

DUNGEONS & DRAGONS



A HOUSE RULE COMPENDIUM FOR 5TH EDITION

BY DND4VR

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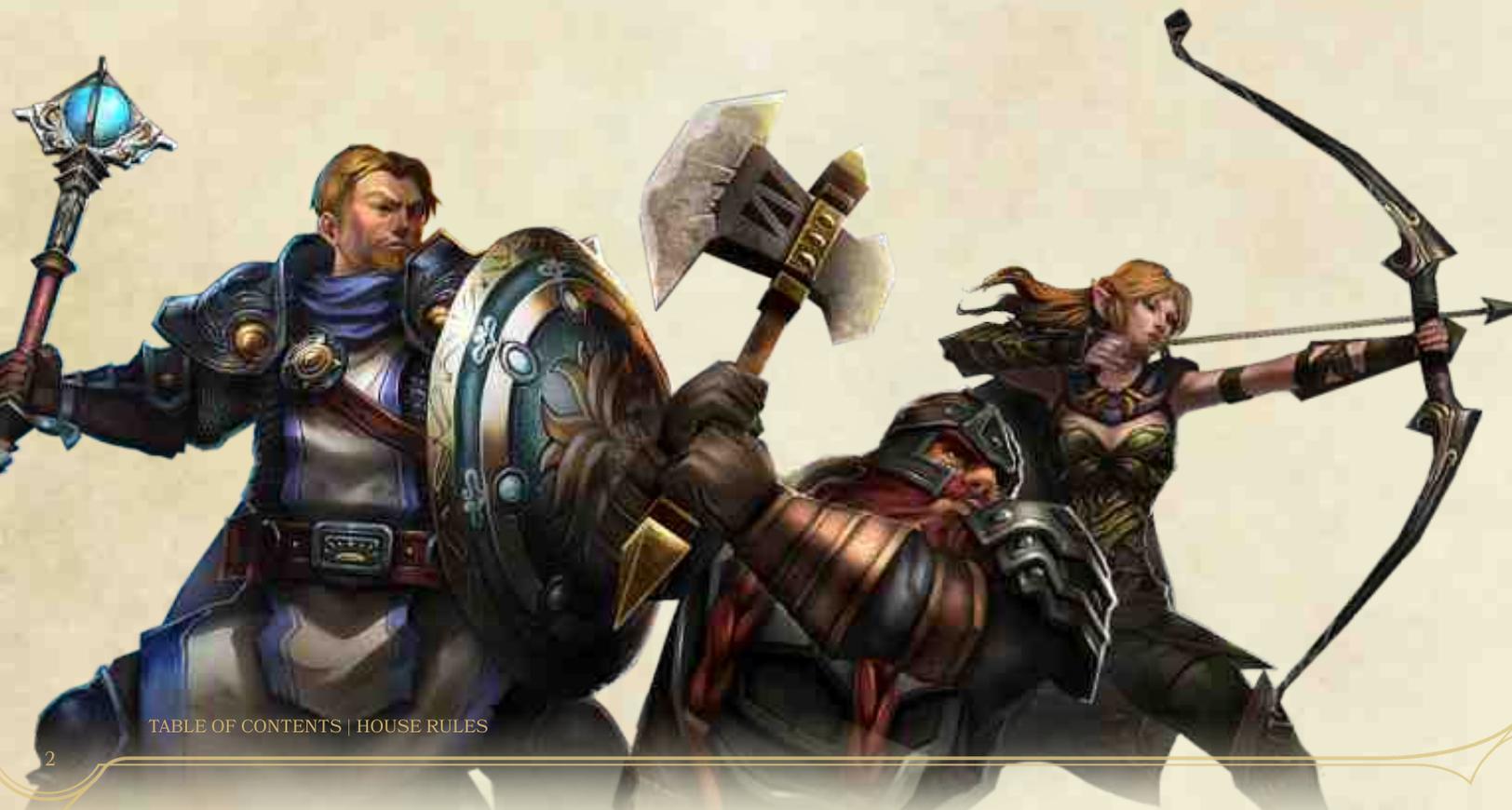
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SECTION 1: CHARACTER CREATION

ABILITY SCORES

You can determine ability scores either through point-buy or by rolling $d6 + d4 + 6$ six times and arranging to taste.

OPTION: You roll $2d6 + d4 + 3$, for a range of 6 to 19, average of 12.5 (same as point-buy).

MAXIMUM ABILITY SCORES

The normal maximum ability score for a player character is 18. Certain races have exceptional maximum scores as noted in their race descriptions and summarized below:

- Dragonborn: Wisdom 20
- Dwarf: Constitution 20
- Elf: Dexterity 20
- Half-orc: Strength 20
- Halfling: Charisma 20
- Gnome: Intelligence 20

STRENGTH

Weapon Damage. Strength is used for modifying weapon damage; Dexterity is not used for damage. The following notes must be observed regarding weapon damage:

- Loading weapons are not adjusted by Strength modifiers.
- Ranged weapons receive Strength modifier adjustments when used at Normal range, and only Strength modifier penalties are used Long range.
- Heavy and Light Weapons modify your bonus damage from your Strength modifier.

STRENGTH ADJUSTMENT BY WEAPON TYPE

Base Modifier	Heavy Weapon	Light Weapon
-2	-3	-1
-1	-1	+0
+0	+0	+0
+1	+1	+0
+2	+3	+1
+3	+4	+1
+4	+6	+2
+5	+7	+2

Encumbrance. Small creatures calculate the weight they can carry and their maximum lift, push, pull, drag as if their Strength score was 4 points lower (to a minimum of 3).

CONSTITUTION

Endurance. You can ignore a number of levels of exhaustion equal to your Constitution modifier before you begin to feel any of the negative effects of exhaustion. You still must spend the normal time removing any levels of exhaustion you have.

HIT POINT MODIFIER

Your hit point modifier for each level is based on half (round up) your proficiency bonus for that level, not on your Constitution modifier.

See the section on Hit Points for additional information.

INTELLIGENCE

Learning. You gain one additional instrument, kit, language, skill, or tool proficiency for each bonus of Intelligence modifier. A negative modifier results in the player having to choose an instrument, kit, language, skill, or tool for each negative point that is not learned.

When your Intelligence modifier changes, additional proficiency in a instrument, kit, language, skill, or tool is gained or lost depending on the modifier increase or decrease.

Reading/Writing. Your character can read and write one of your native languages (common or a racial language). Your character can read and write in one additional language for each point of Intelligence modifier your character has.

If you take proficiency in Reading/Writing, you can read and write in all the languages in which you are proficient.

WISDOM

Favor. Favor is a measure of blessing, luck, or understanding of the forces around you. Once per long rest you can add your Favor to an ability check, attack roll, or saving throw. You can add your Favor bonus to the roll after the roll is made but before the outcomes has been determined.

If your Wisdom modifier is negative, your DM will choose when to apply your penalty, usually at an critical moment.

CHARISMA

Confidence. Whenever you spend a point of Inspiration to reroll an ability check, attack roll, or saving throw, you add your Charisma modifier to the result of the new roll.

If your Charisma modifier is negative, you apply a penalty equal to your Charisma modifier to the roll.

BACKGROUND EXPERTISE

When you select your background, you can choose to gain Expertise in one of your background proficiencies at the cost of learning the other background proficiency. You can still learn the other background proficiency by using one of your class selections as usual or using selections available from having a high Intelligence (see above).

INSPIRATION

You begin with 1 point of Inspiration at 1st-level. When you gain a new character level, your Inspiration increases to your new character level. Inspiration can be used to re-roll any roll made by yourself. You can only use one point of Inspiration for a roll and must accept the result of the second roll.

PROFICIENCY VERSATILITY

Whenever you gain the Proficiency feature, you can replace one of your skill proficiencies with a skill proficiency offered by your class at 1st level (the proficiency you replace needn't be from the class). This change represents one of your skills atrophying as you focus on a different skill.

You can instead choose to replace a language, kit, tool, or vehicle with a language, kit, tool, or vehicle proficiency. The proficiency type you replace does not have to match the new one you select, but you cannot learn a skill in place of a language, kit, tool, or vehicle proficiency.

ROLLING A NATURAL 1 OR 20

When you make an ability check, attack roll, or saving throw, rolling a natural 1 always fails and a natural 20 always succeeds.

If you apply your proficiency bonus and roll at natural 20, you get a *critical* success. Critical success examples include double your weapon or spell damage dice, a check becoming a bonus action instead an action, or minimum possible effect on a saving throw. The DM can describe the outcome in any manner as fits the situation.

If you do not apply your proficiency bonus and roll a natural 1, you get a *critical* failure. Critical failures example include dropping or breaking your weapon, hitting an ally, suffering the maximum possible effect on a saving throw, and so on. Again, the DM may adjudicate the outcome in some negative manner as appropriate to the roll.

CHARACTER ADVANCEMENT

As your character earns Experience Points (XP), the character will advance in level as shown on the table below.

EXPERIENCE REQUIRED BY LEVEL

Experience Points	Level	Proficiency Bonus
0	1st	+2
5,000	2nd	+2
15,000	3rd	+3
30,000	4th	+3
50,000	5th	+3
75,000	6th	+4
105,000	7th	+4
140,000	8th	+4
180,000	9th	+5
225,000	10th	+5
275,000	11th	+5
330,000	12th	+6

FEATS

You begin the game with one feat of your choice. Humans begin the game with two feats. All classes gain additional feats at 4th, 8th, and 12th levels.

When a feat includes a +1 ability score increase, you can add the bonus to any ability score instead of the ability score specified in the text of the feat.

ADVANTAGE & DISADVANTAGE

Sources of advantage and disadvantage stack as well as cancel each other out. If you had two sources of advantage, and one source of disadvantage, the net result would be one source of advantage.

SECTION 2: CHARACTER RACES

Except as noted below, all races have the racial traits as outlined in the Players' Handbook.

Ability Score Increase. Each character gains a +2 increase to one ability score and a +1 increase to a different ability score.

DRAGONBORN

Dragonborn have the following racial traits in addition to those listed in the Player's Handbook.

Wisdom of the Ancient. Your maximum Wisdom score is increased to 20.

Dragonsight. You can call on your draconic heritage to enhance your senses. You can use your bonus action to gain Blindsight with a range of 10 feet until the start of your next turn.

When you reach 11th level, your range increases to 30 feet.

DWARF

Dwarves have the following racial traits in addition to those listed in the Player's Handbook.

Hard as Stone. Your maximum Constitution score is increased to 20.

ELF

Elves have the following racial traits in addition to those listed in the Player's Handbook.

Balance in Life. Your maximum Dexterity score is increased to 20.

Speed. Your base walking speed is 35 feet.

WOOD ELVES

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

This replaces *Fleet of Foot*.

GNOME

Gnomes have the following racial traits in addition to those listed in the Player's Handbook.

Clever, Cunning, and Crafty. Your maximum Intelligence score is increased to 20.

Size. For purposes of determining how much you can carry, lift, pull, or drag, your Strength is considered 4 points lower (to a minimum of 3).

Armor (and other equipment at the DM's discretion) weighs half the normal amount for you. Weapons are modified for your grip, but weigh the normal amounts.

You can use weapons with the Heavy property, but your attacks are made with disadvantage.

Your size also makes you harder to hit and you gain a +1 bonus to your AC.

HALF-ELF

Half-elves have the following racial traits in addition to those listed in the Player's Handbook.

Vision. Your vision is Normal. You do *not* have Darkvision.

HALF-ORC

Half-orcs have the following racial traits in addition to those listed in the Player's Handbook.

Broad Back. Your maximum Strength score is increased to 20.

HALFLING

Halflings have the following racial traits in addition to those listed in the Player's Handbook.

Hidden Potential. Your maximum Charisma score is increased to 20.

Size. For purposes of determining how much you can carry, lift, pull, or drag, your Strength is considered 4 points lower (to a minimum of 3).

Armor (and other equipment at the DM's discretion) weighs half the normal amount for you. Weapons are modified for your grip, but weigh the normal amounts.

You can use weapons with the Heavy property, but your attacks are made with disadvantage.

Your size also makes you harder to hit and you gain a +1 bonus to your AC.

HUMAN

The variant human as presented in the Player's Handbook are used. This means a human character will start the game with two feats.

TIEFLING

No changes.



AGE, HEIGHT AND WEIGHT

RANDOM AGE, HEIGHT, AND WEIGHT

Race	Maturity	Base Age	Age Modifier	Base Height	Height Modifier	Base Weight	Weight Modifier
Dragonborn	15	12	+2d6	5' 7"	+2d8 / 2d4	175 lb.	x (2d6 / 2d4) lb.
Dwarf	50	40	+4d10	3' 10"	+2d6 / 2d4	100 lb.	x (2d6 / 2d4) lb.
Elf	100	80	+5d20	4' 7"	+2d6 / 2d4	90 lb.	x (2d4) lb.
Gnome	35	25	+2d10	2' 10"	+2d4	35 lb.	x (2 / 1) lb.
Half-Elf	20	18	+2d6	4' 9"	+2d8 / 2d6	95 lb.	x (2d4) lb.
Half-Orc	14	12	+2d4	5' 3"	+2d10 / 2d6	140 lb.	x (2d6 / 2d4) lb.
Halfling	20	18	+2d8	2' 7"	+2d4	35 lb.	x (1d4) lb.
Human	16	14	+2d4	4' 8"	+2d12 / 2d8	100 lb.	x (2d4) lb.
Tiefling	16	14	+2d4	4' 9"	+2d10 / 2d6	100 lb.	x (2d4) lb.

Where a slash (/) appears, use the second modifier for female characters. If you are playing a Drow Elf, the base value are for females and the number appearing after the slash is used for male characters.

Rolling maximum/minimum. If you roll the maximum result for both dice on the table below, you roll one die again and add the new result to the maximum you rolled. You continue this process until you don't roll the maximum.

Age. Roll your age modifier and add it to your base age.

Height. Roll your height modifier (in inches) and add it to your base height.

Weight. Multiply your height modifier roll by your roll for weight modifier, add the result to your based weight.

Strength. Multiply your height modifier by your Strength modifier and add the result to your base weight. If your Strength modifier is negative, you will be subtracting weight.

EXAMPLE OF DETERMINING CHARACTERISTICS

You are making a male Hill Dwarf with STR 14 (+2).

- For Age you rolled 4, 3, 3, 2 (on 4d10) + 40 = 52 years.
- For height you rolled 2, 4 on 2d4. Since the 4 is the maximum, you roll another d4 and get 2. Your total height modifier is 2, 4, 2, (on 3d4) = 8. Adding that to the base height of 3' 10" makes your charavver 4' 6".
- For weight you roll 4, 5 on 2d6. Making your weight modifier 9. You multiply 8 by 9 (height by weight) for 72 + 100 = 172 lbs.
- With a Strength modifier +2 multiplied by 8 (height modifier) you add 16 lbs for additional muscle mass, bringing the final weight to 172 + 16 = 188 lbs.

Your male hill dwarf is 52 years old, stands 4' 6" tall, and weighs 188 lbs.



SECTION 3: CLASSES

FEATURE ADJUSTMENTS

HIT POINTS

Your hit points at first equal your maximum for your hit die (as determined by your class at 1st level) plus the total of your ability score modifiers.

When you gain a new level, you roll your hit die and add half (round up) your proficiency bonus.

Any *permanent* increase to an ability score modifier increases to your hit point maximum by the amount the ability score modifier increases. Any *permanent* decrease to an ability score modifier decreases your maximum hit points as well.

EXAMPLE HIT POINTS

You are making a Hill Dwarf Fighter with the following scores:

STR 14 (+2), DEX 12 (+1), CON 15 (+2)
INT 10 (+0), WIS 14 (+2), CHA 12 (+1)

Your ability score modifiers total to +8 and since Fighters use a d10 for hit dice, you begin with 18 hit points.

When you gain level 2, you would roll 1d10 plus 1 (half your +2 proficiency bonus) and add the result to your hit point maximum.

At 4th level, you increase your CON to 16, so you gain 1 hit point because your modifier increased from +2 to +3. You also roll 1d10 plus half your proficiency bonus and add to your hit point maximum.

SAVING THROWS

When you make a saving throw without proficiency, you still apply half your proficiency bonus (round down) to the roll.

CANTRIPS KNOWN

All classes that have Cantrips as part of their Spellcasting class feature know an additional number of cantrips equal to their spellcasting ability score modifier. A character with a penalty in the spellcasting ability score modifier reduces the number of cantrips known by that amount.

Ex. A wizard with INT 16 would know 3 extra cantrips.

CANTRIP VERSATILITY

Whenever you gain a level in a class with cantrips, you can replace one cantrip you learned from this Spellcasting feature of that class with another cantrip from that class spell list.

FIGHTING STYLE OPTIONS

When you choose a fighting style, the following styles are added to the list of options.

Blind Fighting. Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

Thrown Weapon Fighting. You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

Unarmed Fighting. Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

FIGHTING STYLE REVISIONS

The following are addendums to the fighting styles presented in the Players' Handbook.

Dueling. You can wield a shield when benefiting from this style. However, if you make an attack with your shield, you lose the benefits of this style until the end of your next turn.

Great Weapon Fighting. You gain advantage when rolling your weapon damage when wielding a Heavy weapon with both hands.

Protection. You can use your reaction to impose disadvantage on an attack targeting yourself as well as others.

MARTIAL VERSATILITY

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class.

This change represents a shift of focus in your martial training and practice, causing you to lose the benefits of one style and gain the benefits of another style.

SUBCLASSES

There are no subclasses. Instead characters gain proficiency that can be used for armor, weapons, skills, kits, tools, languages, or vehicles.

Many classes have had additional features added as well.

BARBARIAN

The barbarian gains features according to the table below:

THE BARBARIAN

Level	Features	Rages	Rage Damage
1st	Rage, Unarmored Defense	2	+2
2nd	Danger Sense, Reckless Attack	2	+2
3rd	Proficiency	3	+2
4th	Feat	3	+2
5th	Extra Attack, Fast Movement	3	+2
6th	Proficiency, Unfaltering Stamina	4	+2
7th	Feral Instinct	4	+3
8th	Feat	4	+3
9th	Brutal Critical	4	+3
10th	Proficiency	4	+3
11th	Relentless Rage	4	+4
12th	Feat, Primal Champion	5	+4

RAGE

While raging, you can apply your rage damage bonus to any attack that uses your Strength modifier on the attack roll.

PROFICIENCY

When you reach 3rd, 6th, and 10th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

UNFALTERING STAMINA

Beginning at 6th level, you recover two levels of exhaustion during a long rest instead of one.



BARD

The bard gains features according to the table below:

THE BARD

Level	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th
1st	Spellcasting, Bardic Inspiration (d6)	2	4	2	—	—	—	—	—
2nd	Jack of All Trades, Song of Rest (d6)	2	5	3	—	—	—	—	—
3rd	Expertise, Proficiency	2	6	3	2	—	—	—	—
4th	Feat	3	7	3	3	—	—	—	—
5th	Bardic Inspiration (d8), Font of Inspiration	3	8	3	3	2	—	—	—
6th	Countercharm. Sudden Inspiration	3	9	3	3	3	—	—	—
7th	Extra Attack, Proficiency	3	10	3	3	3	2	—	—
8th	Feat	3	11	3	3	3	3	—	—
9th	Song of Rest (d8)	3	12	4	3	3	3	1	—
10th	Bardic Inspiration (d10), Expertise, Magical Secrets	4	13	4	3	3	3	2	—
11th	Proficiency	4	14	4	4	3	3	2	1
12th	Feat, Superior Inspiration	4	15	4	4	3	3	2	2

PROFICIENCY

When you reach 3rd, 7th, and 11th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

SUDDEN INSPIRATION

You can grant bardic inspiration as a reaction to yourself or to another creature. You do not have to grant the inspiration to the creature that is taking their current turn. You cannot use this feature if you are incapacitated or surprised.

EXTRA ATTACK

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



CLERIC

The cleric gains features according to the table below:

THE CLERIC

Level	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th
1st	Proficiency, Spellcasting	3	2	—	—	—	—	—
2nd	Channel Divinity (1/ rest)	3	3	—	—	—	—	—
3rd	Proficiency	3	3	2	—	—	—	—
4th	Feat	4	3	3	—	—	—	—
5th	Destroy Undead (CR 1/2)	4	3	3	2	—	—	—
6th	Channel Divinity (2/ rest)	4	3	3	3	—	—	—
7th	Extra Attack, Turn Fiends	4	3	3	3	2	—	—
8th	Destroy Undead (CR 1), Feat	4	3	3	3	3	—	—
9th	Proficiency	4	4	3	3	3	1	—
10th	Divine Intervention	5	4	3	3	3	2	—
11th	Destroy Undead (CR 2), Destroy Fiends	5	4	4	3	3	2	1
12th	Channel Divinity (3/ rest), Feat	5	4	4	3	3	2	2

PROFICIENCY

When you reach 1st, 3rd, and 9th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

EXTRA ATTACK

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TURN (DESTROY) FIENDS

When you reach 7th level in this class, you can use your channel divinity to turn fiends as you would undead.

At 11th level, you can destroy fiends up to CR 2.

NEUTRAL AND EVIL CLERICS

Neutral clerics can attempt to Ally (Command) Undead or Turn (Destroy) Undead each time they use their Channel Divinity feature. Evil clerics use can only attempt to Ally (Command) Undead.

Ally (Command) Undead. Undead affected treat you as an ally or even obey your commands.

In addition, evil clerics can attempt to summon and compel Fiends into service. Neutral clerics do not gain this option.

Summon (Compel) Fiends. You can summon a fiend of the same CR as you can affect undead. It is an ally but acts on its own. With Compel Fiend, you can use your bonus action to control its actions. The fiend will remain up to 1 minute or until it is reduced to 0 hit points.

DRUID

The druid gain features according to the table below:

THE DRUID

Level	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th
1st	Druidic, Spellcasting	2	2	—	—	—	—	—
2nd	Proficiency, Wild Shape (CR 1/4)	2	3	—	—	—	—	—
3rd	—	3	3	2	—	—	—	—
4th	Feat, Wild Shape (CR 1/2)	3	3	3	—	—	—	—
5th	—	3	3	3	2	—	—	—
6th	Proficiency	3	3	3	3	—	—	—
7th	—	4	3	3	3	2	—	—
8th	Feat, Wild Shape (CR 1)	4	3	3	3	3	—	—
9th	Extra Attack	4	4	3	3	3	1	—
10th	Proficiency	4	4	3	3	3	2	—
11th	Wild Shape (CR 2)	4	4	4	3	3	2	1
12th	Beast Spells, Feat	4	4	4	3	3	2	2

WILD SHAPE

When you use your wild shape feature, you can fly or swim if the beast you change into can swim or fly. You are only limited by the beast type and the CR as determined by your level in this class.

In addition, you can use your bonus action to assume another beast form provided you have not been forced to revert to your normal form. Any new form you assume can have fewer hit points than your current hit points, but not more. If your new form has a higher hit points, it is reduced to your current hit point total. If your new form has fewer hit points, your current hit points are reduced to the amount of the new form.

PROFICIENCY

When you reach 2nd, 6th and 10th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

EXTRA ATTACK

Beginning at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EXAMPLE OF WILD SHAPE USE

As a 2nd level druid, you use your wild shape to assume the form of a constrictor snake to search under some water. You gain a swim speed of 30 feet and have 13 hit points.

After searching briefly, you emerge on the other side, are hit by an attack, and reduced to 6 hit points.

You decide to flee, and so on your turn you use your bonus action to assume the form of a giant owl, knowing that with the FlyBy feature you will not provoke an opportunity attack and can fly back across the water to safety.

Although a giant owl normally has 19 hit points, this is greater than your current hit points of 6, and so you retain your current hit points.

FIGHTER

The fighter gains features according to the table below:

THE FIGHTER

Level	Features
1st	Fighting Style, Second Wind
2nd	Action Surge (one use)
3rd	Proficiency
4th	Feat
5th	Extra Attack
6th	Bonus Feat, Many Leagues
7th	Proficiency
8th	Feat
9th	Indomitable (one use)
10th	Proficiency
11th	Extra Attack (2)
12th	Action Surge (two uses), Feat

PROFICIENCIES

Fighters begin with proficiency in Heavy Shields. If you multiclass into the Fighter class, you do *not* gain proficiency in Heavy Shields.

PROFICIENCY

When you reach 3rd, 7th and 10th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

MANY LEAGUES

You gain proficiency in the History and Insight skills if you are not already proficient. If you already have proficiency in either or both of these skills, you may choose a language instead (including Reading/Writing).

In addition, you have advantage on your Constitution saving throws when making a *forced march*.

MONK

The monk gains features according to the table below:

THE MONK

Level	Features	Ki Points	Martial Arts	Unarmored Movement
1st	Ki, Martial Arts, Unarmored Defense	4	d6	—
2nd	Instant Stand , Unarmored Movement	5	d6	+10
3rd	Deflect Missiles, Proficiency	6	d8	+10
4th	Feat, Slow Fall	7	d8	+10
5th	Extra Attack, Stunning Strike	8	d8	+15
6th	Ki-Empowered Strikes, Proficiency	9	d8	+15
7th	Evasion, Stillness of Mind	10	d10	+15
8th	Feat, Unarmored Defense Improvement	11	d10	+15
9th	Unarmored Movement Improvement	12	d10	+20
10th	Purity of Body	13	d10	+20
11th	Proficiency	14	d12	+20
12th	Diamond Soul, Feat	15	d12	+20

MARTIAL ARTS

You can use your Dexterity modifier for your attack rolls and damage rolls when making an unarmed strike or using a monk weapon. This is an exception to using your Dexterity modifier as a bonus to damage.

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your proficiency bonus.

Starting at 8th level, you gain a +2 bonus to your AC granted by this feature.

INSTANT STAND

After reaching 2nd level in this class, you can use your reaction to immediately stand if you are prone. This does not cost you any movement.

PROFICIENCY

When you reach 3rd, 6th and 11th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.



PALADIN

The paladin gains features according to the table below:

THE PALADIN

Level	Features	Cantrips	1st	2nd	3rd	4th
1st	Divine Sense, Lay on Hands	2	—	—	—	—
2nd	Divine Smite, Fighting Style, Spellcasting	2	2	—	—	—
3rd	Channel Divinity, Divine Health, Proficiency	2	3	—	—	—
4th	Feat	2	3	—	—	—
5th	Extra Attack	2	3	2	—	—
6th	Aura of Protection	3	3	2	—	—
7th	Mantle of Faith, Proficiency	3	3	3	—	—
8th	Feat	3	3	3	—	—
9th	Proficiency	3	3	3	2	—
10th	Aura of Courage	3	4	3	2	—
11th	Improved Divine Smite	4	4	3	3	1
12th	Aura Improvements, Feat	4	4	3	3	2

SAVING THROWS

You have proficiency in Constitution and Charisma saving throws, not Wisdom and Charisma.

DIVINE SMITE

You can only use this feature once per turn.

SPELLCASTING

The following are modifications to Paladin spellcasting.

CANTRIPS

You learn Cleric cantrips as shown on the Paladin table.

SPELLCASTING MODIFIER

Wisdom is your spellcasting modifier for your Paladin spells.

CHANNEL DIVINITY

You gain the channel divinity feature *Turn the Unholy*.

PROFICIENCY

When you reach 3rd, 7th and 9th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

MANTLE OF FAITH

As a bonus action, you can cast *Sanctuary*.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1) and regain all expended uses after you finish a long rest.



RANGER

The ranger gains features according to the table below:

THE RANGER

Level	Features	Cantrips	1st	2nd	3rd	4th
1st	Favored Enemy, Natural Explorer	2	—	—	—	—
2nd	Fighting Style, Spellcasting	2	2	—	—	—
3rd	Primeval Awareness, Proficiency	2	3	—	—	—
4th	Feat	2	3	—	—	—
5th	Extra Attack	2	3	2	—	—
6th	Greater Favored Enemy	3	3	2	—	—
7th	Proficiency	3	3	3	—	—
8th	Feat, Land's Stride	3	3	3	—	—
9th	Natural Explorer Improvement	3	3	3	2	—
10th	Vanish	3	4	3	2	—
11th	Proficiency	4	4	3	3	1
12th	Feat, Feral Senses	4	4	3	3	2

FAVORED ENEMY

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice.

NATURAL EXPLORER (IMPROVEMENT)

You gain the following benefits:

- You ignore difficult terrain.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

You gain the following benefits after finishing a long rest in your current terrain:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - If you are traveling alone, you can move stealthily at a normal pace.
 - When you forage, you find twice as much food as you normally would.
 - While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- Starting at 9th level, you gain advantage on Initiative rolls.

SPELLCASTING

Rangers have the following changes to the spellcasting feature.

CANTRIPS

You learn Druid cantrips as shown on the Ranger table.

PRIMEVAL AWARENESS

This feature does reveal the direction of such creatures, but not how far away from you or their number.

PROFICIENCY

When you reach 3rd, 7th and 11th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

GREATER FAVORED ENEMY

At 6th level, you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +4.

Additionally, you have advantage on saving throws against the spells and abilities used by a favored enemy or greater favored enemy.

ROGUE

The rogue gains features according to the table below:

THE ROGUE		
Level	Features	Sneak Attack
1st	Expertise, Sneak Attack, Thieves' Cant	1d6
2nd	Cunning Action	1d6
3rd	Proficiency	2d6
4th	Feat	2d6
5th	Quick Thinking, Uncanny Dodge	3d6
6th	Expertise, Proficiency	3d6
7th	Evasion	4d6
8th	Extra Attack, Feat	4d6
9th	Proficiency	5d6
10th	Feat	5d6
11th	Reliable Talent	6d6
12th	Feat, Stroke of Luck	6d6

SNEAK ATTACK

You can sneak attack with a weapon if it has the finesse or light property, or is a simple or martial ranged weapon.

CUNNING ACTION

When you use your bonus action, you can choose to:

Disengage. You can take the Disengage action.

Free Movement. You ignore difficult terrain until the start of your next turn.

Hide. You can take the Hide action.

Misdirect. You choose one opponent you can see, and the next attack that opponent makes against you has disadvantage.

Quick Step. You can move up to half your speed.

Take Aim. You gain advantage on your next ranged attack roll until the end of your turn.

Unbound. If you are grappled or restrained, you can make a Dexterity (Acrobatics) check to escape.

PROFICIENCY

When you reach 3rd, 6th and 9th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

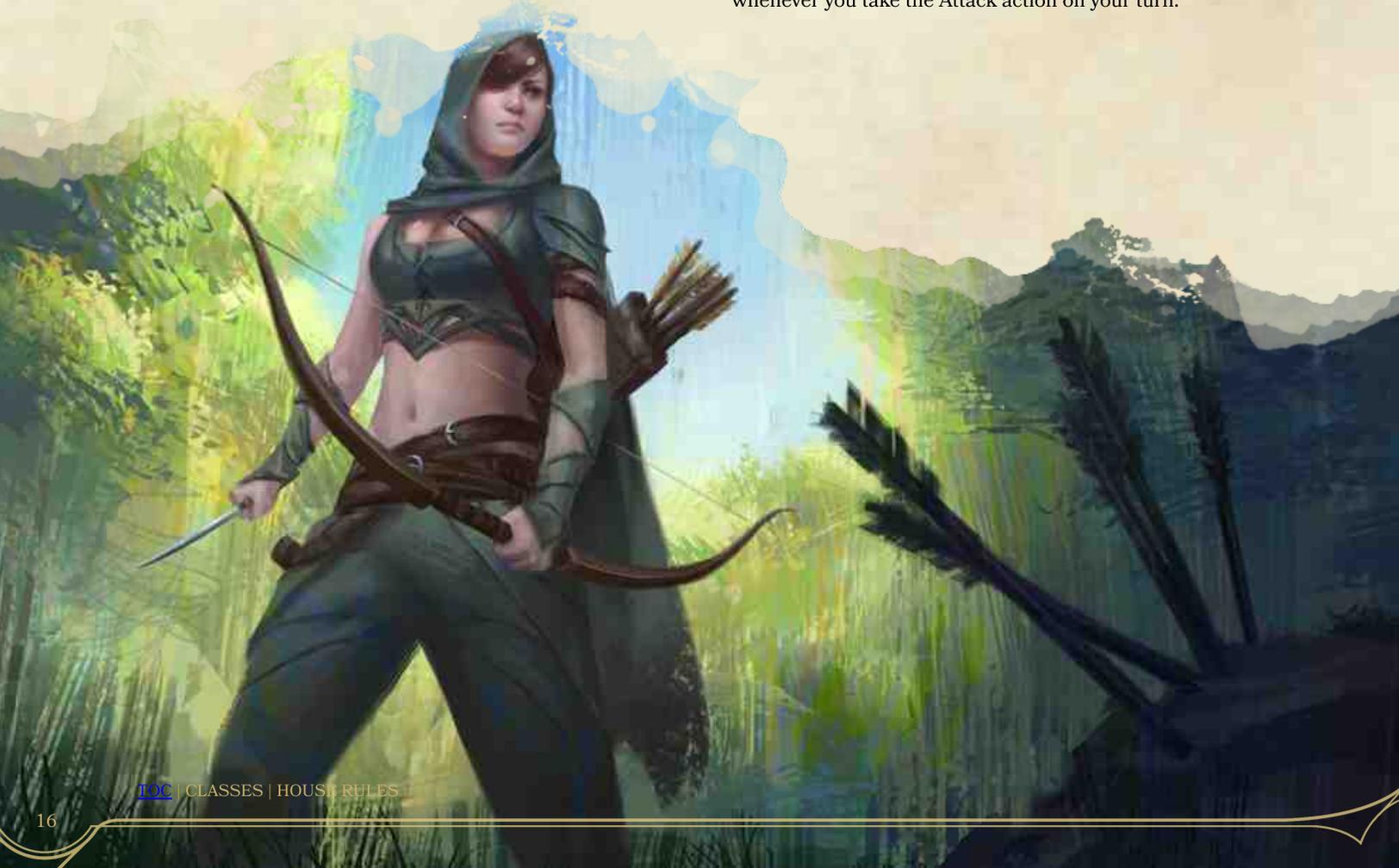
QUICK THINKING

Beginning at 5th level, you can use your reaction to use your Cunning Action bonus action on another creature's turn. If you use this feature, you cannot use your bonus action on your next turn.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses after finishing a short or long rest.

EXTRA ATTACK

Beginning at 8th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



SORCERER

The sorcerer gains features according to the table below:

THE SORCERER

Level	Features	Sorcerer Points	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th
1st	Proficiency, Spell Casting	—	4	4	2	—	—	—	—	—
2nd	Font of Magic	2	4	5	3	—	—	—	—	—
3rd	Metamagic	3	4	6	3	2	—	—	—	—
4th	Feat	4	5	7	3	3	—	—	—	—
5th	—	5	5	8	3	3	2	—	—	—
6th	Proficiency	6	5	9	3	3	3	—	—	—
7th	Metamagic	7	5	10	3	3	3	2	—	—
8th	Feat	8	5	11	3	3	3	3	—	—
9th	—	9	5	12	4	3	3	3	1	—
10th	Proficiency	10	6	13	4	3	3	3	2	—
11th	Metamagic	11	6	14	4	4	3	3	2	1
12th	Feat, Sorcerous Restoration	12	6	15	4	4	3	3	2	2

SAVING THROWS

You have proficiency in Constitution and Intelligence saving throws, not Constitution and Charisma.

SPELLCASTING

You use your Constitution ability score as your spellcasting ability score modifier instead of your Charisma score.

PROFICIENCY

When you reach 1st, 6th and 10th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

METAMAGIC

When you reach 3rd level, you choose two metamagic options that you can use. You gain two additional metamagic options when you reach 7th level and two more when you reach 11th level.

METAMAGIC VERSATILITY

When you finish a long rest, you can choose to replace one metamagic option you know with another metamagic option.





WARLOCK

The warlock gains features according to the table below:

THE WARLOCK

Level	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	Pact Magic, Proficiency	2	4	1	1st	—
2nd	Eldritch Invocations	2	5	2	1st	2
3rd	Pact Boon	2	6	2	2nd	2
4th	Feat	3	7	2	2nd	3
5th	—	3	8	2	3rd	3
6th	Proficiency	3	9	2	3rd	3
7th	—	3	10	3	4th	4
8th	Feat	3	11	3	4th	4
9th	Extra Attack	3	12	3	5th	4
10th	Proficiency	4	13	3	5th	5
11th	Mystic Arcanum (6th level)	4	14	3	5th	5
12th	Eldritch Master, Feat	4	15	4	5th	6

PROFICIENCY

When you reach 1st, 6th and 10th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

EXTRA ATTACK

Beginning at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WIZARD

The wizard gains features according to the table below:

THE WIZARD

Level	Features	Cantrips	1st	2nd	3rd	4th	5th	6th
1st	Spellcasting, Arcane Recovery	3	3	—	—	—	—	—
2nd	Proficiency	3	4	—	—	—	—	—
3rd	—	4	4	3	—	—	—	—
4th	Feat	4	4	4	—	—	—	—
5th	—	4	4	4	3	—	—	—
6th	Proficiency	4	4	4	4	—	—	—
7th	—	5	5	4	4	2	—	—
8th	Feat	5	5	4	4	3	—	—
9th	—	5	5	4	4	3	2	—
10th	Proficiency	5	5	5	4	3	3	—
11th	—	5	5	5	4	3	3	2
12th	Feat, Spell Mastery	5	5	5	4	4	3	3

PROFICIENCY

When you reach 2nd, 6th and 10th levels, you gain proficiency in your choice of an armor, shield, or weapon category, or a language, kit, skill, tool, or vehicle.

MORE POWERFUL MAGIC

Wizards gain spells slots more quickly than all other spellcasters due to their focus on their craft. As such, they do not develop class features to the extend of other spellcasters .

SECTION 4: EQUIPMENT

ARMOR

WEARING ARMOR & WEIGHT

When you wear armor in which you have proficiency (other than shields), you only add half its weight towards your total weight carried. Shields always add full weight.

Without proficiency, the armor weight is normal for the wearer and the AC granted by the armor is one point worse.



DEXTERITY LIMITS TO ARMOR CLASS

Light armors have no limit to the armor class bonus provided by your Dexterity modifier, Medium armors are limited to half Dexterity modifier (round up), and Heavy armors are limited to half Dexterity modifier (round down).

If you are not proficient in the type of armor you are wearing, you gain no benefit to your armor class from your Dexterity.

A negative Dexterity modifier always applies the full modifier to your Armor Class, regardless of what type of armor you might be wearing, whether you are proficient in its use or not.

DEXTERITY BONUS BY ARMOR TYPE

Base Modifier	Light	Medium	Heavy
-2	-2	-2	-2
-1	-1	-1	-1
+0	+0	+0	+0
+1	+1	+1	+0
+2	+2	+1	+1
+3	+3	+2	+1
+4	+4	+2	+2
+5	+5	+3	+2

MOVING IN ARMOR

Although armor is designed to allow as much movement as possible, it has some limitations.

Jumping in Armor. Long jumping distances are reduced by 1 foot for each point of AC above 10 granted by your armor and shield. High jumping distances are reduced by one-third (round up) that amount.

Magical armor and shields do not include their magical bonuses to your armor class when determining the decrease your jumping distances.

EXAMPLE OF JUMPING IN ARMOR

Plate armor grants an Armor Class 18. Since this is 8 points above 10, your long jump distance would be reduced by 8 feet and your high jump distance by 3 feet.

SHIELDS

There are three new shields available for use in the game: bucklers, kite shields, and tower shields. Heavy shields require their own proficiency.

BUCKLERS

A buckler is a small, round shield typically about a foot or more in diameter. It grants the wielder some protection but is light enough to allow the user to hold an item in their hand at the same time. Any items held must weigh 2 lbs or less and can easily be carried in one hand.

If a character attempts to attack with a Light weapon held in their shield-hand while employing a buckler, the attack has disadvantage. You can choose to make your weapon attack without disadvantage, but lose the armor class bonus provided by the buckler until the start of your next turn.

HEAVY SHIELDS

Characters without a Strength 13 only gain a +2 bonus to Armor Class when using a heavy shield, even if they have proficiency.

Using a heavy shield imposes disadvantage on Dexterity (Stealth) checks.

Used as an improvised weapon, heavy shields do 1d6 bashing damage, but your attack roll is with disadvantage unless you are proficient in improvised weapons.

KITE SHIELDS

Kite shields are long and shaped like an upside-down tear drop. The wider section at the top provides protection equal to a normal shield but its greater length allow for additional protection over the upper legs.

TOWER SHIELDS

A tower shield covers the holder from neck to calf and is usually rounded back towards the wielder. They are very heavy and cumbersome to use but offer near full protection from attacks.

SHIELDS

Shield	Proficiency	Cost	Armor Class	Strength	Stealth	Damage	Properties	Weight
Buckler	Shield	5	+1	—	—	1d4 bludgeoning	Light	3 lbs.
Shield	Shield	10	+2	—	—	1d4 bludgeoning	—	6 lbs.
Kite	Heavy Shield	15	+3	Str 13	Disadvantage	1d6 bludgeoning	—	10 lbs.
Tower	Heavy Shield	20	+4	Str 13	Disadvantage	1d6 bludgeoning	Heavy, Stun	15 lbs.

NOTES ON SHIELD TYPES

Proficiency. Only the Fighter class gains Heavy Shield proficiency. Other classes can gain the heavy shield proficiency by taking either the Heavily Armored or Shield Mastery feats.

Armor Class. Without Heavy Shield proficiency, heavy shields provide +2 to armor class. Normal penalties for using a shield without proficiency still apply.

Strength. If the Shield table shows “Str 13” in the Strength column for a shield type, the shield reduces the wearer’s speed by 5 feet unless the bearer has a Strength 13 or higher than the listed score.

Stealth. If the Shields table shows “Disadvantage” in the Stealth column, the bearer has disadvantage on Dexterity (Stealth) checks.

Damage. The Damage listed on the Shields table is when the shield is used as a weapon for an improvised attack.

The attack is made with disadvantage unless you have proficiency in Improvised Weapons (gained from Tavern Brawler, Weapon Master, or taken separately).

Properties. You apply these properties to shields when they are used as improvised weapons.

Magical Shields. Magical shields never add the bonus to AC they provide to attacks or damage rolls when used as improvised weapons.



SECTION 5: WEAPONS

WEAPON RULES

The following rules affect weapons, weapon attack rolls, and weapon damage.

Dexterity never adds to weapon damage, even if a weapon property or type allows you to use your Dexterity score modifier to your attack roll.

Strength adds to all weapon attacks unless a weapon property specifies otherwise. You add your Strength score modifier to your damage roll. Certain weapons adjust your Strength modifier bonus.

Ranged Weapons do not gain your Strength score modifier bonus to damage when attacking a target at long range unless your Strength score modifier is negative.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown on the Weapons table.

Finesse. You can choose to use your Dexterity score modifier or your Strength score modifier to your attack roll. You still apply your Strength modifier to damage.

Heavy. You use both hands when attacking with heavy weapons, otherwise your attack is with disadvantage. You add an additional half your bonus to damage from your Strength modifier (round down) when using both hands. See the Strength Adjustment by Weapon Type table in Section 1. Small creatures cannot use heavy weapons with only one hand.

Light. You use half (round down) your bonus to damage from your Strength modifier. See the Strength Adjustment by Weapon Type table in Section 1.

Loading. You do not add your Strength modifier to damage, even if you have the Crossbow Expert feat.

Ranged. You use your Dexterity modifier for your attack roll, not your Strength modifier. You apply your Strength modifier to damage if your target is within normal range.

Reach. You have disadvantage when attacking a target within 5 feet of you. Polearm Master removes this disadvantage. If you use your weapon as an improvised weapon you can attack a target within 5 feet of you without disadvantage.

Skewer. When you roll a critical hit, your target might be skewered on your weapon if you choose. The target must make a Dexterity saving throw with a DC equal to 8 plus your attack modifier. On a failed save, the target will automatically take damage at the end of each of its turns unless it uses its action to remove itself from your weapon.

You cannot attack with that weapon while your target is skewered unless it has the ammunition property or was thrown.

Stun. When you roll a critical hit, your target might be stunned. The target must make a Strength saving throw with a DC equal to 8 plus your attack modifier or be stunned until the end of its next turn.

Versatile. When used with two hands, you can grant either the finesse property or the heavy property to your weapon when you attack. You can change which property you choose with each attack you make.

Wound. When you roll a critical hit, your target might bleed excessively from your attack. The target must make a Constitution saving throw with a DC equal to 8 plus your attack modifier. On a failed save, the target will take damage from your attack again at the end of its next turn.

Your target can prevent this damage by using its action to make a DC 10 Wisdom (Healing) check or by gaining at least 1 hit point before the end of its next turn.

SPECIAL WEAPONS

Weapons with special rules are described here.

Lance. When mounted, a lance inflicts 2d12 damage if the mount charges 20 feet or more. When unmounted, a lance has all the properties of a greatspear except weight.

Net. A net can be used to restrain a target or knock them prone by tripping them. When you use your net, your target must make a Dexterity (Acrobatics) check against a DC equal to 8 plus your proficiency bonus and your Dexterity score modifier. On a failed check, you choose whether your target is restrained or knock prone. A restrained target can make a new check using its action to escape the net. A prone target may stand up normally on its turn.

Unarmed Strike. Although a light weapon, you add your full Strength modifier to damage when you attack with an unarmed strike if you have proficiency in simple weapons.

Whip. A whip has reach of 15 feet. A whip can be used to grapple, knock a target prone by tripping it, or keep it at bay similar to a shove. Instead of making an attack roll, your target makes a Dexterity (Acrobatics) check against a DC equal to 8 plus your proficiency bonus and your Dexterity score modifier. On a failed check, you choose whether your target is grappled, tripped, or pushed back 5 feet.



Name	Cost	Damage (Average)	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 (2) bludgeoning	2	Light, stun
Dagger	2 gp	1d4 (2) slashing	1	Finesse, light, thrown (20/60), wound
Greatclub	2 sp	1d10 (5) bludgeoning	10	Heavy, stun
Greataxe	3 gp	1d12 (6) piercing	8	Heavy, reach, skewer
Handaxe	5 gp	1d6 (3) slashing	2	Light, thrown (20/60), wound
Javelin	5 sp	1d6 (3) piercing	2	Skewer, thrown (30/120)
Light Hammer	2 gp	1d4 (2) bludgeoning	2	Light, thrown (20/60)
Mace	5 gp	1d6 (3) bludgeoning	4	Stun, versatile (1d8 (4))
Quarterstaff	2 sp	1d6 (3) bludgeoning	4	Stun, versatile (1d8 (4))
Sickle	1 gp	1d4 (2) slashing	2	Light
Spear	1 gp	1d6 (3) piercing	3	Skewer, thrown (20/60), versatile (1d8 (4))
Unarmed Strike	—	1 bludgeoning	—	Finesse, light, special

Simple Ranged Weapons

Crossbow, Light	25 gp	1d8 (4) piercing	5	Ammo (80/320), loading
Dart	5 cp	1d4 (2) piercing	¼	Ammo (80/320), loading
Shortbow	25 gp	1d6 (3) piercing	2	Ammo (80/320)
Sling	1 sp	1d6 (3) bludgeoning	½	Ammo (30/120), stun

Martial Melee Weapons

Battleaxe	10 gp	1d8 (4) slashing	4	Versatile (1d10 (5)), wound
Flail	10 gp	1d8 (4) bludgeoning	3	Stun
Glaive	20 gp	1d10 (5) slashing	6	Heavy, reach, wound
Greataxe	30 gp	1d12 (6) slashing	7	Heavy, wound
Greatsword	50 gp	1d12 (6) slashing	6	Heavy, wound
Halberd	20 gp	1d10 (5) slashing	6	Heavy, reach, wound
Lance	10 gp	1d12 (6) piercing	6	Reach, skewer, special
Longsword	15 gp	1d8 (4) slashing	3	Versatile (1d10 (5)), wound
Maul	10 gp	1d12 (6) bludgeoning	10	Heavy, stun
Morningstar	15 gp	d8 (4) piercing	4	Stun, versatile (1d10 (5))
Pike	5 gp	1d10 (5) piercing	18	Heavy, reach, skewer
Scimitar	25 gp	1d8 (4) slashing	3	Finesse, light, wound
Shortsword	10 gp	1d6 (3) piercing	2	Finesse, light, wound
Trident	5 gp	1d6 (3) piercing	4	Skewer, thrown (15/45), versatile (1d8 (4))
War Pick	5 gp	1d8 (4) piercing	3	Stun
Warhammer	15 gp	1d6 (3) bludgeoning	2	Stun, versatile (1d8 (4))
Whip	2 gp	1d4 (2) slashing	3	Finesse, light, reach, special

Martial Ranged Weapons

Blowgun	10 gp	1 piercing	1	Ammo (25/100), loading
Crossbow, Hand	75 gp	1d4 (2) piercing	3	Ammo (30/120), light, loading
Crossbow, Heavy	50 gp	1d10 (5) piercing	18	Ammo (100/400), heavy, loading, skewer
Longbow	50 gp	1d8 (4) piercing	3	Ammo (150/600), heavy, skewer
Net	1 gp	—	3	Finesse, loading, special, thrown (5/15)

SECTION 6: FEATS

The following are addendums or revisions to feats, and new feats, available to characters.

DURABLE

When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your proficiency bonus.

HEAVY ARMOR MASTERY

If you are wearing magical heavy armor, bludgeoning, piercing, and slashing damage from magical weapons is reduced by 3 (this includes creatures with the Magic Weapons property).

KEEN MIND

You gain advantage on Investigation checks.

LONG THROWER

When you use a thrown weapon, your normal range is tripled and your long range is doubled.

If you have a thrown weapon in hand and can see a target, you can use your reaction to make a ranged attack with the thrown weapon in hand prior to your first turn.

PRODIGY

You have a knack for learning new things and a natural talent in one skill. You gain the following benefits:

- You gain one skill proficiency of your choice and proficiency in one language of your choice.
- You also gain proficiency in one kit, tool, or vehicle-type (land or sea) of your choice.
- Choose one skill, kit, tool, or vehicle-type in which you have proficiency. Whenever you make a skill check using your chosen skill, you add double your proficiency bonus to your check.

RAISING THE BAR

You have ability beyond the norm. Select one ability score and you gain the following benefits:

- You gain 1 point to the chosen ability score.
- Your maximum for the chosen ability score is now 20 instead of 18.
- Once per long rest when you make an attack roll, saving throw, or skill check using your chosen ability score modifier and the result fails, you can reroll the attempt.

REACTIVE

You can take two reactions during the round instead of being limited to one. You cannot take both reactions in response to the same triggering event.

RITUAL CASTER

You can choose spells with the Ritual tag from any spell list.

SHARP SHOOTER

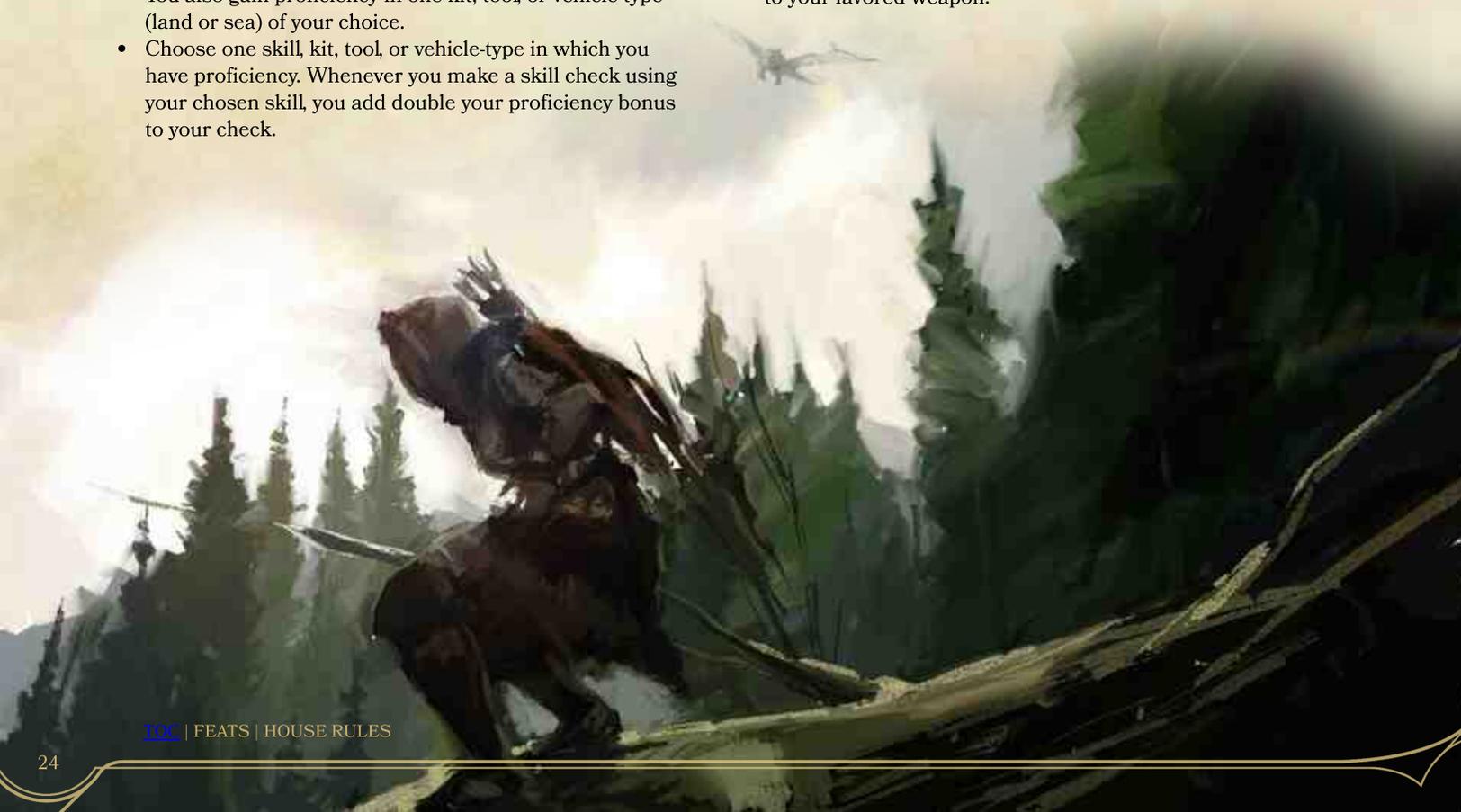
Your normal range is doubled, but you still have disadvantage on attacks at Long range.

WEAPON MASTER

Increase your Strength or Dexterity score by 1.

You gain proficiency with all weapons, including improvised weapons.

You can select one specific weapon to choose as your favored weapon. You gain a +1 bonus to your attack rolls with your favored weapon. If you spend three days doing intense practice and exercises with a new weapon, you can change it to your favored weapon.



SECTION 7: COMBAT

THE ORDER OF COMBAT

The following rules replace or append those in the PHB.

INITIATIVE

You can use your Dexterity, Intelligence, or Wisdom modifier on your initiative roll.

DAMAGE AND HEALING

DROPPING TO 0 HIT POINTS

The following rules replace or append those in the PHB.

FALLING UNCONSCIOUS

When you are reduced to 0 hit points, you must make a DC 10 Constitution check or fall unconscious. If you remain conscious, you can only take an action, a bonus action, or move on your turn. You cannot take reactions.

DEATH SAVING THROWS

To make a death save, you roll a DC 15 Constitution check. When you accumulate three successes, you are stable; if you accumulate three failures, you die. However, successes and failures cancel each other out.

Failing a death save carries an additional penalty that you gain one level of exhaustion with each failure. A successful death save does not remove the exhaustion.

STABILIZING A CREATURE

The DC to stabilize a character is 10 + 5 for each failed death save. If you have the Healer feat, you make the check with advantage.

If you are conscious and trying to stabilize yourself, the check is made with disadvantage. Without a healer's kit, the check is with disadvantage.

REGAINING CONSCIOUSNESS

You do not benefit from a short or long rest until you regain consciousness.

SHORT AND LONG REST

You can only benefit from two short rests before you must complete a long rest.

HIT POINTS

When you spend Hit Dice after a short rest, you add half your proficiency bonus (round up) to each roll. This replaces adding your Constitution modifier to the roll.

EXHAUSTION

You require a long rest to recover a level of exhaustion, including the bonus levels you have from your Constitution modifier.

FAILED DEATH SAVING THROWS

You require seven days of rest to recover one failed death save. The number of days is adjusted by your Constitution modifier (a bonus reduces the time period, and a penalty increases it).

EXAMPLE OF RECOVERY

You are playing a 4th-level Hill Dwarf Fighter. After a grueling battle, you were healed to 8 hit points (of a maximum 36 hit points). You have two failed death saves and three levels of exhaustion.

With your CON 16, you do not suffer any effects from the exhaustion (you have 3 free levels due to your +3 modifier). Your CON modifier also enables you to recover from a failed death save after 4 days of rest (base 7 days - 3).

After the following periods of time:

- Following a long rest, your hit points return to maximum and you recover one level of exhaustion.
- Following two more long rests (3 days total), your other two levels of exhaustion are also recovered.
- On the 4th day, you recover from one of your failed death saves.
- After another 4 days (8 total), you recover from your last failed death save.

RETURNING TO LIFE **

Whenever your character dies and is brought back to life, the character suffers a permanent failed death save (there is no level of exhaustion tied to this, however).

This means each time the character returns to life, it will be easier for to die next time. When your character has died for the third time, the character is out of the game.

OPTIONAL: Instead you lose 1 level and suffer a -1 decrease to all your ability scores.



SECTION 8: SPELLCASTING

CONCENTRATION

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Multiple Concentration Spells.** You can maintain concentration on more than one spell if you choose. When you cast each additional concentration spell, you must make a Concentration check for each spell you are currently concentrating on. If you fail the check, you lose concentration on all spells you have active, including the one you are casting.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Concentration check to maintain your concentration. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate check for each source of damage. If you are concentrating on multiple spells, you must make a separate check for each spell. If the damage exceeds the DC for the check, the check is made with disadvantage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a Concentration check to maintain concentration on a spell.

You make a Concentration check using your spellcasting modifier. The DC is equal to 15 plus half of the spell level (round down) for the spell on which you are concentrating.

THE SPELL POINT SYSTEM (VARIANT)

Spells are cast using spell points which are gained when your character takes a level in any class which has the spellcasting feature. These spell points represent your characters limited arcane and divine access and replaces spell slots.

GAINING SPELL POINTS

When you gain a level in a spellcasting class you gain spell points determined by the class.

Bard, Cleric, Druid, Sorcerer. You gain a number of spell points equal to the proficiency bonus of your new level.

Paladin, Ranger. You gain a number of spell points equal to half (round up) the proficiency bonus of your new level.

Warlock. You gain a number of spell points equal to one-third (minimum 1) the proficiency bonus of your new level. However, you regain all your expended spell points after a short or long rest.

Wizard. You gain a number of spell points equal to 2 + the proficiency bonus of your new level.

To your pool of spell points, add each spellcasting ability score modifier you use to cast your spells.

SPELL POINT COST

A spell costs 1 point per spell level that it is cast at. Cantrips do not cost any spell points to cast.

SPELL POINT RECOVERY

You regain all of your expended spell points when you finish a long rest.

FEATURES THAT REGAIN SPELL SLOTS

Any feature which allows a character to recover spell slots allows them to recover the same number in spell points.

SECTION 9: SPELLS

SPELL COMPONENTS

Any spell component with a cost is consumed by the spell.

SPELL ATTACKS, CONCENTRATION, AND SAVES

Many spells require a spell attack roll, concentration, and even saving throws, in some combination.

This rule makes it so each spell can only have one of the three per round.

- Attack rolls have first priority. If there is an attack roll as part of the spell, remove any concentration required or saving throws allowed that round.
- Spells that allow a saving throw each round and require concentration allow the caster to choose which when the spell is cast: they can either maintain concentration or allow a target to save each round.

LEVEL 1 SPELLS

FIND FAMILIAR

1st-level conjuration

Casting Time: 1 hour (Ritual)

Range: 10 feet

Components: V, S, M (10gp charcoal, incense, herbs; consumed by brass brazier's fire)

Duration: Special

An animal becomes your familiar, obeying your commands, though it is still an independent creature. You can choose any animal that is a Tiny Beast with a CR 0, but the familiar's type becomes either celestial, fey, or fiend (your choice).

It has the appearance and statistics of the animal form you choose, but has minimum hit points equal to your character level and uses your proficiency bonus in place of its own. Your familiar gains a bonus to its AC and all saves equal to your proficiency bonus. Its minimum Intelligence is equal to your spellcasting modifier.

Your familiar acts on your initiative and you can command it to move verbally. You can spend your bonus action to verbally order your familiar to Attack, Dash, Disengage, Dodge, or Help. Any spells you cast on yourself can benefit your familiar if you choose. You familiar can also be a target for any of your spells.

You can telepathically communicate with your familiar and as an action you can see and hear what it does until the start of your next turn. If your familiar has any special senses, you also gain the benefits of those senses while you are seeing or hearing through it. While doing so, your body is blind and deaf.

You can also cast spells with a range of touch through your familiar as if it has cast them itself, but you must be within 100 feet of it and the familiar uses its reaction to cast the spell. Otherwise the spell is cast as if you had done so yourself.

After a long rest, you gain temporary hit points equal to your character level while your familiar is within 1 mile of you. If your familiar is further away or dies, you lose any remaining temporary hit points from this feature. If your familiar dies, you also suffer psychic damage equal to your character level.

If you try to cast this spell when you already have a familiar, you can choose for it to take a new form, but you cannot have more than one.

You can attempt to summon a special familiar instead of an animal. Make a DC 20 check using your spellcasting modifier. You can only attempt to summon a special familiar once every three months. If you succeed you can summon:

- Brownie (LG, LN, NG) • Pseudodragon (LG, NG, CG, N) • Sprite (NG, CG, N, CN) • Imp (LE, LN, NE, N) • Quasit (CE, CN, NE)

LEVEL 2 SPELLS

HEALING SPIRIT

This spell can only heal one creature per round. The caster can choose whether a creatures that enters the spirit's space or begins their turn there is healed.

LEVEL 3 SPELLS

COUNTERSPELL AND DISPEL MAGIC

Casting either of these spells always requires a spellcasting check with a DC equal to 10 plus the twice the spell level you are countering. You gain a +1 bonus to your check for each level of the spell level above 3rd that you use for the Counterspell or Dispel Magic spell.

Spells of 3rd level and below require a check and are not automatically countered or dispelled.

REVIVIFY

Revivify does not automatically restore the target to life. Instead it resets the deaths saves and allows the target to try to stabilize on its own. During this time the target can be healed and stabilized by another nomrally.

SECTION 10: MONSTERS

BROWNIE

Tiny Fey, Lawful Good

Armor Class 15 (leather armor)
Hit Points 7 (3d4)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	11 (-)	14 (+2)	12 (+1)	10 (-)

Proficiency Bonus +2

Saving Throws Constitution +2, Wisdom +3

Damage Resistances Poison

Skills Perception +3, Stealth +8, one tool

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Halfling, Sylvan

Challenge 1/2 (50 XP)

Innate Spellcasting. The brownie spellcasting ability is Intelligence (spell save DC 12). The brownie can innately cast the following spells, requiring no material components.

At will: dancing lights, light, mending, minor illusion

1/day: protection from good/evil, mirror image, confusion, dimension door

Keen Senses. The brownie has advantage on Wisdom (Perception) checks that rely on sight or hearing. While not incapacitated, the brownie cannot be surprised.

Nimble Escape. The brownie can take the Disengage or Hide action as a bonus action on each of its turns.

Stout Resilience. Brownies have advantage on saving throws against being poisoned, and brownies have resistance against poison damage.

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 1 (1d4 -2) slashing damage.

Description

Brownies are distant relatives of halflings, (perhaps half halfling, half pixie) but they are smaller and far less common. They are basically friendly to humans and their ilk (dwarves, elves, and halflings), but because they are shy, they are seldom seen and favor quiet, pastoral areas in which to dwell. If encountered on friendly terms, brownies can often (50%) be convinced to help lawful good characters. They are able to make or repair items of wood, leather, metal, etc. with ease.



VARIANT: BROWNIE FAMILIAR

Some brownies are willing to serve a spellcaster as a familiar. Such brownies have the following trait:

Familiar. The brownie can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the brownie senses as long as they are within 1 mile of each other.

While the brownie is within 10 feet of its companion, the companion shares the brownie's Nimble Escape and Keen Senses traits. At any time and for any reason, the brownie can end its service as a familiar, ending the telepathic bond.