	57
Adventures.....	4	Proficiency Bonus.....	57
PART 1: CREATING A CHARACTER.....	6	Ability Checks.....	58
Chapter 1: Step-by-Step Characters.....	6	Using Each Ability.....	59
Beyond 1st Level.....	10	Saving Throws.....	62
Chapter 2: Races.....	11	Chapter 8: Adventuring.....	63
Choosing a Race.....	12	Time.....	63
Dwarf.....	12	Movement.....	63
Elf.....	13	The Environment.....	65
Halfling.....	16	Social Interaction.....	66
Human.....	17	Resting.....	67
Chapter 3: Classes.....	20	Between Adventures.....	67
Cleric.....	20	Chapter 9: Combat.....	69
Fighter.....	24	The Order of Combat.....	69
Rogue.....	26	Movement and Position.....	70
Wizard.....	29	Actions in Combat.....	71
Chapter 4: Personality and		Making an Attack.....	73
Background.....	33	Cover.....	74
Character Details.....	33	Damage and Healing.....	74
Inspiration.....	35	Mounted Combat.....	76
Backgrounds.....	36	Underwater Combat.....	77
Chapter 5: Equipment.....	42	PART 3: THE RULES OF MAGIC.....	78
Starting Equipment.....	42	Chapter 10: Spellcasting.....	78
Wealth.....	42	What Is a Spell?.....	78
Starting Equipment.....	42	Casting a Spell.....	79
Armor and Shields.....	43	Chapter 11: Spells.....	82
Weapons.....	44	Spell Lists.....	82
Adventuring Gear.....	46	Spell Descriptions.....	83
Tools.....	49	APPENDIX: CONDITIONS.....	105
Mounts and Vehicles.....	50	INDEX.....	107
Trade Goods.....	51	CHARACTER SHEET.....	108
Expenses.....	51	WHAT COMES NEXT?.....	111
Trinkets.....	54		
Chapter 6: Customization Options.....	56		
Multiclassing.....	56		
Feats.....	56		