Raven's Brew

version 0.9.1

Nix

June 16, 2026

Contents

I Introduction 1

1 Introduction 1
- 1.1 Interactivity 1
- 1.2 Narrative Embedding 2
- 1.3 Notes on Simplicity and Balance . . 2
- 1.4 Notable Influences 3

2 Content Overview 3

II Combat 6

3 Combat 6

4 AC-less Defence 6
- 4.1 Hit DC 6
- 4.2 Cover 7
- 4.3 Damage Reduction 9
- 4.4 Other changes . . . 10

5 Action Economy 10
- 5.1 Contests 11
- 5.2 Dodging 12
- 5.3 Blocking 14
- 5.4 Parrying 15
- 5.5 Surge Dice 15
- 5.6 Actions 16

6 Vision & Focus 18
- 6.1 Vision 18
- 6.2 Focus 19

7 Aimed Strikes 21
- 7.1 Example Scenario . 23

8 Martial Training 24
- 8.1 Core Changes . . . 25
- 8.2 Weapon Training . 26
- 8.3 Weapon Features . 26
- 8.4 Armour Features . 31
- 8.5 Dodging Features . 32
- 8.6 Shield & Blocking Features 32
- 8.7 Parrying Features . 33
- 8.8 Other Features . . . 34

III Spellcasting 36

9 Spellcasting 36

10 Spell Points 38

11 Spell Limits 39
- 11.1 Casting Limit . . . 39
- 11.2 Preparation Limit . 40
- 11.3 Examples 40

12 Spell Check 41

13 Spellcasting Focus 42

14 Upcasting 45

15 Overcasting **46**
15.1 Examples 46

16 Sunken Spells & Depth-casting **47**
16.1 Example 48

17 Caster Training **48**
17.1 Core Rules 48
17.2 Spell Features . . . 49
17.3 Spell Point Features 52
17.4 Spellcasting Focus Features 54

18 Spells **55**
18.1 New Spells 55
18.2 Reworked Spells - Defence 60
18.3 Reworked Spells - Spell checks 63
18.4 Spells with adjusted Upcasting . . 64

IV Other Changes **74**

19 Character Creation **74**

20 Classes **74**
20.1 Barbarian 74
20.2 Bard 74
20.3 Cleric 75
20.4 Druid 75
20.5 Fighter 75
20.6 Monk 76
20.7 Paladin 76
20.8 Ranger 76
20.9 Rogue 77
20.10 Sorcerer 77
20.11 Warlock 78
20.12 Wizard 80

21 Species **81**

22 Feats **81**
22.1 Origin Feats 82
22.2 General Feats . . . 82
22.3 Fighting Style Feats 83

23 Conditions **83**
23.1 Blinded 83
23.2 Disabled 83
23.3 Invisible 83
23.4 Weavestrain 84
23.5 Wounded 84

24 Equipment **84**
24.1 Shields 85
24.1.1 Shield Properties . 85
24.2 Armour 86
24.2.1 Armour Pieces . . . 87
24.3 Tools 89
24.4 Spell Scrolls 90
24.5 Objects 90
24.6 Magic Items 91
24.6.1 Armour . . 91

24.6.2 Prefixes . . 92

25 Scene Checks 93
25.1 Surgery 94
25.2 Grafting 95
25.3 Rite of Regeneration 99
25.4 Domestication . . . 101

26 Aspects of Stealth 102
26.1 Example Scenario . 103

27 Variant Rules 104

V DM Tools 105

28 DM Tools 105

29 Monsters 105
29.1 Defence 105
29.2 Offence 108
29.3 Action Economy . 110
29.4 Physique 111
29.5 Spellcasting 112
29.6 Customizing a Monster 113

VI Appendix 114

30 Appendix 114

31 Miscellaneous Notes 114

32 Tables 114
32.1 Extended Size Table 116
32.2 Body Part Sizes for a Medium Humanoid 116
32.3 Armour Table . . . 117
32.4 Shield Table 117
32.5 Spell Slot Translation Table 118
32.6 Spellcasting Focus Table 119
32.7 Spellcasting Table . 120
32.8 Fullcaster Table . . 121
32.9 Halfcaster Table . . 122
32.10 Thirdcaster Table . 123
32.11 Pact Magic Table . 123
32.12 Monster Stat Reference Tables . . . 125
32.12.1 Offence . . 125
32.12.2 Defence . . 127

33 Changelogs 128
33.1 Changes towards v1 128
33.1.1 v0.9.1 . . . 128
33.2 Changes for v0.9 . 131
33.2.1 v0.9.a1 . . 131
33.2.2 v0.9.a2 . . 132
33.2.3 v0.9.a3 . . 133
33.2.4 v0.9.a4 . . 135
33.2.5 v0.9.a5 . . 138
33.2.6 v0.9 141
33.3 Changes for v0.8 . 144
33.3.1 v0.8.1 . . . 146
33.3.2 v0.8.2 . . . 148

33.3.3 v0.8.3 . . . 149
33.4 Changes for v0.7 . 149
33.4.1 New . . . 149
33.4.2 Removed . 150
33.4.3 Adjusted . 150
33.5 Changes for v0.6 . 152
33.6 Changes for v0.5 . . 153
33.7 Changes for v0.4 . 154
33.8 Changes for v0.3 . . 155
33.9 Changes for v0.2 . 156
33.10 Changes for v0.1 . . 157

Part I

Introduction

1 Introduction

In this book, you will find a collection of homebrew rules for the fifth edition of Dungeons and Dragons, based on and working with the rules found in the 2024 Players Handbook. The core of these homebrew rules is threefold: martials and casters receive fundamental changes to their playstyles, and dungeon masters gain access to a new toolset to challenge their players with.

The primary concern of these rules is combat, and the goal is to make combat more engaging, flavourful, and tactically enticing. For this, how defence works is reworked from the ground up, positioning is made more relevant, and new options are introduced for players to give in to risk to potentially reap more powerful effects for their spells or attacks.

This can bring a breath of fresh air to those for whom D&D combat has grown stale and that long for a novel experience within an otherwise well known system.

In implementing the rules and features above, this book orients itself around two cornerstones in the choice of which rules to change, how to design these changes, and when and how to introduce new rules. These big cornerstones are interactivity and narrative embedding.

1.1 Interactivity

Rules and features should consider how other players interact with them. This can come in the shapes of synergy, counterplay and multiplicity, and primarily pursues the goal of improved agency and engagement.

- *Synergy*: When a player tries to achieve something, there should be op-

tions for other players to assist with that or enhance the effect. Additionally, there should be ways for players to protect one another in combat, as well as actions that are deliberately cooperative.

- *Counterplay*: It should be possible to avoid or mitigate harmful effects within reason, and it should be possible to undo them with adequate effort. Especially powerful effects may be an exception to this rule when it comes to being avoided or mitigated, but those should remain special.
- *Multiplicity*: There should be meaningfully distinct ways for players to interact with the challenges the dungeon master offers. The more choice the players can meaningfully exercise, the better, and the more tools the dungeon master has to challenge the players, the better.

1.2 Narrative Embedding

Rules and features should be explainable in narrative terms, and things that are possible should be represented by game mechanics. This, however, should not escalate into highly accurate simulation, and the rules and features should not be too concerned with realism.

What the players imagine to be possible or intuitive in fiction should be supported. This should naturally lead to the descriptions of what players do and how the world is to be both more expressive and more mechanically important. After all, we play this game to tell a story that is exciting to follow, coherent and enjoyable.

Ideally, this should mean that everyone at the table can know what a narrative description of an action or creature means mechanically, and that there is no rule and no feature without a narrative representation.

1.3 Notes on Simplicity and Balance

Rules should be simple. However, the core interests explained above do not yield easily to that demand, as they require increased complexity. It is thus necessary for simplicity to take a secondary role in this book. The game is not simplified by this book. Still, it should try to keep the new rules

and features as easy to understand and as intuitive as possible.

Characters and challenges should be balanced. However, the complexity added through the rules and features in this book makes it more difficult to playtest and evaluate the balance properly. There is no guarantee that the contents of this book are well balanced. Still, the rules and features should be balanced enough to not establish playstyles that render too many challenges trivial and are themselves too hard to challenge. Every character should have a chance to shine.

1.4 Notable Influences

These reworks have taken inspiration from Warhammer: Vermintide 2, Divinity: Original Sin 2, Das schwarze Auge (The Dark Eye), D&D 3.5, the D&D 5e 2014 books, Pendragon, Splittermond and other games, both video games and tabletop games.

This homebrew ruleset has been playtested and reviewed by some of my friends, and some features have been their suggestion. Special thanks to Magnus, Noah, Lia, Chad, David, Meta, Merlin, Johannes, Paul and Lee.

2 Content Overview

In the spirit of interactivity, Contests are reintroduced from the 2014 rules. Armour Class is replaced by a new system that relies on reactive defence through contests, as described in the chapter on AC-less Defence and implemented through Blocking, Dodging, and Parrying. This reactive defence is further supported by changes to the action economy that revolve around Action Economy. Surge Dice are introduced to convert remaining reactions into bonuses for the following turn.

Passive defence is also reworked, featuring the introduction of Damage Reduction and a Hit DC based on size that also changes the inner workings of Cover. Shields now work through Cover and were separated into three kinds of shields to allow for more differentiated benefits, thus allowing for

more flavourful and diverse characters. Armour now works through Damage Reduction.

In response to attack rolls losing importance due to targets being generally easier to hit, Aimed Strikes bring new flavourful options and tactical complexities to the game by allowing creatures to target specific body parts with their attacks. This can wound or disable the body parts in question. To work against the detrimental effects of these, Surgery and the Rite of Regeneration were added to allow their restoration. Distinct armour pieces are introduced to fill in defence against Aimed Strikes.

Spellcasting has been reworked to work through Spell Points and Spell Limits instead, allowing for more variance between spellcasters and their playstyles. In the same vein, Upcasting has been changed a bit, Overcasting has been introduced to allow the risky choice of offering ones health for more powerful spells, and the effects of having a Spellcasting Focus are more impactful now. Spells are now also rolled with a Spell Check that can enhance spell attacks and that replaces the Spell Save DC to, once again, shift the focus more towards contested rolls. There is a small load of new spells to interface with the new spell rules and reaction economy, and many spells have seen changes to fit into this system better.

Martial Training is introduced to unify a multitude of features and benefits for martials, such as Fighting Styles and Weapon Mastery. Caster Training is introduced in turn to offer a parallel system for casters.

Vision & Focus are described in detail to encourage more strategic positioning and give attackers a way to bypass their targets reactive defense.

Aspects of Stealth are described to rework stealth in terms of various senses that can work against it and thus can be manipulated in favour of it.

Finally, there are adjustments to class features, feats, and spells, mainly to bring them in line with the changes to defence, grappling and shoving are reverted to their 2014 version, and last but not least, there is a section offering a short guide on how monsters are affected by the reworks offered

here.

Part II

Combat

3 Combat

This chapter focuses on the fundamental changes to the combat rules. Most other fundamentals remain unchanged.

Firstly, the core change, AC-less Defence, is introduced, featuring Hit DC, Damage Reduction and Cover. Then, Aimed Strikes, Surge Dice and changes to Action Economy are added to supplement AC-less Defence, and Contests are reintroduced. Finally, Vision & Focus are changed, Grappling & Shoving are turned back into contests, and Aspects of Stealth are introduced.

4 AC-less Defence

AC-less: Creatures do not have an Armor Class anymore. A combination of Hit DC and Damage Reduction takes its place.

4.1 Hit DC

Missing attacks: An attack automatically misses its target if the attack roll isn't at least as high as the Hit DC.

Base Hit DC: The base Hit DC of a target depends on its size, as shown in the table below. To determine the size of something that has no given size, you can use the Hit Area and height or length measures as guidelines.

Size	Hit DC	Hit Area	Height or Length
Minuscule	20	<25cm^2	<8cm
Fine	18	<100cm^2	<15cm
Diminutive	16	<400cm^2	<30cm
Tiny	14	<0.15m^2	<60cm
Small	12	<0.6m^2	<120cm
Medium	10	<2.5m^2	<240cm
Large	8	<10m^2	<5m
Huge	6	<40m^2	<10m
Gargantuan	4	>40m^2	>10m

The Hit Area refers to the area of a target that is facing the attacker. For example, a piece of paper is easier to hit from the front than from the side, because the papers thinness leads to a smaller Hit Area when looking at it sideways.

For the purposes of very small targets, a new set of sizes has been introduced. These will, for example, be used for Aimed Strikes.

Even smaller sizes: If a target is significantly smaller than the sizes listed above, you can either find an extended table in the tables chapter, or extrapolate the Hit DC from the measures in the table. Start with the measures and Hit DC for minuscule targets. Then add 2 to the Hit DC, quarter the Hit Area and halve the height or length. Repeat this until the measures fit the target you have in mind to get the appropriate Hit DC.

4.2 Cover

Cover: Instead of increasing the Armor Class of the target that is behind cover, the Hit DC for attacks against the target increases in correlation with the now reduced Hit Area. Thus, Half Cover and Three-Quarters Cover can now be disregarded for attack rolls.

For example, if the Hit Area of an otherwise Medium size target matches the Tiny size due to Cover, the targets Hit DC is that of a Tiny target for attacks that are affected by that Cover.

Cover size: Sometimes, the creatures or objects that are used for Cover have an associated size category. If the Cover is of a larger size category than the target, it gives Total Cover. If it has the same category, it only leaves a few openings at best, which usually manifests as an increase in Hit DC of +4. If it is one category smaller, it leaves a decent area open to attack, giving no more than a +2 to the Hit DC. Even smaller Cover is too small to effectively reduce the Hit Area. It can, however, still be used to give Cover to specific body parts and other smaller targets.

Cover Cone: In some cases, it is not clear against which attacks a target benefits from Cover. The Dungeon Masters Guide describes a method to determine Cover through occupied and blocked spaces on a battle map, but some cover is not represented by this because it is too small and thus too finicky to place and manage on a battle map. For example, this is usually the case with Shields.

In such cases where the cover is sufficiently small and close to the target, attacks originating from within a type of Cone, the Cover Cone, are affected by that cover. The Cover Cone originates from the target and is directed towards the cover, has no range limit and can't be interrupted.

To continue the Shield example, if you are holding a Shield directly towards an enemy, that enemy is within the Cover Cone originating from you and directed through the Shield, as they are directly on the opposite side of the Shield. Therefor, you benefit from the Cover your Shield provides you with, increasing your Hit DC against attacks by that enemy, usually by 2 or 4.

Crouching behind cover: Creatures may crouch, perch, sit down, or fall prone behind cover at will to increase the degree of cover they can obtain. When doing so, the following effects apply to the crouched creature:

- They decrease their effective size by one category for the purposes of determining the degree of cover they gain through the cover they crouch behind.
- They have the Prone condition.

For example, a Medium Humanoid receives a +4 to their Hit DC from a Tower Shield when crouching behind it instead of the usual +2, while a Small Humanoid can receive full cover from a Tower Shield when crouching behind it.

4.3 Damage Reduction

Damage Reduction: Targets now have a Damage Reduction value. When the target takes damage through an attack, that value is subtracted from this damage.

Resistances & Vulnerabilities: Damage Reduction happens before resistances and vulnerabilities modify the damage.

Multiple Damage Types: When one attack deals damage of multiple different damage types, the Damage Reduction still only applies once to the attack, not to every type of damage it deals.

Damage of different types is reduced in order, with leftover reduction being carried to the next type. Bludgeoning, Piercing and Slashing damage are reduced first, Force damage and Psychic damage are reduced last, and all other damage types are reduced in-between. Within each category, the order of reduction is chosen by the target for each attack, so you may choose to reduce Bludgeoning damage before Slashing damage and vice versa whenever relevant.

For example, if an attack deals 2 Piercing damage, 2 Cold damage and 2 Force damage against a Damage Reduction of 3, the Piercing damage is reduced to 0, the Cold damage to 1 and the Force damage stays at 2, reducing the total damage dealt by 3. If it dealt Fire damage instead of Force damage, the target could have chosen to reduce the Fire damage by 1 instead of the Cold damage.

Damage Reduction for Specific Damage Types: Some features may give Damage Reduction against a specific damage type only. This Damage Reduction only reduces the Damage of its specified type, and its reduction

takes place before general Damage Reduction is applied as described above.

Converting Armor Class to Damage Reduction: Every bonus to Armor Class that is not the Dexterity bonus can be converted 1:1 into a bonus for Damage Reduction, unless otherwise noted. An armour that sets the Armor Class of the wearer to 13 + Dexterity modifier will, for example, be converted to 3 Damage Reduction, because it is an Armor Class bonus of +3 compared to the base Armor Class of 10, while the Dexterity modifier is discarded. The conversion for armours can also be seen in their chapter.

Stacking Damage Reduction: Damage Reduction from multiple sources stacks. However, the prerequisites for each source must still be met. For example, the Damage Reduction now gained from the Barbarians Unarmoured Defence and a heavy armour will not stack, because the heavy armour still disables the Barbarians Unarmoured Defence.

4.4 Other changes

Reactive Defence: There are now options to reactively defend against incoming attacks and other effects. These include Dodging, Blocking and Parrying, as detailed within the Rules Glossary. For spellcasters, some of the new and reworked spells provide options for reactive defence.

Defence and Dodge Action: The Defence Action has been introduced and the Dodge Action has been changed to fit the new reaction rules.

Misses? Any rule or feature that requires a missed attack to work also works if the attack does not deal damage because of Damage Reduction, Blocking, or Parrying. Those attacks count as both a hit and a miss in that regard. Note that Dodging explicitly causes dodged attacks to miss.

5 Action Economy

Reserving Actions: At the end of your turn, you gain 1 additional Reaction per Action you did not use. If you were unable to use these Actions because you were Incapacitated, this conversion does not happen.

Ready Action: When using the Ready Action, you also gain 1 additional Reaction.

Reserving Bonus Actions: At the end of your turn, you gain 1 additional Reaction per Bonus Action you did not use. If you were unable to use these Bonus Actions because you were Incapacitated, this conversion does not happen.

Free Reactions: In addition to a Reaction, every creature also has a Free Reaction they can use.

The free object interaction each character has once per turn may be used as a Free Reaction instead, if there is a trigger that plausibly allows for such a reaction, at the DMs mercy. For example, you can use your Free Reaction to shut a door as soon as someone has walked through it on their turn.

When you have the Incapacitated condition, you can no longer use your Free Reaction.

Every feature that uses a Free Reaction can also use a Reaction instead.

Reserving Reactions: At the start of your turn, you gain 1 Surge Die per Reaction you did not use. If you were unable to use these Reactions because you were Incapacitated, this conversion does not happen.

Reactive Defence: There are now options to reactively defend against incoming attacks and other effects. These include Dodging, Blocking and Parrying, as detailed below. The Dodge Action has been adjusted accordingly, and a more general Defence Action has been introduced to focus on reactive defence. For spellcasters, some of the new and reworked spells provide options for reactive defence.

5.1 Contests

The 2024 rules saw the removal of contested rolls and moved towards the use of saving throws instead. That is the exact opposite direction that these rules want to go. To establish more interactivity, contests are thus reintro-

duced here. The actions that use those are described throughout the book, for example with the Grapple and Shove attacks described in Grappling & Shoving.

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal, for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of D20-Test, called a contest.

Contest: Both participants in a contest make D20-Tests appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

5.2 Dodging

Dodging isn't really a thing, let's change that.

To be more elaborate, in the base game, in many cases, Armor Class includes the Dexterity Bonus of a creature. This reasonably reflects some sort of ability to dodge - what else would the Dexterity Bonus be good for when it comes to avoiding damage? This is completely lost on many tables, as AC is often perceived to be nothing more than a coherent mass of "all

of this misses" or "all of this doesn't affect me". To add to that, defending against attacks is easily perceived as something passive due to the nature of AC, while dodging should imply activity on the defendant's side.

Implementing some sort of mechanic that allows for reactive dodging would be quite nice for multiple reasons. It (a) makes defending against attacks part of the action economy, giving more weight to proper defensive strategies, it (b) presents the swiftness of some characters in combat, giving more flavour to their character and differentiating it mechanically from other characters, and it (c) gives the player the ability to actively avoid especially dangerous attacks while permitting weaker ones. This, in turn, allows for more aggressive encounter design.

Also, adding an option to dodge & roll would be nice, especially because swiftly jumping away from the point of impact of an attack is something that feels like it should be possible.

Dodging check: A Dodging check is a Dexterity (Acrobatics) check that is modified by the armour you're wearing as follows:

- While wearing light armour or no armour, the modifier is +2 (+5 instead with Happy Feet).
- While wearing medium armour, the modifier is +0 (+2 instead with Medium Armour Master).
- While wearing heavy armour, you roll Dodging checks with Disadvantage.

Dodge: You can use your Reaction to try to dodge an attack that you can see and that targets you.

Make a Dodging check contesting the attack roll. If the result is at least as high as the attack roll, you successfully dodge the attack. It misses.

When trying to dodge a critical hit, you roll with Disadvantage.

Dodge & Roll: You can use your Reaction to try to dodge an attack that you can see and that targets you. Make a Dodging check and move to an

unoccupied spot within 10 feet of you.

If you're trying to dodge an attack and the result is at least as high as the attack roll, you dodge successfully and the attack misses.

If the Dodging check succeeds, your movement does not provoke opportunity attacks.

If the Dodging check fails, you fall prone at your target location.

If all spots within 10 feet are occupied, you fall prone in place, even if the Dodging check succeeded.

When trying to dodge & roll in response to a critical hit, you roll with Disadvantage.

5.3 Blocking

Shields are made to block attacks, and while the base rules only implement this passively, a reactive implementation is highly intuitive. This implementation is provided here.

Blocking: Blocking is a new skill that uses Strength or Dexterity, shield wielders choice, modified by the Blocking Modifier of the wielded Shield.

Blocking Modifier: A usual shield has a Blocking Modifier of +4, with other variants being described in the chapter on Shields. To use the Blocking Modifier of a Shield, you have to have training with Shields.

Prerequisites: To use the features below, you need to be trained with Shields and wield a Shield.

Block: You can use a Reaction to try to block an attack that you can see and that targets you.

Make a Blocking check contesting the attack roll. If the result is at least as high as the attack roll, you successfully block the attack. It deals no damage.

When trying to block a critical hit, you roll with Disadvantage.

5.4 Parrying

Parrying has long played a relevant role in combat fiction, and these rules explicate how it can be done in this game.

Parrying: Parrying is a new skill that uses the ability that you use your weapon with.

Prerequisites: To use the features below, you need to wield a melee weapon that you are trained with.

Parry: You can use your Reaction to try to parry a melee attack that you can see and that targets you. Make a Parrying check contesting the attack roll. If the result is at least as high as the attack roll, you successfully parry, reducing the attacks damage by your weapons Parrying Power.

When trying to parry a critical hit, you roll with Disadvantage.

When rolling a natural 20 on your Parrying Check, the Parrying Power is doubled.

Parrying Power: A weapons Parrying Power is equal to the maximum damage it can deal on a normal hit. This includes all temporary damage bonuses as well.

For example, a normal rapier deals damage equal to 1d8 + your Strength or Dexterity modifier, so its Parrying Power is equal to 8 + your Strength or Dexterity modifier. If it is also transmuted by the spell Elemental Weapon, which increases its damage by 1d4, its Parrying Power is further increased by 4.

5.5 Surge Dice

A Surge Die is 1d6 that can be used for various effects that are described below. You can use one or more Surge Dice as part of any of your Actions, Bonus Actions, Free Actions, Reactions, or Free Reactions. You can use more than one Surge Die at once for the same effect. All unspent Surge Dice expire at the start of your next turn and at the end of combat.

When Surge Dice are to be used in a contest, each participating party must announce the number of Surge Dice they use before knowing the roll of another party.

Obtaining Surge Dice: You can obtain Surge Dice through reserving Reactions as described in the Reaction rules. Some classes may also give features that relate to Surge Dice.

Surge Reaction: Instead of using Surge Dice as part of other actions, you can also use them by themselves. When you notice something happening, you can take a Free Reaction to use any number of your Surge Dice.

Surge Die Effects

You can use Surge Dice for the following effects:

Power: Add the roll to an attack roll, an ability check, or the damage you deal to one creature. If the Surge Die is added to the damage of a critical hit, it is not doubled.

Force: Subtract the roll from one saving throw you require one creature to make. This can be part of an effect that requires multiple creatures to roll a saving throw, but it only applies to the one creature you choose.

Speed: You gain 10ft. of movement that you can immediately use.

Tenacity: You gain temporary hit points equal to the roll until the start of your next turn.

5.6 Actions

Defence Action

You can use your Action to take the Defence Action. Doing so gives you a number of Reactions equal to your Proficiency Bonus. You may only use these additional Reactions for defensive Reactions, including Dodging, Blocking, Parrying, or another Reaction that fulfills the following conditions:

- It does not deal damage, and it does not enhance something that deals damage.
- It does not apply a condition to an enemy, and does not enhance something that applies a condition to an enemy.
- It does not force an enemy to make a saving throw, and does not enhance something that forces an enemy to make a saving throw.

When gaining Surge Dice at the start of your next turn, no more than three of your unspent Reactions are converted into Surge Dice.

Dodge Action

If you take the Dodge action, you gain a number of Reactions equal to your Proficiency Bonus. You may only use these additional Reactions for Dodging. You also gain the following benefits until the start of your next turn:

- You have Advantage on Dodging checks.
- You have Advantage on Dexterity saving throws.

When gaining Surge Dice at the start of your next turn, no more than three of your unspent Reactions are converted into Surge Dice.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

Grappling & Shoving

Unarmed Strikes: The Grapple and Shove options of the Unarmed Strike are changed to use Contests again, as described below.

Grapple: Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (their choice). If you succeed, you subject the target to the Grappled condition. You can release the target whenever you like (no action required). The target of your grap-

ple must be no more than one size larger than you, and it must be within your reach.

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. The grapple also ends if the you have the Incapacitated condition or if the distance between you and the Grappled target exceeds your reach.

Shove: You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (their choice). If you win the contest, you either knock the target Prone or push it 5 feet away from you, your choice. The target of your shove must be no more than one size larger than you, and it must be within your reach.

6 Vision & Focus

6.1 Vision

Vision: Many features in these rules rely on seeing something happen. In combat, track and attend to the direction you look. Using miniatures on battlemaps works well for this, but any small thing that discernibly points any direction will do.

Field of View: There are four different fields of view that apply to creatures and objects that have vision:

- *Narrow*: Those with a narrow field of view only properly see what's happening within a Cone in front of them. This field of view is most common for objects such as mechanical or magical sensors, but some creatures may use it, too.
- *Wide*: Those with a wide view are just barely unable to properly see what's happening 90 degrees to their left and right, and don't see anything further than that. This field of view is used for most creatures, including all Humanoids, creatures whose shape resembles that of Humanoids, and Beasts that are predators. When nothing is said about the

field of view of a creature, it uses a wide one.

- *Extended*: Those with an extended field of view are only unable to properly see what's happening within a Cone behind them. This field of view is most common for Beasts that are prey and creatures that resemble prey.
- *Complete*: Those with a complete field of view are able to properly see what's happening in every direction. This field of view is rare and most of the time unnatural. Some Aberrations and Monstrosities use it, and some objects are equipped with it.

Out of View: When you are outside of another creatures or objects field of view, it treats you as if you had the Invisible condition.

6.2 Focus

Focus: You usually have something within your perception that you primarily attend to - this is what you focus on. You automatically switch focus to a creature or object when targeting them with a single-target spell, attack, or other effect. You can only focus on one target at a time.

As long as you are focused on a target, you can rotate with the target's movement, if needed, to keep that target within your sight. This way, for example, a Humanoid can save their back from another creature's attacks, allowing them to react to their attacks.

Switch Focus: At the end of your turn, you can switch Focus to any creature that you perceive. Otherwise, you can use a Free Reaction or Reaction to Focus a creature that you notice moving towards you or doing something near you.

Losing Focus: You lose Focus if you receive the Incapacitated condition or when you lose the ability to perceive the target of your Focus.

A creature that you Focus may also make you lose Focus by applying the charmed or frightened condition to you, by successfully hiding behind total cover, or by spontaneously becoming unperceived by you (for example

through invisibility or teleportation).

Escape Focus: To escape a creature's Focus, you can take a Bonus Action, making a Dexterity (Acrobatics) check contested by the creature's passive perception, and use your movement to leave their vision. On a success, the creature loses Focus, on a failure, they can turn to keep their Focus and you in their vision.

This can, for example, be used to be able to attack the back of a Humanoid that previously focused their vision on you, making sure they can't react to your attack.

Draw Focus: You can force other creatures to Switch Focus by drawing their attention to yourself, another creature or something else. This may occur as a side-effect of anything you do that is sufficiently noticeable, at the mercy of the player controlling the respective creature whose Focus is to be drawn.

If a creature does take notice and the controlling player decides it would be plausible that their creatures Focus could be drawn, the creature may make a Concentration check to resist having to Switch Focus. The Difficulty Class of this check is determined by the controlling player and the drawing player in a way that should be plausible for whatever was done to attempt drawing attention.

Example Scenarios

A Halfling cutthroat is looking to take out a Human guard they lead into an alley. They are currently looking at another, and the guard charges forward to strike. To escape the guards focus, the nimble cutthroat swiftly maneuvers around the guard, using their Bonus Action to make a Dexterity (Acrobatics) check against 13, the guard's passive perception. They succeed and stand behind the disoriented guard's back, able to attack the guard without them being able to react.

A Bard attempts to draw the attention of a bloodthirsty Gnoll that pri-

oritizes the weak. They attempt to do so by faking a scream of pain and acting hurt & vulnerable. The DM controlling the Gnoll may decide that the attempt is automatically successful and make the Gnoll Switch Focus to the Bard - they might also decide that the Gnoll might try to resist (for a reason) and roll a Concentration check contested by a Charisma (Performance) check by the Bard, only switching the Gnolls Focus if they lose the contest - they might also decide that the attempt automatically fails (for a reason).

7 Aimed Strikes

During play, it became apparent that attack rolls lost a good deal of their charm. This was mainly because an uncontested attack roll was too likely to succeed, given that the Hit DC is significantly lower than Armor Class is in the base game. This also made having a good attack bonus or rolling with Advantage or Disadvantage less significant on attacks, especially against larger targets that have an even smaller Hit DC. In short, making an attack roll felt redundant as soon as it was uncontested.

Aimed Strikes are the response to this problem. They allow the attacker to trade their hit chance against other benefits, damage among them, increasing the risk of the attack roll. This also deepens strategic thinking, as some circumstances may still incentivize going for the easy hit. This active choice should make the reliability feel better than before, where the reliability was imposed.

Aimed Strike: When attacking a target, you can choose to target a specific part of them instead of them in general. This changes the base Hit DC of the attack to the base Hit DC of the targeted part, depending on its size as noted in the chapter on AC-less Defence. Parts can benefit from cover and usually have the same Damage Reduction as the creature or object they belong to. When an Aimed Strike hits a creature, they must make a Wound Save as described below.

The DM may decide to also tie other effects to specific parts, such as a

Damage Reduction modifier, particular damage vulnerabilities, other conditions to save against and the like.

Wound Save: When you are struck by an Aimed Strike you must make a Constitution saving throw against half the attacks damage or 10, whichever is higher. If you succeed, nothing happens. Otherwise, the attack leaves the targeted body part Wounded.

If the damage is higher than twice your Constitution score or half your maximum Hit Points, whichever is lower, the targeted body part is Wounded on a successful save and Disabled on a failed save.

Weakspots: Some creatures may have regions on their body that are especially vulnerable to attacks. Targeting these regions should be more difficult, but also yield more devastating results for the target.

As a DM, you can make use of this when designing an encounter to make a fight more interesting. Maybe the Kobold tinkerer has a bomb in their pocket that just waits to be hit by Fire damage to explode in their face, or maybe the dragon loses their breath weapon with a well placed strike through their lungs.

Some weakspots may not be apparent at first glance. In this case, a Study action may give the players just the information they need.

Covering Body Parts: Similar to how a creature can receive cover, body parts can also become harder to hit when covered, as described in the chapter about AC-less Defence.

For example, when a Tiny shield is held accordingly, it can give total cover to a Diminutive body part, turn a Tiny body part into a Fine target, and a Small body part into a Diminutive target.

Body part sizes for Medium Humanoids: The table below shows the rough sizes of the body parts of a Medium Humanoid. This table is not definitive, as the size of a body part can vary from person to person and effectively also depends on the angle it is viewed at. A buff humans arms

may be easier to hit than those of a lanky one, and a torso viewed from the side is effectively smaller than one viewed from the front.

Body Part	Size	Hit DC
Head	Diminutive	16
Eye	Minus 1	22
Neck	Diminutive	16
Arm	Tiny	14
Hand	Diminutive	16
Torso	Small	12
Crotch	Fine	18
Leg	Tiny	14
Foot	Diminutive	16

Targeting Organs: Organs such as the heart, lungs, or the brain are considered to have total cover inside the body. This total must either be pierced or disabled through Aimed Strikes targeting it before the organs can be affected by an attack or targeted. When the damage of an Aimed Strike in an organs direction is high enough, the DM may decide that the organ has been struck regardless of its cover.

When an organ is hit, the damage should be increased by a significant amount, and disabling a vital organ should impose potent drawbacks. For the lungs, you might refer to the rules on Suffocation, for the brain, the target may have the Stunned condition, and for the heart, the target may repeatedly take damage and stacks of Exhaustion.

7.1 Example Scenario

The champion knows that a blinded cyclops is a harmless cyclops. Therefor, she decides to aim her shot at his eye. This increases the Hit DC for the attack from 6 to 18, given that the eye is a Fine target. The DM decides on the fly that the eye is vulnerable to piercing damage. She rolls her attack as usual and hits, dealing 38 piercing damage, so the cyclops must make a DC19 Wound Save. He fails this save, so his eye is now wounded,

giving him Disadvantage on everything that relies on his sight. This is not enough for the champion though, so she fires a second arrow towards his eye, dealing 46 piercing damage. The cyclops fails his DC23 Wound Save and his eye is now disabled, leaving him Blinded.

8 Martial Training

Martial Training is a new system that encompasses weapon Proficiency, weapon mastery, Fighting Styles, Armour Training, and some Feats that interface with weapons and armour. Proficiency and Expertise in Parrying and Blocking are also part of this system, as are other features relating to AC-less Defence generally.

This rework is motivated by three reasons. Firstly, with the Hit DC being largely unchanging with level and being quite low especially with larger creatures, there's not as large of a benefit in adding the Proficiency Bonus to ones attack rolls. This opens up the possibility of allowing players to decide against adding this Proficiency Bonus in favor of other benefits for offence or defence. One of these benefits aptly allows players to bypass parts of an enemies Damage Reduction, scaling with the Proficiency Bonus, so that there are now options to ease hitting enemies and to ease damaging them through armour, mirroring the separation of Armor Class into Hit DC and Damage Reduction.

Secondly, the new defensive reactions introduced in this ruleset should be something a character can specialize in. In previous versions of this ruleset, this was enabled through changes to general feats and through connections with Expertise class features. Both of those are limited in their accessibility, and especially fighters should be able to access special defensive features more than other classes, while not themselves having access to Expertise. Thus, by introducing these features here, martial classes actually have prioritized access to the new martial features.

Thirdly, the 2024 rules saw the introduction of weapon mastery properties. These were introduced as weapon-specific features that can be cho-

sen by martials to increase their battlefield prowess, which can be assumed to be intended to lessen the infamous martial caster divide. Structurally, these mastery properties do not separate themselves from benefits that are obtainable through feats, while introducing a whole new feature list a martial can choose from. Next to Fighting Style feats and general feats, this is now the third feature list for martials. Through the rearrangement of those lists into one singular list, the flexibility and potential power of martials is further accentuated. Additionally, adding new features to this list is a new straightforward way to give feature options to martials specifically without having to restrict the features to Fighting Style feats, general feats or weapon mastery properties that martial classes tend to have quite limited access to.

8.1 Core Changes

Martial Training: When you receive Martial Training, choose one of the features listed in the following sections that you qualify for.

Fighting Styles: Fighting Style feats are now Martial Training features. Whenever you would gain a Fighting Style feat, you receive Martial Training instead.

Weapon Masteries: Weapon Masteries are now Martial Training features. Whenever you would gain access to a mastery property, you receive Martial Training instead.

Feats: The benefits of a selection of general feats are now Martial Training features. There's now a new general feat that allows the player to receive Martial Training twice.

Opportunity Attacks: You now need the Opportunist feature to be able to make Opportunity Attacks.

8.2 Weapon Training

Instead of working primarily through Proficiency, weapons now also utilize Training, similar to how it is established for Armour. When using a weapon that you lack training with, you have Disadvantage on any D20 Test that relies on that weapon. The following features can give you training with weapons:

Starting Proficiency Conversion: You no longer start with Proficiency in weapon attacks with the weapons listed in your class descriptions. Instead, you are trained with the weapons that you would otherwise have Proficiency in.

When you receive Martial Training, you can choose the Accuracy feature described in the section on weapon features to add your Proficiency Bonus to certain attack rolls again.

Simple Melee Weapon Training: You gain training with Simple Melee weapons.

Simple Ranged Weapon Training: You gain training with Simple Ranged weapons.

Martial Melee Weapon Training: Requires training with Simple Melee weapons. You gain training with Martial Melee weapons.

Martial Ranged Weapon Training: Requires training with Simple Ranged weapons. You gain training with Martial Ranged weapons.

8.3 Weapon Features

Accuracy: Choose a weapon property. You add your Proficiency Bonus to attack rolls with weapons with that property. You can pick this feature multiple times, but only for different weapon properties, and it does not stack with itself on weapons with multiple properties that you have this feature for.

Archery: You gain a bonus to attack rolls with Ranged weapons equal to your Wisdom modifier (at least 1).

C-C-Combo: Your weapon attacks deal additional damage equal to your Proficiency Bonus for every time you've hit with a weapon attack since the start of your turn.

Cleave: Once per turn, when you hit a creature with a melee attack using a weapon that has the Heavy property and deals Slashing damage, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapons damage, but you don't add your ability modifier to that damage unless that modifier is negative.

Dueling: When you are holding a Melee weapon in one hand and no other weapons, you gain a bonus to damage rolls with that weapon equal to your Dexterity modifier (at least 1).

Enhanced Critical - Bludgeoning: Choose either Bludgeoning, Piercing, or Slashing damage. When you score a Critical Hit that deals damage of that damage type, you ignore the targets Damage Reduction and gain the benefit associated with that damage type:

- *Bludgeoning*: Attack rolls against the target have Advantage until the start of your next turn.
- *Slashing*: The target has Disadvantage on attack rolls until the start of your next turn.
- *Piercing*: You can roll one additional damage die when determining the extra Piercing damage the target takes.

You can pick this feature multiple times, but only for different damage types.

Enhanced Dual Wielding: When you take the Attack action on your turn and attack with a weapon that has the Light property, you can make one extra attack as a Bonus Action later on the same turn with a different weapon, which must be a Melee weapon that lacks the Two-Handed

property. You don't add your ability modifier to the extra attack's damage unless that modifier is negative.

Firing in Melee: Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Graze: When you miss a creature with a melee attack using a weapon that has the Two-Handed property and deals Slashing damage, you can deal Slashing damage to that creature equal to the ability modifier you used to make the attack roll.

Great Weapon Fighting: When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Guardian: Requires *Opportunist - Melee*. Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you can make a melee Opportunity Attack against that creature.

Halt: Requires *Opportunist*. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

Hamstring: Once per turn when you hit a creature with an attack using a Melee weapon that deals Slashing damage or using a Ranged weapon, you can reduce the Speed of that creature by 10 feet until the start of your next turn.

Heavy Weapon Master: When you hit a target with a weapon that has the Heavy property as part of the Attack action on your turn, you deal additional damage equal to your Strength modifier (at least 1).

Hew: Immediately after you score a Critical Hit with a Melee weapon with the Heavy property or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Ignore Loading: You ignore the Loading property and can load a piece of ammunition into weapons with that property even without a free hand.

Long Shots: Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Nick: When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Opportunist: Pick one option:

- *Melee*: You can make Opportunity Attacks as described in the 2024 PHB Rules Glossary.
- *Ranged*: You can make a Ranged Opportunity Attack when a creature that you can see moves 15ft. in a straight line towards you or away from you. The creature has to be within your ranged or thrown weapons normal range for that movement and has to use its action, Bonus Action, Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one ranged weapon attack with your ranged or thrown weapon against the provoking creature.

You can pick this feature again to pick the other option.

Overpower: When you hit a target with a weapon that deals Bludgeoning damage, you deal 1 extra damage for every size category the target is smaller than you.

Penetration: Choose a damage type. Your damage with weapons that deal that type of damage ignores an amount of Damage Reduction equal to your Proficiency Bonus. You can pick this feature multiple times, but only for different damage types.

Pole Strike: Immediately after you take the Attack action and attack with a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a melee attack with the opposite end of the weapon. The attack deals Bludgeoning damage, and the damage

die for this attack is a d4.

Push: When you hit a target with an attack using a weapon without the Light property that deals Bludgeoning damage, you can push the target up to 10 feet straight away from you to an unoccupied space if it is no more than one size larger than you.

Prey on the Vulnerable: If a creature that you can see and that is within your Melee range receives the Incapacitated condition, you can take a Reaction to make a Melee weapon attack against that creature.

Puncture: Once per turn, when you hit a creature with a weapon attack that deals Piercing damage, you can reroll one of the attacks damage dice, and you must use the new roll.

Quick Draw: You can draw or stow two weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

Reactive Strike: While you're holding a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can take a Reaction to make one attack with that weapon against a creature that enters the reach you have with it.

Sap: When you hit a creature with a melee attack using a weapon without the Heavy property that deals Bludgeoning or Piercing damage, that creature has Disadvantage on its next attack roll before the start of your next turn.

Thrown Weapon Fighting: When you hit with a ranged attack using a weapon that has the Thrown property, you gain a +2 bonus to the damage roll.

Topple: When you hit a creature with a melee attack using a weapon with the Versatile or Two-Handed property, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

Two Weapon Fighting: When you make an extra attack as a result of using a weapon that has the Light property, you add your ability modifier to the damage of that attack.

Vex: When you hit a creature with a Ranged weapon or a weapon that has the Light property, you have Advantage on your next attack roll against that creature before the end of your next turn.

8.4 Armour Features

Light Armour Training: You gain training with Light Armour.

Happy Feet: While wearing Light Armour or no Armour, your armour-based Dodging modifier is +5 instead of +2.

Medium Armour Training: Requires training with Light Armour. You gain training with Medium Armour.

Medium Armour Master: Requires training with Medium Armour. While wearing Medium Armour, your armour-based Dodging modifier is +2 instead of +0.

Heavy Armour Training: Requires training with Medium Armour. You gain training with Heavy Armour.

Heavy Armour Master: Requires training with Heavy Armour. You can use your Reaction to block an attack you can see and that targets you with one of your Heavy Armour pieces, using a Blocking Modifier of +6. When blocking this way successfully, the damage of the attack is not negated completely, but the Damage Reduction of the used armour piece is doubled against it.

If you have Proficiency in Blocking, you also add your Proficiency Bonus to your Damage Reduction against this attack. If you have Expertise in Blocking, you add it twice instead.

Defence: You gain an additional +1 bonus to Damage Reduction on all body parts covered in armour you are trained with.

8.5 Dodging Features

Areal Awareness: You can now also use Dodge & Roll against areas of effect that target you, potentially moving you out of their area and avoiding a required saving throw. If your Dodging check is at least as high as the DC of the effect, it succeeds. If your movement makes you leave the area of the area effect, you are not affected. If you remain inside the area effect and it required a Dexterity saving throw, you automatically succeed on the saving throw. If you remain inside it and it required another saving throw, make the other saving throw as usual.

Dodging Adept: You gain Proficiency in Acrobatics.

Dodging Expert: Requires Proficiency in Acrobatics. You gain Expertise in Acrobatics.

Nimble Attack: Whenever you successfully dodge an attack with a Dodge & Roll, you can take a Free Reaction or Reaction mid-roll to make a ranged attack with one of your weapons with the Finesse and Thrown properties against a creature of your choice within range that you can see.

Prediction: Once per round, when you use a Reaction to Dodge an attack and roll the Dodging check with Advantage, you can Dodge another attack you can see before the start of your turn without using a Reaction. You have to use the lower die of the previous roll as the roll for the Dodging check.

Untraceable: Whenever you successfully dodge an attack, the next attack against you before the start of your next turn is rolled with Disadvantage.

8.6 Shield & Blocking Features

Blocking Adept: You gain Proficiency in Blocking.

Blocking Expert: Requires Proficiency in Blocking. You gain Expertise in Blocking.

Free Hand Enhancement: You ignore the Disadvantage imposed on D20 Tests by the Free Hand shield property.

Interpose Shield: Requires training with Shields and you to wield a Shield. If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw.

Protection: Requires Proficiency in Blocking. When a creature you can see attacks another creature within 5 feet of you, you can take a Reaction to block that attack, potentially reducing the damage the target creature takes and giving them the cover your shield provides instead of yourself.

Shield Bash: Requires training with Shields and you to wield a Shield. If you hit a creature within 5 feet of you as part of the Attack action, you can immediately bash the target with your Shield, making a shove attack. You can use this benefit only once on each of your turns.

Shield Training: You gain training with Shields.

8.7 Parrying Features

Arrow Splitting: Requires Expertise in Parrying and Proficiency in Perception. You can parry Ranged weapon attacks that you can see and that target you. If you have the Interception feature, you can also parry Ranged weapon attacks targeting other creatures within 5 feet of you.

Cross-parry: Requires Proficiency in Parrying. If you are wielding more than one melee weapon, you can parry using multiple of those weapons at once. If the parry is successful, reduce the attacks damage by the sum of the Parrying Powers of all used weapons instead.

Elegant Parry: Requires Proficiency in Parrying. When you are using at least one Finesse weapon with which you are trained to parry, make the Parry Check with Advantage.

Elegant Parry: You gain a bonus to your Parrying checks equal to your

Wisdom modifier (at least 1).

Interception: When a creature you can see attacks another creature within 5 feet of you with a Melee weapon, you can take a Reaction to parry that attack, potentially reducing the damage the target creature takes. You must be holding a Melee weapon to use this Reaction.

Parrying Adept: You gain Proficiency in Parrying.

Parrying Expert: Requires Proficiency in Parrying. You gain Expertise in Parrying.

Potent Parry: Requires Proficiency in Parrying. You add your Proficiency Bonus to the Parrying Power of your Finesse weapons. If you have Expertise in Parrying, you add it twice instead.

Vengeful Parry: Whenever you successfully parry an attack, you can take a Free Reaction or Reaction to make an attack against the attacker with one weapon you are wielding that was not part of your parry.

Weapon Locking: Requires Proficiency in Parrying. If you reduce a parried melee weapon attacks damage to 0, your parry weapon locks with the attackers weapon, giving the attacker Disadvantage on their attack rolls until either of you make an attack with their locked weapon or either of you moves out of the others range.

8.8 Other Features

Blind Fighting: You have Blindsight with a range of 10 feet.

Immaculate Aim: When making an Aimed Strike, add either half of the Hit DC increase or your Proficiency Bonus to the attack roll, whichever is lower.

Knowing the Spot: When you hit a target with an Aimed Strike, you deal extra damage equal to your Intelligence modifier (at least 1).

My Body is a Weapon: Your Unarmed Strikes now also count as Melee

weapon attacks. While you are not holding anything in your hand, it counts as a Light Melee weapon.

Pattern Recognition: Requires Proficiency in Perception. When you successfully block, dodge or parry the attack of a creature, you gain Advantage on your next Blocking, Dodging or Parrying check against that same creature this combat.

Reliable Aim: When making an Aimed Strike with Advantage and missing the target part, you can still hit the larger target with a normal attack, if using the lower die roll for the attack roll instead of the higher one results in a hit against the larger target. This hit does not count as an Aimed Strike and thus will not trigger a Wound save.

Unarmed Fighting: You gain the following benefits:

- When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8.
- At the start of each of your turns, you can deal 1d4 Bludgeoning damage to one creature Grappled by you.

Wounding Critical: When you score a Critical Hit on an attack that is not an Aimed Strike, you may choose a body part to wound regardless, forcing the target to roll a Wound save as if the attack had been an Aimed Strike.

Part III

Spellcasting

9 Spellcasting

Spellcasting is fundamentally reworked. Firstly, casting a spell now uses Spell Points and Spell Limits instead of Spell Slots, secondly, spells now always require the caster to roll a Spell check that influences Spell attack rolls and replaces the Spell Save DC to turn it into a contest, and thirdly, it is now possible to cast multiple spells a round and even upcast spells further than before through Overcasting, though the spellcaster takes damage and risks Weavestrain by doing so.

Additionally, Spellcasting has been supplemented with Caster Training to offer novel ways of interacting with spells and customize the character. The inner workings of Spellcasting Foci have been changed as well to give a bonus when casting spells of specific schools. Cantrips have been reworked to not scale automatically, instead, they can now be upcast. Also, Sunken Spells & Depthcasting have been introduced for automatic upcasting on negative Spell Point costs, which are achievable through Caster Training.

Some Spells have seen changes to fit with AC-less Defence, and some spells have been changed to interact with Wounds, as caused by Aimed Strikes. Similarly, the Rite of Regeneration has been added as a method of removing Disabilities. Some Spells have been changed to upcast better.

Spellcaster Level: There are five traits that scale with Spellcaster level now. These include the number of #Spell Points the caster has access to, their number of Caster Training features and Caster Proficiency Bonus (both are equal) as described below, and their Spell Limits, as shown in the table below.

Caster Level	Caster Proficiency & Training	Spell Limits	Spell Points	+1/3	+1/2	+2/3
1	2	3	6	8	9	10
2		4	12	14	15	16
3		6	18	20	21	22
4		7	24	26	27	28
5	3	9	30	32	33	34
6		10	36	38	39	40
7		12	42	44	45	46
8		13	48	50	51	52
9	4	15	54	56	57	58
10		16	60	62	63	64
11		18	66	68	69	70
12		19	72	74	75	76
13	5	21	78	80	81	82
14		22	84	86	87	88
15		24	90	92	93	94
16		25	96	98	99	100
17	6	27	102	104	105	106
18		28	108	110	111	112
19		30	114	116	117	118
20		31	120	122	123	124
x	(x+7)/4	3(x+1)/2	6x	6x+2	6x+3	6x+4

The columns to the right of the spell points column show how many Spell Points spellcasters with half levels and third levels have access to, for example when having Ranger or Arcane Trickster levels. Generally, you gain 6 Spell Points per Spellcaster level, 3 Spell Points per Halfcaster level, and 2 Spell Points per Thirdcaster level.

The numbers are calculated through the formulas given in the last row. The results are always rounded down.

Caster Proficiency Bonus: In addition to the regular Proficiency Bonus, spellcasters also use a Caster Proficiency Bonus. This bonus replaces the Proficiency Bonus when it comes to some Caster Training features and depends solely on the spellcaster level. If the spellcaster level is equal to the character level, the Caster Proficiency Bonus is also equal to the regular Proficiency Bonus.

10 Spell Points

Spell Slots are replaced by Spell Points and Spell Limits. These rules run roughly parallel to the variant rule in the 2014 DMG.

Spell Points: Instead of gaining a number of Spell Slots from the Spellcasting feature, you now gain a number of Spell Points that determine your Spell Point maximum. You can't have more Spell Points than your Spell Point maximum, and you can't have less than 0. Your current Spell Points are set to your Spell Point maximum when you finish a long rest, similar to Hit Points.

Using Spell Points: To cast a spell, you now spend Spell Points instead of a Spell Slot. The table below shows how a spells level is translated into its Spell Point cost.

Spell level	Spell Point cost
0 (cantrips)	0
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
x	3x

The Spell Point cost, as you might notice, is equal to three times its level. This is only the initial cost, as the final cost can be increased through upcasting and reduced through a few features. When these rules speak of a spells Spell Point cost, they refer to the initial cost, and they speak of casting costs when the final cost is intended.

Other Features using Spell Slots: Some features that are not spells make use of Spell Slots regardless. These features now also use Spell Points instead, with the Spell Point amounts that they can use being multiples of three, similar to the conversion of Spell Slots to Spell Points otherwise.

11 Spell Limits

There are two Spell Limits that replace the limits that were previously imposed by Spell slots, the Casting Limit and the Preparation Limit.

11.1 Casting Limit

The Casting Limit depends on your spellcaster level and determines two things:

- Firstly, it is the maximum number of Spell Points you can use each

round before having to Overcast, refreshing at the start of your turn.
- Secondly, it is the maximum number of Spell Points you can spend on a singular spell or feature before having to Overcast when acting outside of turn order.

You can find your Casting Limit in the Spellcasting Table in the row for your spellcaster level, in the Spell Limits column. If you have half or third levels, you may have to consult the Halfcaster Table or Thirdcaster Table respectively.

Casting Multiple Spells with Spell Point Costs: Instead of only being able to cast a single spell that costs Spell Points in a turn, you can now cast multiple such spells each turn in accordance with your Casting Limit, Overcasting when exceeding it.

11.2 Preparation Limit

The Preparation Limit depends on a spellcasting classes level. You have one Preparation Limit for every spellcasting class you have levels in, and it determines the maximum number of Spell Points a spell that you prepare through that class can cost.

You can find your Preparation Limit in your classes spellcasting table in the row for your class level, in the Spell Limits column.

11.3 Examples

Singleclassing: If you are a level 5 Wizard, the following limits apply:

- You have a Casting Limit of 9 Spell Points.
- You have a Wizard Preparation Limit of 9 Spell Points.

This way, you can prepare Wizard spells with a cost of up to 9 Spell Points, and spend 9 Spell Points each round before having to Overcast.

Multiclassing: If you are a level 4 Ranger and level 3 Sorcerer, the following limits apply:

- You have a Casting Limit of 9 Spell Points.
- You have a Ranger Preparation Limit of 5 Spell Points.
- You have a Sorcerer Preparation Limit of 6 Spell Points.

This way, you can prepare Ranger spells with a cost of up to 5 Spell Points, Sorcerer spells with a cost of up to 6 Spell Points, and spend 9 Spell Points each round before having to Overcast.

12 Spell Check

When you cast a spell, you now always roll a Spell check that determines the forcefulness of the spell in question. The higher the roll, the more likely it is to be effective, and the harder it is to counterspell or dispel.

Spell Check: When you cast a spell, you roll a D20 Test and add your spellcasting ability modifier. If you use a Spellcasting Focus that is associated with the school of the spell to cast the spell, you also add your Proficiency Bonus.

Determines Forcefulness: When a caster tries to counterspell or dispel a spell you cast, they have to beat the Spell check to succeed.

Replaces Spell Save DC: When you cast a spell that requires its targets to roll one or multiple saving throws, the DC is now equal to the Spell check minus 2 instead. If the spell affects more than one target, the DC is reduced by another 2.

Merges Into Singular Spell Attacks: When you cast a spell that requires you to make one attack roll, the Spell check and the attack roll merge into one roll that counts both as the spells Spell check and a spell attack.

Influences Spell Multiattacks: When you cast a spell that requires you to make multiple spell attacks, roll the Spell check first. The spells attack rolls are modified depending on the Spell check result as follows:

Spell check result	Attack roll modifier
4 or lower	-5
5-9	-2
10-14	+0
15-19	+2
20 or higher	+5

Additionally, if you roll a natural 1 on the Spell check, you roll the spell attacks with Disadvantage, and if you roll a natural 20 on the Spell check, you roll the spell attacks with Advantage.

Magic Items for Spellcasting: Where some magical items previously gave a +1 to spell attack rolls and/or a +1 to the Spell Save DC, they now give a +1 to Spell checks.

13 Spellcasting Focus

A Spellcasting Focus is a very flavourful part of magical fantasy, and it's a bit underwhelming that it is only used to substitute material components, which also add a nice narrative and worldly touch to magic. Thus, it only feels proper to give a Spellcasting Focus a use outside of substituting material components.

Tying the Proficiency Bonus that was previously automatically given to spell attack rolls and spell save DC to a Spellcasting Focus makes mechanical sense, especially given the reduced importance of the Proficiency Bonus for spell attacks now that the Hit DC of enemies is largely unchanging throughout the levels.

No Automatic Spell Attack Roll Proficiency: Your Spell attack modifier is now only equal to your Spellcasting ability modifier. To add your Proficiency Bonus, you now require a Spellcasting Focus associated with the spells school.

Enhanced Schools: Every Spellcasting Focus has three associated spell schools, as shown below. When you cast a spell while using a Spellcasting

Focus that is associated with its school, you add your Proficiency Bonus to the Spell check and to the Spell attack rolls.

Spellcasting Focus	Type	Associated Schools
Crystal	Arcane	Illusion, Necromancy, Transmutation
Orb	Arcane	Conjuration, Divination, Illusion
Rod	Arcane	Abjuration, Divination, Necromancy
Staff (also Quarterstaff)	Arcane	Abjuration, Conjuration, Evocation
Wand	Arcane	Enchantment, Evocation, Transmutation
Sprig of Mistletoe	Druidic	Abjuration, Divination, Transmutation
Staff (also Quarterstaff)	Druidic	Abjuration, Conjuration, Evocation
Yew wand	Druidic	Enchantment, Illusion, Necromancy
Amulet (worn or held)	Holy	Abjuration, Conjuration, Evocation
Emblem (borne on fabric or a Shield)	Holy	Abjuration, Enchantment, Transmutation
Reliquary (held)	Holy	Divination, Illusion, Necromancy
Percussion (drum)	Bardic	Abjuration, Conjuration, Evocation
Strings (dulcimer, lute, lyre, viol)	Bardic	Enchantment, Necromancy, Transmutation
Woodwind (bag pipes, flute, pan flute, shawm)	Bardic	Divination, Enchantment, Illusion
Brass Instrument (horn)	Bardic	Conjuration, Enchantment, Evocation

Other Spellcasting Foci: If a feature gives you something as a Spellcast-

ing Focus that isn't listed above or lets you use something as a Spellcasting Focus without associating spell schools with it, choose two spell schools to associate with that Spellcasting Focus.

14 Upcasting

When upcasting a spell, you increase its Spell Point cost by 3 to get the heightened effect that would otherwise be achieved by spending a spell slot of one level higher. When increasing the cost by twice as many Spell Points, you get the effect of using a spell slot of two levels higher, and so on.

Unlimited Upcasting: With upcasting no longer being bound to available spell slots, you can now upcast as high as you like and can afford by increasing the Spell Point cost further and further. The Casting Limit described below is the only other hindrance.

Other Upcasting Intervals: Some spells have been changed to improve in intervals of other Spell Point amounts than 3, such as with every 2 or 4 additional Spell Points spent. For those spells, the heightened effect thus is achieved by additionally spending the given amount of Spell Points.

Upcasting Cantrips: Instead of scaling with your level, cantrips that previously scaled like this can now be upcast. Unless the cantrip was otherwise changed (see in the Spells chapter), its first upgrade can be used by upcasting the cantrip by 3 Spell Points, the second upgrade by upcasting by 6 Spell Points, and the third upgrade by upcasting by 9 Spell Points.

Unlimited Cantrip Upcasting: When the rules of a Cantrip Upgrade describe a steady increase of effect that could be repeated infinitely, you can upcast it by 3 Spell Points each to improve its effect by another step. For example, the damage of a Fire Bolt increases by 1d10 with each Cantrip Upgrade, so you can now increase its damage by 1d10 for each 3 Spell Points you upcast it by, potentially increasing its damage far beyond what was previously possible.

15 Overcasting

When you spend more Spell Points than your Casting Limit accounts for, you are Overcasting. This happens when a spell is upcast to cost more than your Casting Limit allows for, or when you use multiple spells or features that use Spell Points in one round and their combined cost exceeds your Casting Limit.

When Overcasting, you have to roll an Overcast Save and take Overcast Damage.

Excess: Your Excess is the number of Spell Points you've exceeded your Casting Limit by.

Overcast Damage: When Overcasting, you take a number of d6 of Necrotic damage equal to half your Excess, rounded up. This damage occurs while you cast the spell or use the feature.

If the spell has a casting time of 1 minute or more, this also triggers a Concentration check that you have to succeed on to be able to continue the casting, in accordance with usual spell rules.

Overcast Save: An Overcast Save is a saving throw using your spellcasting ability. The Save DC equals 10 + your Excess. On a successful save, nothing happens. On a failed save, the spell or feature dissipates and you receive one stack of Weavestrain for every 3 you've failed the saving throw by.

When your spell or feature dissipates like this, it has no effect, and the Action, Bonus Action, or Reaction you've used to cast it is wasted. You regain the spent Spell Points.

15.1 Examples

A fourth level Sorcerer would like to hurl a Scorching Ray at one particularly tough enemy, but their vision is blocked, so they use Misty Step to reach a better position beforehand. Misty Step costs 6 Spell Points, and so does Scorching Ray, but 8 Spell Points is their Casting Limit, so they are

Overcasting with an Excess of 4 Spell Points. They thus take 2d6 necrotic damage and have to roll an Overcast Save, a DC 14 Charisma Saving Throw in this case. They succeed on the save, so nothing happens and they can proceed as planned.

A fifth level Wizard really wants to see the room cleared, and a Fireball for 9 Spell Points would not suffice in their estimation. So they upcast it using 21 Spell Points instead, exceeding their Casting Limit of 9 Spell Points by 12. They thus take 6d6 necrotic damage and have to roll an Overcast Save, a DC 22 Intelligence Saving Throw in this case. They roll a 12, so they fail by 10, taking three stacks of Weavestrain, and their spell dissipates, leaving the room as before. At least they keep their Spell Points, so they can try again next round, with a reduced Casting Limit of 6 due to the Weavestrain.

16 Sunken Spells & Depthcasting

Under some circumstances, it is possible that the Spell Point cost of a spell drops below 0. These rules in turn describe the circumstances that arise from there.

Sunken Spells: Sunken Spells are spells that have a Spell Point cost below 0.

Depth: Sunken Spell have a Depth equal to the number of Spell Points their cost is below 0 by.

Depthcasting: Depthcasting automatically happens when casting a Sunken Spell. When Depthcasting, the spell is upcast by a number of Spell Points equal to its Depth for free, bringing the casting cost back to 0.

Upcasting Sunken Spells: When you decide to upcast a Sunken Spell further, the casting cost is increased by the upcasting as usual, adding to the upcast facilitated through Depthcasting.

16.1 Example

Through *Trash Becomes Treasure*, a level one Sorcerer has made their cantrips cost -2 Spell Points. This means that whenever they cast a cantrip, it is automatically upcast by 2 Spell Points through Depthcasting. For their Fire Bolt, this leads to no additional effect by itself, however, they can now upcast their Fire Bolt by 1 additional Spell Point to bring its casting cost to 1 Spell Point, being upcast by 3 Spell Points, increasing its damage from 1d10 to 2d10. Starting with level 5, *Trash Becomes Treasure* will reduce its cost by 3 instead, leading to this damage increase becoming automatic and free.

17 Caster Training

Caster Training is a new system that gives spellcasters new ways to differentiate themselves from each other. It works similar to Martial Training, and some Feats that interface with spellcasting have been merged into this system accordingly.

This new system is motivated by two reasons. Firstly, the translation of spell slots into Spell Points opened up a multitude of ways to interface with spellcasting through features that would remain unexplored without a system to access said features. With Martial Training already being in existence, creating a system parallel to it makes intuitive sense and removes the constraints that would come from implementing such features through Feats.

Secondly, through this system, another layer of difference is established that aims to increase spellcaster diversity through increasing the amount of feature options available to them.

17.1 Core Rules

Number of Caster Training Features: You have a number of Caster Training features equal to your Caster Proficiency Bonus. This means that

when you get your first spellcaster level, you choose two Caster Training features, and every four spellcaster levels afterwards, you receive one additional Caster Training feature.

Caster Training: When you receive Caster Training, choose one of the features listed in the following sections that you qualify for.

Feats: The benefits of a selection of general feats are now Caster Training features. There's now a new general feat that allows the player to receive Caster Training twice.

17.2 Spell Features

Arsenal of Tricks: Choose two cantrips from any class's spell list that you don't already have prepared. You have the chosen cantrip prepared, and it functions as a spell of a class of your choice. You can pick this feature multiple times.

Casting in Melee: Being within 5 feet of an enemy doesn't impose Disadvantage on your spell attack rolls.

Enhanced Critical: Choose one of the following damage types: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. When you score a Critical Hit that deals damage of that damage type, you ignore the targets Damage Reduction and gain the benefit associated with that damage type:

- *Acid*: The targets Damage Reduction is reduced by your Proficiency Bonus (not below 0) until the start of your next turn.
- *Cold*: The targets Speed is reduced to 0 until the start of your next turn and can't increase until then.
- *Fire*: You can roll one additional damage die when determining the extra Fire damage the target takes.
- *Lightning*: The target can't use Reactions until the start of your next turn.

- *Necrotic*: The target can't regain Hit Points until the start of your next turn.
- *Poison*: The target has the Poisoned condition until the start of your next turn.
- *Psychic*: The target has Disadvantage on Wisdom saving throws until the start of your next turn.
- *Radiant*: Attack rolls against the target have Advantage until the start of your next turn.
- *Thunder*: The target has Disadvantage on attack rolls until the start of your next turn and falls Prone.

You can pick this feature multiple times, but only for different damage types.

Force of Evil: Requires your alignment to be evil. When you deal necrotic damage, that damage is increased by the number of dice you roll to determine the damage.

Force of Good: Requires your alignment to be good. When you deal radiant damage, that damage is increased by the number of dice you roll to determine the damage.

Gambler: You can mold your damaging spells to deal more damage by taking a bit of risk. You gain the following feature and effects:

- Before rolling the Spell check, you can choose to increase the spells damage by reducing your Spell check by a number of d4s. For every d4 you reduce your Spell check by, the damage increases by one damage die.
- When you roll a 1 on the d20 of the Spell check or the total is 0 or below, the spell dissipates, having no effect, the Action, Bonus Action, or Reaction you've used to cast it is wasted, and you regain the spent Spell Points.
- When you roll a 20 on the d20 and the spell is not an attack, the spell is a Critical Hit regardless. Roll the damage dice twice and add them together to determine the damage.

Iron Will: You gain a bonus to your Concentration checks equal to your spellcasting ability modifier (at least 1).

Irresistible Element: Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. Spells you cast ignore Resistance to damage of the chosen type. You can pick this feature multiple times, but only for different damage types.

Opportunistic Caster: You can cast an Opportunity Spell when a creature that you can see leaves your touch range using its action, its Bonus Action, its Reaction, or one of its speeds. To cast the Opportunity Spell, take a Reaction to cast a spell with a casting time of one action that targets only the provoking creature. The spellcast occurs right before the creature leaves your touch range.

Penetrating Element: Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. Your spell attacks that deal that type of damage ignore an amount of Damage Reduction equal to your Proficiency Bonus. You can pick this feature multiple times, but only for different damage types.

Quick Ritual: Once per long rest, you can cast a Ritual spell that you have prepared using its regular casting time instead of the extended time for a Ritual without spending Spell Points.

Reliable Casting: Whenever you make a Spell check, you can treat a roll of 7 or lower on the d20 as an 8.

Reliable Element: Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. When you roll damage for a spell you cast that deals damage of that type, you can treat any 1 or 2 on a damage die as a 3. You can pick this feature multiple times, but only for different damage types.

Ritualist: Choose a number of level 1 spells equal to your Proficiency Bonus that have the Ritual tag. You always have those spells prepared, and you can cast them with any Spell Points you have. The spells' spellcasting

ability is any of your choice you already have access to, or one of your choice from Intelligence, Wisdom or Charisma if you have none. Whenever your Proficiency Bonus increases later, you can add an additional level 1 spell with the Ritual tag to the spells always prepared with this feature.

Spell Sniper: When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

War Caster: You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.

17.3 Spell Point Features

By Any Means: When you Overcast, you can choose to reroll the Overcast Save again as often as you wish, taking the Overcast Damage again each time you do so.

Cheat: Once per Short or Long Rest when you spend Spell Points, you can increase your Casting Limit by twice your Caster Proficiency Bonus until the start of your next turn.

Cheapskate: Choose a spell with a Spell Point cost below your Spellcaster level. Its cost is reduced by your Caster Proficiency Bonus. If the cost is reduced to below 0 this way, the rules for Sunken Spells & Depthcasting apply. You can pick this feature multiple times, but only for different spells.

If you reduce the cost of a spell that restores Hit Points to 1 Spell Point or less, it only gives Temporary Hit Points when cast at reduced cost. Similarly, if you reduce the cost of a spell that permanently creates something to 1 Spell Point or less, the creation becomes temporary, too. In both cases, the effects vanish as soon as you cast the spell for 1 Spell Point or less again. If those spells are upcast to cost at least 2 Spell Points, their effects return to normal.

For example, if you apply this feature to Cure Wounds with a Proficiency Bonus of +3, you can cast it for free to give the target 2d8+mod Temporary

Hit Points until you cast it for free again, or upcast it by 3 to spend the initial cost of 3 Spell Points to restore the 4d8+mod Hit Points that would usually cost 6 Spell Points.

Defiance: When you succeed on an Overcast Save, the Overcast Damage you take is halved.

Emphasis: When you roll a Spell check, you can spend any number of Spell Points to improve it by the number of Spell Points spent.

Everyone's Problem: When you take Overcast Damage, creatures within 5ft. of you have to make a Constitution saving throw against 10 or half the Overcast Damage, whichever is higher. On a failure, they take necrotic damage equal to half the Overcast Damage.

Flow: If you've spent a number of Spell Points equal to your Casting Limit last round, your Casting Limit increases by your Caster Proficiency Bonus. This effect stacks, and it ends when you spend less Spell Points than your Casting Limit allows for in a round or when combat ends.

Hardened Conduits: You gain a bonus to your Overcast Saves equal to your Constitution modifier (at least 1).

Hoarder: Your Spell Point maximum increases by twice your Caster Proficiency Bonus. You can pick this feature multiple times.

Hubris: Requires a spellbook. You may copy spells from spell scrolls or other spellbooks into your spellbook and prepare them even if their cost exceeds your Preparation Limit.

Insistence: Requires *Emphasis*. When you roll a Spell check, you add a bonus to the checks total equal to half the number of Spell Points you've spent on the corresponding spellcast, rounded up.

Limitbreaker: Requires *By Any Means*. Once per Short or Long Rest when you fail an Overcast Save, you may choose to succeed instead.

Money Shot: When you spend your Spell Points to cast a spell and have

no Spell Points left afterwards, the roll on the d20 of the Spell check is automatically a 20. You can use this feature a number of times equal to your Caster Proficiency Bonus per Long Rest.

Recast: When casting a spell that you've already cast last round, the casting cost is halved.

Snowball: When casting a spell that you've already cast last round and the roll of the Spell check is lower than the previous one, the previous roll replaces it.

Trash Becomes Treasure: The cost of your spells with a Spell Point cost of 0 or below is reduced by your Caster Proficiency Bonus. The rules for Sunken Spells & Depthcasting apply.

Weave Vampirism: When an object or creature other than you spends or loses Spell Points within 10ft. of you, you can use a Reaction to gain a number of Temporary Hit Points equal to the number of Spell Points spent or lost.

17.4 Spellcasting Focus Features

Beyond Matter: Choose a spell school. When casting spells of that school that have material components that are neither consumed nor specify a cost, you can ignore the material components as if you were using a Spellcasting Focus. You can pick this feature multiple times, but only for different spell schools.

Beyond The Medium: Choose one of your body parts and two spell schools. The chosen body part is now a Spellcasting Focus for spells of the chosen schools. You can pick this feature multiple times, but not with the same combination of body part and spell schools.

Double Up: When you cast a spell while using two Spellcasting Foci that are associated with its school, you add your Proficiency Bonus to the Spell check twice instead of once.

Flexible Focus: Choose a kind of Spellcasting Focus (such as Wands or Staffs) and two spell schools that they are not already associated with. When you use this Spellcasting Focus, it is now also associated with those schools. You can pick this feature multiple times, but only for different kinds of Spellcasting Focus.

Universal Focus: Choose a kind of Spellcasting Focus (such as Wands or Staffs) that you have the *Flexible Focus* feature with. When you use this Spellcasting Focus, it is now associated with all spell schools. You can pick this feature multiple times, but only for different kinds of Spellcasting Focus.

18 Spells

Here, you'll find all new spells and spell changes. These spell changes are meant to bring spells in line with the new mechanics, such as Spell checks, AC-less Defence and wounds. They also work as examples for how Spell levels and Spell Slots are converted to Spell Points. The new spells are introduced to interact with the new mechanics.

18.1 New Spells

Amplify

Transmutation (Bard, Sorcerer, Warlock, Wizard). Cost: 0 Spell Points. Casting Time: Reaction, which you take when you see a spell being cast. Range: 30 feet. Components: V, S. Duration: Instantaneous.

You amplify a spell with your own magical prowess. If the result of your Spell check exceeds 10 + the spells cost, the spell is upcast by 3 Spell Points without cost.

Upcasting: Every additional Spell Point spent on this spell is used to upcast the target spell regardless of whether you succeed on the check above.

Assist

Enchantment (Bard, Cleric, Druid). Cost: 0 Spell Points. Casting Time: Reaction, which you take when you see a spell being cast. Range: 30 feet. Components: V, S. Duration: Instantaneous.

You lend the caster your spellcasting ability for their spell. If the result of your Spell check exceeds the current result of the triggering spell, it replaces it.

Aura of Amplification

Transmutation (Bard, Sorcerer). Cost: 9 Spell Points. Casting Time: Action. Range: Self. Components: V, S. Duration: Concentration, up to 1 minute.

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, spellcasters have their Casting Limit increased by a number of Spell Points equal to your Charisma modifier (at least 1).

When you see a spell being cast in this aura, you can decide at will to have that spell be upcast by a number of Spell Points equal to your Charisma modifier (at least 1) without cost.

When the spell ends, you receive 1 stack of Weavestrain for every 3 Spell Points you've spent on this spell.

Upcasting: For every additional 3 Spell Points spent, the Casting Limit increase and free upcast amount increases by 1.

Chain

Conjuration (Warlock, Wizard). Cost: 6 Spell Points. Casting Time: Action. Range: 30 feet. Components: V, S, M (one foot of iron chains). Duration: Until broken, dispelled, or escaped from.

Choose two body parts, creatures or objects within range and within 10 feet of each other. They make a Constitution saving throw. Objects auto-

matically fail this saving throw, body parts delegate it to their whole creature. When both targets fail, they are bound by a 10 foot iron chain that burrows itself into them, dealing 3d4 Piercing damage each. The targets cannot be separated by more than that length without having to break the chain first, and affected creatures or body parts cannot move or be moved away further from the other target than the chain allows for.

When the chain deals damage to a body part, it triggers a Wound save.

The chain has a Hit DC of 14, a Damage Reduction of 10 and 10 Hit Points. When the Hit Points reach 0, the spell ends.

A creature can pull on the chain to try to pull one of the chained targets, making a Strength (Athletics) check contested by the targets Strength (Athletics) check. Loose objects are treated as if they rolled a 5, fastened objects are treated as if they rolled a 25. If the contesting checks both exceed this spells Spell check, the chain breaks free from the targets, dealing 3d4 Piercing damage to each again and ending the spell. Otherwise, when the puller wins the contest, the target is pulled 5 feet towards them and knocked Prone. If the target is more than one size larger than the puller, they are unaffected.

Upcasting: For every additional Spell Point spent, the Hit Points of the chain increase by 2. For every 2 additional spell points spent, both damage instances are increased by 1d4.

Gift

Evocation (Bard, Cleric, Druid, Ranger, Sorcerer, Wizard). Cost: 3 Spell Points. Casting Time: Action. Range: Touch. Components: V, S. Duration: 10 minutes.

You transfer a part of your magical reserves to a willing creature. Spend any number of Spell Points. The target's Spell Point maximum increases by that number for the duration, and it gains a number of Spell Points equal to that number.

Upcasting: For an additional 3 Spell Points spent, the duration increases to an hour. For another additional 3 Spell Points, the duration increases to 8 hours.

Guard

Abjuration (Bard, Cleric, Druid). Cost: 0 Spell Points. Casting Time: Reaction, which you take when a creature you see rolls is affected by a spell that requires a saving throw. Range: 30 feet. Components: V, S. Duration: Instantaneous.

You try to guard your target from the effects of an incoming spell. They add your Spellcasting ability modifier to their saving throw.

Upcasting: Every additional Spell Point spent gives them an additional +1 to their saving throw.

Inhibit

Enchantment (Cleric, Wizard, Warlock). Cost: 3 Spell Points. Casting Time: Action. Range: 60 feet. Components: V, S. Duration: Concentration, up to 1 minute.

You decrease a spellcasters ability to cast powerful spells. One creature that you can see within range must succeed on a Charisma saving throw or have their Casting Limit reduced by 3 for the duration of this spell. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Upcasting: For every additional Spell Point spent, the Casting Limit reduction increases by 1.

Rewind

Transmutation (Sorcerer, Wizard). Cost: 3 Spell Points. Casting Time: Bonus Action. Range: Self. Components: V, S, M (an hourglass). Duration: Instantaneous.

You seize the time you've left in the past to do something with it now. You can spend any number of Surge Dice to turn them back into actions. You can gain Bonus Actions or Reactions by spending one Surge Die each, and you can gain Actions by spending two Surge Dice each.

Upcasting: You can invest more magical power to seize time you've never had. You can gain more Bonus Actions or Reactions by spending 3 additional Spell Points each, and you can gain more Actions by spending 6 additional Spell Points each.

Thwart

Abjuration (Bard, Sorcerer, Warlock, Wizard). Cost: 0 Spell Points. Casting Time: Reaction, which you take when you see a spell attack. Range: 30 feet. Components: V, S. Duration: Instantaneous.

You try to make the spell attack miss. If the result of your Spell check exceeds the attack roll by more than the triggering spells cost, the spell attack misses its target.

When trying to thwart a critical hit, you roll the Spell check with Disadvantage.

Weavestrike

Evocation (Bard, Paladin, Sorcerer, Warlock, Wizard). Cost: 3 Spell Points. Casting Time: Bonus Action, which you take immediately after hitting a target that has Spell Points with a Melee attack. Range: Self. Component: V. Duration: Instantaneous.

As you hit the target, it loses 3 Spell Points. These lost Spell Points count against its Casting Limit and can thus force it to Overcast.

The target can't lose more Spell Points than it currently has. Any Spell Points that would've been spent to remove Spell Points that the target doesn't have remain unspent.

Upcasting: For every additional Spell Point spent, the number of Spell Points the target loses increases by 1.

Zone of Inhibition

Enchantment (Cleric, Wizard, Warlock). Cost: 12 Spell Points. Casting Time: Action. Range: 60 feet. Components: V, S. Duration: Concentration, up to 1 minute.

You create a magical zone that decreases spellcasters ability to cast powerful spells in a 15-foot-radius Sphere centered on a point within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there makes a Charisma saving throw. On a failed save, a creature has its Casting Limit reduced by 9 while in the radius.

Upcasting: For every additional 2 Spell Points spent, the Casting Limit reduction increases by 1.

18.2 Reworked Spells - Defence

Barkskin

Transmutation (Druid, Ranger). Cost: 6 Spell Points. Casting Time: Bonus Action. Range: Touch. Components: V, S, M (a handful of bark). Duration: 1 hour.

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has a Damage Reduction of 4 if its Damage Reduction was lower before. Then, its Damage Reduction is increased by 3, for a minimum Damage Reduction of 7.

Upcasting: For every additional 4 Spell points spent, the Damage Reduction is increased by an additional 1.

Blur

Illusion (Sorcerer, Wizard). Cost: 6 Spell Points. Casting Time: Action. Range: Self. Component: V. Duration: Concentration, up to 1 minute.

Your body becomes blurred. For the duration, any creature has Disadvantage on attack rolls against you and your Hit DC increases by 5 for those attacks.

An attacker is unaffected by this spell if they have the Blinded condition, Blindsight, or Truesight.

Cure Wounds

Abjuration (Bard, Cleric, Druid, Paladin, Ranger). Cost: 3 Spell Points. Casting Time: Action. Range: Touch. Components: V, S. Duration: Instantaneous.

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier and has all their wounds removed.

Upcasting: For every additional 3 Spell Points spent, the healing increases by 2d8.

Haste

Transmutation (Sorcerer, Wizard). Cost: 9 Spell Points. Casting Time: Action. Range: 30 feet. Components: V, S, M (a shaving of licorice root). Duration: Concentration, up to 1 minute.

Choose a willing creature that you can see within range. Until the spell ends, the target's Speed is doubled, it gains Advantage on Reactions and Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

Inflict Wounds

Necromancy (Cleric). Cost: 3 Spell Points. Casting Time: Action. Range: Touch. Components: V, S. Duration: Instantaneous.

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

On a failed save, you may choose to convert any number of the damage dice into wounds. For every converted die, pick a body part that is not already Wounded. The body part is now Wounded.

Upcasting: For every additional 2 Spell Points spent, the damage increases by 1d10.

Mage Armour

Abjuration (Sorcerer, Wizard). Cost: 3 Spell Points. Casting Time: Action. Range: Touch. Components: V, S, M (a piece of cured leather). Duration: 8 hours.

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's Damage Reduction is increased by 3. The spell ends early if the target dons armor.

Upcasting: For every additional 4 Spell Points spent, the bonus to Damage Reduction increases by 1.

Shield

Abjuration (Sorcerer, Wizard). Cost: 3 Spell Points. Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell. Range: Self. Components: V, S. Duration: Instantaneous.

An imperceptible barrier of magical force protects you. You take no damage from the triggering attack or Magic Missile spell.

Shield of Faith

Abjuration (Cleric, Paladin). Cost: 3 Spell Points. Casting Time: Bonus Action. Range: 60 feet. Components: V, S, M (a prayer scroll). Duration: Concentration, up to 10 minutes.

A shimmering field surrounds a creature of your choice within range, diverting incoming attacks for the duration, granting the creature a +2 bonus to their Hit DC.

Warding Bond

Abjuration (Cleric, Paladin). Cost: 6 Spell Points. Casting Time: Action. Range: Touch. Components: V, S, M (a pair of platinum rings worth 50+ GP each, which you and the target must wear for the duration). Duration: 1 hour.

You touch another creature that is willing and create a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to Damage Reduction and saving throws, and it has Resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 Hit Points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

Upcasting: For every additional 6 Spell Points spent, the bonus to Damage Reduction and saving throws increases by 1.

18.3 Reworked Spells - Spell checks

Counterspell

Abjuration (Sorcerer, Warlock, Wizard) Cost: 9 Spell Points. Casting Time: Reaction, which you take when you see a creature within 60 feet

of yourself casting a spell with Verbal, Somatic, or Material components. Range: 60 feet. Components: S. Duration: Instantaneous.

You attempt to interrupt a creature in the process of casting a spell. If their spell costs 9 Spell Points or less, it dissipates. Otherwise, compare your Spell check to theirs. If your Spell check exceeds theirs by more than the other spells additional cost, it also dissipates.

When their spell dissipates like this, it has no effect, and the Action, Bonus Action, or Reaction used to cast it is wasted. If it was cast with Spell Points, they regain the spent Spell Points.

Upcasting: For every additional Spell Point spent, the Spell Point threshold increases by 1. For example, if you spend 3 additional Spell Points, spells with a cost of 12 or less dissipate automatically.

Dispel Magic

Abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard). Cost: 9 Spell Points. Casting Time: Action. Range: 120 feet. Components: V, S. Duration: Instantaneous.

Choose one creature, object, or magical effect within range. Any ongoing spell on the target that didn't cost more than 9 Spell Points ends. For each ongoing more costly spell on the target, compare your Spell check to its Spell check. If your Spell check exceeds the other by more than the other spells additional cost, the target spell ends.

Upcasting: For every additional Spell Point spent, the Spell Point threshold increases by 1. For example, if you spend 3 additional Spell Points, spells with a cost of 12 or less end automatically.

18.4 Spells with adjusted Upcasting

The following only states the changes to the spells upcasting. The rest of the spell remains unchanged.

Roughly, the changes are as follows:

- If a non-cantrip spell targets a single creature and only deals damage once, it now uses one additional damage die for every additional 2 Spell Points spent if it needed 3 before.
- If a spells upcasting bonus for 3 Spell Points can be roughly divided to be scaled by one or two Spell Point increments instead, it now is.
- If a scalable spell couldn't be upcast before, it now can be.

Aid

Upcast: For every additional Spell Point spent, each target gains another 2 Hit Points.

Animal Messenger

Upcast: For every additional Spell Point spent, the spells duration increases by 16 hours.

Armour of Agathys

Upcast: For every additional Spell Point spent, the Cold damage increases by 2 and you gain an additional 2 Temporary Hit Points.

Aura of Vitality

Upcast: For every additional 3 Spell Points spent, the healing increases by 1d6.

Bane

Upcast: For every additional 2 Spell Point spent, you can target another creature.

Banishing Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d10.

Blade Ward

Upcast: For every additional 4 Spell Points spent, the attacker subtracts another 1d4.

Bless

Upcast: For every additional 2 Spell Point spent, you can target another creature.

Blight

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Blinding Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Blindness/Deafness

Upcast: For every additional 2 Spell Point spent, you can target another creature.

Circle of Death

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Conjure Minor Elementals

Upcast: For every additional 4 Spell Points spent, the damage increases by 1d8.

Conjure Volley

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d8.

Contagion

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Cordon of Arrows

Upcast: For every additional Spell Point spent, another piece of ammunition can be affected.

Create Undead

Upcast: For every additional 3 Spell Points spent, you can animate or reassert control over one additional Ghoul. If you've spent at least 6 additional Spell Points, you can animate or reassert control over one Ghast or Wight instead of two Ghouls each. If you've spent at least 9 additional Spell Points, you can animate or reassert control over one Mummy instead of three Ghouls each.

Crusaders Mantle

Upcast: For every additional 4 Spell Points spent, the bonus damage increases by 1d4.

Delayed Blast Fireball

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Destructive Wave

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d6.

Disintegrate

Upcast: For every additional Spell Point spent, the damage increases by 1d6.

Dissonant Whispers

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Divine Favor

Upcast: For every additional 4 Spell Points spent, the damage increases by 1d4.

Divine Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Elemental Weapon

Upcast: For every additional 6 Spell Points spent, the bonus to attack rolls increases by 1 and the bonus damage increases by 1d4.

False Life

Upcast: For every additional Spell Point spent, you gain 2 additional Temporary Hit Points.

Finger of Death

Upcast: For every additional Spell Point spent, the damage increases by 1d8.

Fire Shield

Upcast: For every additional 4 Spell Points spent, the damage increases by 1d8.

Fire Storm

Upcast: For every additional 2 Spell Points spent, you can place one additional cube.

Fount of Moonlight

Upcast: For every additional 4 Spell Points spent, the damage increases by 1d6.

Guiding Bolt

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Harm

Upcast: For every additional Spell Point spent, the damage increases by 1d6.

Heal

Upcast: For every additional Spell Point spent, the healing increases by 5.

Hellish Rebuke

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d10.

Incendiary Cloud

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Magic Missile

Upcast: For every additional 2 Spell Points spent, the spell creates one more dart.

Mass Heal

Upcast: For every additional Spell Point spent, the healing increases by 20.

Melf's Acid Arrow

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d4 each.

Meteor Swarm

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d6 each.

Mind Spike

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Mordenkainen's Faithful Hound

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d8.

Mordenkainen's Sword

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d12.

Power Word Fortify

Upcast: For every additional Spell Point spent, the amount of Temporary Hit Points increases by 5.

Power Word Kill

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d12.

Ray of Sickness

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d8.

Regenerate

Upcast: For every additional 2 Spell Points spent, the healing increases by 1d8.

Resistance

Upcast: For every additional 4 Spell Points spent, the damage is reduced by an additional 1d4.

Shining Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Staggering Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Steel Wind Strike

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d10.

Sunbeam

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d8.

Sunburst

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d6.

Synaptic Static

Upcast: For every additional 3 Spell Points spent, the damage increases by 1d6.

Thunderous Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Weird

Upcast: For every additional 3 Spell Points spent, the initial damage increases by 1d10. For every additional 6 Spell Points spent, the repeated damage increases by 1d10.

Witch Bolt

Upcast: For every additional 2 Spell Points spent, the initial damage increases by 1d12. For every additional 4 Spell Points spent, the repeated damage increases by 1d12.

Wrathful Smite

Upcast: For every additional 2 Spell Points spent, the damage increases by 1d6.

Part IV

Other Changes

19 Character Creation

In light of AC-less Defence, many Classes had their features reviewed and, in some cases, adjusted to make sure they are translated to the new system properly. Also, small player characters now derive new bonuses from their smaller size, so they were weakened accordingly, as described in the section on Species changes.

20 Classes

20.1 Barbarian

Unarmoured Defence: Instead of adding your Constitution modifier to your AC when you are not wearing armour, your Constitution modifier is added to your Damage Reduction.

Level 5 - Sudden Momentum (new): When you spend Surge Dice to deal more damage with a Reckless Attack, you receive one Surge Die afterwards.

20.2 Bard

Updated Spellcasting Table: The Bard uses the Fullcaster Table.

College of Dance - Dazzling Footwork - Unarmoured Defence: When you aren't wearing armour or wielding a shield, you can roll Charisma (Performance) instead of Dexterity (Acrobatics) when Dodging, and you add both your Charisma modifier and your Dexterity modifier to the roll.

College of Valor - Combat Inspiration - Defence: When the creature is hit by an attack roll, that creature can use the Bardic Inspiration die instead

of a Reaction to attempt to block, parry or dodge the attack. When doing so, the creature rolls the Bardic Inspiration die and adds the number rolled to the corresponding check, potentially causing the attack to miss or deal reduced damage.

20.3 Cleric

Updated Spellcasting Table: The Cleric uses the Fullcaster Table.

20.4 Druid

Updated Spellcasting Table: The Druid uses the Fullcaster Table.

20.5 Fighter

Tactical Master: When you attack with a weapon you are trained with, you can use one additional Martial Training feature on the attack that the weapon does not fulfill the requirements of.

Battle Master - Know Your Enemy: Additionally, you find out whether there are particular weak spots that are worth targeting and what to expect when making an Aimed Strike against that weak spot.

Battle Master - Parry: When Parrying, you can expend one Superiority Die, rolling the die and adding the number rolled to the Parrying check. If the parry succeeds, you increase the Parrying Power by the maximum roll of your Superiority Die.

Battle Master - Evasive Footwork: As a Bonus Action, you can expend one Superiority Die and take the Disengage action. You also roll the die and add the number rolled to your Hit DC until the start of your next turn.

Battle Master - Riposte: When you successfully block, dodge, or parry a melee attack, you can expend one Superiority Die to make a melee weapon attack against the attacking creature. If you hit, you add the Superiority Die to the attacks damage roll.

Eldritch Knight - Updated Spellcasting Table: The Eldritch Knight uses the Thirdcaster Table.

20.6 Monk

Martial Arts - Dexterous Attacks: Instead of using the Dexterity modifier to determine the save DC when using the Grapple or Shove option of your Unarmed Strike, you can make a Dexterity (Athletics) check instead of a Strength (Athletics) check when attempting to Grapple or Shove, using the Contest rules.

Unarmoured Defence: Instead of being converted to Damage Reduction, your Wisdom modifier is added to your Dodging checks.

Patient Defence: When spending 1 Focus Point to take the Disengage and Dodge actions as a Bonus Action, you may take the Disengage and Defence actions as a Bonus Action instead.

Deflect Missiles: May be used as part of the Defence Action.

Level 5 - Serenity (new): When spending one or more Focus Points, you can instead spend the same amount of Surge Dice. You can also replace a part of the Focus Point cost with the same amount of Surge Dice.

For example, when spending 3 Focus Points, you may instead spend either 3 Surge Dice, 2 Surge Dice + 1 Focus Point, or 1 Surge Die + 2 Focus Points.

20.7 Paladin

Updated Spellcasting Table: The Paladin uses the Halfcaster Table.

Oath of Glory - Glorious Defence: Instead of increasing the targets AC, your Charisma modifier (minimum of 1) is subtracted from the attack roll, potentially causing the attack to miss.

20.8 Ranger

Updated Spellcasting Table: The Ranger uses the Halfcaster Table.

Beast Master: Instead of their AC value, the Beast Masters beast will have a Damage Reduction equal to 3 + the Rangers Wisdom modifier.

Gloomstalker - Shadowy Dodge: You roll Dodging checks with Advantage. After a dodge, you can teleport up to 30 feet to an unoccupied space you can see, regardless of whether the dodge was successful or not.

Hunter - Multiattack Defence: When you block, dodge, or parry a creatures attack, you may block, dodge, or parry all following attacks made by the same creature against you this turn without using another Reaction.

20.9 Rogue

Sneak Attack: Additionally, you don't need Advantage on the attack roll if your target cannot see you and you don't have Disadvantage on the attack roll.

Uncanny Dodge: When your Dodging checks fail, you only take half damage instead of full damage. If you fail a Dodge & Roll or all spots within 10 feet of you are occupied when making a Dodge & Roll, you do not fall Prone.

Level 5 - Prepared Strike (new): When using Surge Dice to increase the damage of a Sneak Attack, the Surge Dice are d12 instead of d6.

Arcane Trickster - Updated Spellcasting Table: The Arcane Trickster uses the Thirdcaster Table.

20.10 Sorcerer

Updated Spellcasting Table: The Sorcerer uses the Fullcaster Table.

Sorcery Points: You now have Sorcery Points equal to twice your Sorcerer level instead, starting with 4 Sorcery Points at level 2. The cost of Metamagic Options is doubled accordingly.

Sorcery Points - Converting Spell Points to Sorcery Points: You can spend any number of Spell Points to convert them into Sorcery Points, no

action required. When doing so, 3 Spell Points become 2 Sorcery Points.

Sorcery Points - Converting Sorcery Points to Spell Points: As a Bonus Action, you can transform any number of unspent Sorcery Points into Spell Points. When doing so, 1 Sorcery Point becomes 1 Spell Point.

Metamagic - Quickened Spell: You can now use this feature even if you have already spent Spell Points this round, and you can spend more Spell Points afterwards.

Draconic Sorcery - Draconic Resilience: Instead of adding your Charisma modifier to your AC when you are not wearing armour, your Charisma modifier is added to your Damage Reduction.

Wild Magic Sorcery - Wild Magic Surge - 49-52: Instead of increasing your AC by 2, the floating shield is small and thus gives a +2 Hit DC to covered medium targets.

20.11 Warlock

Pact Magic - Spell Slots: Similar to all other classes, you now also use Spell Points. However, as your patron is the source of your power, you do not have these Spell Points yourself. Instead, you have the potentially enormous supply of your patron at your disposal, only limited by your ability to be your patrons conduit and your patrons willingness or pact-bound duty to provide for you. As such, you are only limited by your Spell Limits and their Patronage, as shown below.

Level	Caster Proficiency & Training	Spell Limits	Patronage
1	2	3	1
2		4	2
3		6	
4		7	
5	3	9	
6		10	
7		12	
8		13	
9	4	15	
10		16	
11		18	3
12		19	
13	5	21	
14		22	
15		24	
16		25	
17	6	27	4
18		28	
19		30	
20		31	
x	(x+7)/4	3(x+1)/2	

Patronage: The Patronage determines how often you can spend your patrons Spell Points before they temporarily cut off your supply. This is the case after you've spent their Spell Points a number of times equal to the number noted in the table above, with the count resetting after you finish a Short or Long Rest.

This may, for example, express your patrons limited willingness to offer their power to a weaker being, a lack of established trust between you and your patron, or terms of the pact agreed upon as such, with the Patronage resetting when you appeal to your patron or ask for more during a Rest,

or, again, because the pact says so.

Patronage with other Spell Point Features: When one of your features uses Spell Points, you can decide to use your patrons Spell Points instead, at the cost of a Patronage use. For example, you can use your Patronage to spend any number of Spell Points to get Sorcery Points through the Sorcerers conversion feature. This is constrained by the Spell Limits as usual.

Free Eldritch Invocations: When an Eldritch Invocation Option allows you to cast a spell without expending a spell slot, you instead cast that spell without spending Spell Points through that Eldritch Invocation. You cast the spell as if you've spent a number of Spell Points equal to your Warlock Preparation Limit on it.

Patronage - Variant: You and your DM may find your own consensus about how your patron supplies you with Spell Points. For example, you may decide that your patron offers more of their supply when you fulfill their tasks or act following their ideals, and that they cut it off only when you break a promise or act in opposition to their ideals.

When finding and playing with a consensus like this, always consider how your power compares to that of your party members, so that you have neither too many Spell Points at your disposal nor too few. The narrative, however, may on occasion lead to one extreme or the other, and it can be fun and interesting to follow the narrative there from time to time. It is about the pact and relationship between you and your patron, after all. Whether you two are buddies, business partners, or one exploits or extorts the other, that is up to discussion and design.

20.12 Wizard

Updated Spellcasting Table: The Wizard uses the Fullcaster Table.

Arcane Recovery: Once per Long Rest, when you finish a Short Rest, you can recover a number of Spell Points equal to your Wizard Preparation Limit.

Abjurer - Arcane Ward: Instead of depending on the use of a spell slot, the Arcane Ward now depends on the use of Spell Points. Whenever you cast an Abjuration spell with Spell Points, the ward regains a number of Hit Points equal to the number of Spell Points spent.

Alternatively, as a Bonus Action, you can spend any number of Spell Points, and the ward regains a number Hit Points equal to the number of Spell Points spent.

When casting an Abjuration spell with reduced Spell Point cost, the ward gains a number of Temporary Hit Points equal to the Spell Point cost reduction.

21 Species

Too many goodies for small characters: In these rules, small creatures benefit through both a higher base Hit DC as well as more easily accessible cover, with no associated drawbacks. In play, this leads to a significantly increased presence of small characters. To counter this, the following two weaknesses are introduced:

- Small creatures have their movement speed reduced by 5 feet.
- Small creatures have their Constitution score reduced by 1.

22 Feats

Feats have received major changes, as Martial Training and Caster Training have been introduced as new systems for characters to receive new features, and many feats had their content moved there because of this. Martial Training features can be accessed through the new Martial Adept Feat and through class features, as described in the chapter on Martial Training. Caster Training features can be accessed through the new Spellcasting Adept Feat and through having Spellcaster levels, as described in the chapter on Spellcasting.

These Feats have been merged into Martial Training: Crossbow Expert, Crusher, Defensive Duelist, Dual Wielder, Great Weapon Master, Heavily Armored, Heavy Armor Master, Lightly Armored, Martial Weapon Training, Medium Armor Master, Moderately Armored, Piercer, Polearm Master, Sharpshooter, Shield Master, Slasher, Weapon Master, and all Fighting Style feats.

These Feats have been merged into Caster Training: Elemental Adept, Ritual Caster, Spell Sniper, and War Caster.

Outside of that, other changes to feats can be found here, with the full description of the new changed feat being shown here.

22.1 Origin Feats

Savage Attacker: Whenever you roll damage for an attack, add a d6 to the dice pool and ignore the lowest die result.

22.2 General Feats

Martial Adept: You gain the following benefits:

- *Ability Score Increase*: Increase your Strength, Dexterity or Constitution score by 1, to a maximum of 20.
- *Training*: You gain two Martial Training features of your choice.
- *Repeatable*: You can take this feat more than once.

Spellcasting Adept: You gain the following benefits:

- *Ability Score Increase*: Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
- *Training*: You gain two Caster Training features of your choice.
- *Repeatable*: You can take this feat more than once.

22.3 Fighting Style Feats

These feats are all now part of Martial Training and can be accessed through the Martial Adept feat and through class features, as described in the chapter on Martial Training.

23 Conditions

23.1 Blinded

While you have the Blinded condition, you experience the following effects.

- *Can't See*: You can't see and automatically fail any ability check that requires sight.
- *Impaired Aim*: Your attack rolls have Disadvantage.

23.2 Disabled

A disabled body part is rendered unusable. D20 Tests that rely on that body part automatically fail. Depending on the body part, other conditions or consequences may be associated with that body part being disabled, at the DMs discretion.

A disability can only be treated through highly potent healing magic such as the Regenerate spell or a Rite of Regeneration, or through complicated medicinal procedures only specialists can provide, such as Surgery.

23.3 Invisible

While you have the Invisible condition, you experience the following effects.

- *Surprise*: If you're Invisible when you roll Initiative, you have Advantage on the roll.

- *Concealed*: You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.
- *Impairing Aim*: Attack rolls against you have Disadvantage. If a creature can somehow see you, you don't gain this benefit against that creature.

23.4 Weavestrain

For every stack of Weavestrain you have, your Casting Limit is reduced by 1. If your Casting Limit is below 0, you also have to Overcast when using cantrips, and Depthcasting only upcasts by as many Spell Points as are needed to reach the Casting Limit.

After finishing a Short Rest, you lose one stack of Weavestrain, and after finishing a Long Rest, you lose a number of stacks of Weavestrain equal to your Caster Proficiency Bonus.

23.5 Wounded

A Wounded body part is more difficult to use. D20 Tests that rely on that body part are rolled with Disadvantage. If a body part is Wounded and receives another wound, it becomes Disabled instead.

A wound can be treated through healing of any kind. One instance of healing removes one wound, while being restored to full hit points removes all wounds. A wound can also be treated through a DC10 Wisdom (Medicine) check, or through one use of a Healers Kit.

24 Equipment

Armour and Shields have been changed in accordance with AC-less Defence. Additionally, Armour Pieces have been introduced to add more variance and to protect against Aimed Strikes, and new Shields have been introduced to provide distinct interactions with Cover and Blocking.

Training: All equipment, including weapons, armour, shields, tools, scrolls and so on, work solely through Training now. Proficiency and Expertise are reserved for skill checks that can be used with equipment.

When you make an ability check that relies on the use of equipment, you roll with Disadvantage if you are not trained in using that equipment.

24.1 Shields

AC-less: When wielding a shield, you no longer gain Armor Class. Instead, your shield gives you Cover that is appropriate for your size and the size of shield you are wielding.

New Shields: There are now two additional types of shield and dedicated shield properties that are described below.

Type	Size	Blocking Bonus	Properties	Weight	Cost
Buckler	Tiny	+6	Free Hand, Light	3 lb.	8 GP
Wooden Shield	Tiny	+4		6 lb.	10 GP
Tower Shield	Small	+2	Heavy, Clunky	12 lb.	20 GP

24.1.1 Shield Properties

Clunky: When wielding a shield with the Clunky property, you roll Dexterity (Acrobatics) checks with Disadvantage.

Free Hand: When wielding a shield with the Free Hand property, you can still use the hand of the arm you are wielding the shield with to grab and hold objects, for somatic components, and for sign language. D20 Tests to use an object or attack with a weapon held with this hand are rolled with Disadvantage.

Heavy: When wielding a shield with the Heavy property and your Strength score not being at least 13, you have Disadvantage on Blocking and your movement reduced by 5 ft. Additionally, Blocking checks with Heavy shields can only be rolled with Strength.

Light: When Blocking with a shield with the Light property, the damage of the attack is not negated completely, but only reduced by your Dexterity score. Additionally, Blocking checks with Light shields can only be rolled with Dexterity.

24.2 Armour

As explained in AC-less Defence, the Armor Class of an armour will be converted to Damage Reduction. An armour that previously gave an Armor Class of 12, for example, will give +2 Damage Reduction instead of increasing the Armor Class of the wearer from the base Armor Class of 10 by +2.

Armours that allowed the wearer to add their whole or parts of their Dexterity modifier to their Armor Class do not give additional Damage Reduction based on that Dexterity modifier. Instead, Dodging is improved when wearing no Armour or Light Armour, and worsened when wearing Heavy Armour, as listed below.

Name	Type	Damage Reduction	Dodging Modifier
Padded Armour	Light	1	+2
Leather Armour	Light	1	+2
Studded Leather Armour	Light	2	+2
Hide Armour	Medium	2	0
Chain Shirt	Medium	3	0
Scale Mail	Medium	4	0
Breastplate	Medium	4	0
Half Plate Armour	Medium	5	0
Ring Mail	Heavy	4	Disadvantage
Chain Mail	Heavy	6	Disadvantage
Splint Armour	Heavy	7	Disadvantage
Plate Armour	Heavy	8	Disadvantage

24.2.1 Armour Pieces

The Damage Reduction of an armour will usually only work against attacks that aren't Aimed Strikes. This depends primarily on whether the armour covers the body part the Aimed Strike targets or not. As a default, wearing an armour means that at least the torso and hips are covered by that armour, and attacks that aren't Aimed Strikes are assumed to hit that armour. Every armour set will include coverage for all other body parts, and you may choose whether you wear these other armour pierces or not.

Extending Damage Reduction: An armour piece extends the Damage Reduction of the armour set they belong to to the body part they cover. For example, with a Half Plate Armour giving a Damage Reduction of 5, the armour pieces of the same set would also give a Damage Reduction of 5.

Light Armour Pieces: These pieces require Light Armour Training to protect their body parts and count as Light Armour.

Medium Armour Pieces: These pieces require Medium Armour Train-

ing to protect their body parts and count as Medium Armour.

Heavy Armour Pieces: These pieces require Heavy Armour Training to protect their body parts and count as Heavy Armour. The following drawbacks also apply for particular pieces:

- *Helmet*: Needs a lowered visor to also protect the face. When such a visor is lowered, it gives Disadvantage on Wisdom (Perception) checks relying on sight.
- *Gloves*: Gives Disadvantage on Dexterity (Sleight of Hand) checks.

Combining Armour Types: It is possible to wear armour pieces of multiple different armour sets at once, with each armour piece giving the Damage Reduction value of its armour set. For example, you can wear a Plate Armour on your torso and hips for 8 Damage Reduction there and Leather Gloves for 1 Damage Reduction on the hands at the same time. Conversely, you can have 1 Damage Reduction on your torso and hips when wearing Leather Armour, and 8 Damage Reduction on your lower arms when wearing Plate Bracers.

Armour Pieces and Dodging: The Dodging Modifier described above is determined solely through the armour pieces that cover the torso and the hips. If those pieces are Light Armour, you gain the +2 to Dodging even when wearing Heavy Armour on all other body parts.

Purchasing Specific Armour Pieces: Instead of receiving armour pieces together with its armour set, it is possible to buy them separately. Depending on how much material and complexity is involved in the making of the armour piece, the cost should be between 5 and 25 of the costs for the full armour set. It is left up to the DM to decide the exact price when the demand arises, and the sum of the parts may be more expensive than the full set depending on the merchant.

When purchasing an armour set to cover only the torso and the hips, without additional armour pieces, the costs should be roughly half of the full cost.

Wearing Armour Pieces without Training: When wearing an armour piece of an armour category you don't have the corresponding armour training for, you have Disadvantage on any D20 Test that relies on the body part covered by that armour piece.

24.3 Tools

Tool Training: Similar to other equipment, tools now only work through Training. Features that previously gave Proficiency with a set of tools now gives Training with those tools instead. When you are using tools you are not trained with, you roll associated ability checks with Disadvantage. When a feature previously required Proficiency with a set of tools, it requires Training instead now.

Using Tools: Tools are only used as a part of an ability check, usually with a skill. The used skill determines whether the Proficiency Bonus is added to the roll or not.

Tools as Requirements: Some ability checks require the use of tools to be rolled at all. For example, it is not possible to use the Craft options of a set of tools without using the tools and having Training with those tools.

Improvised Tools: When you want to use a set of tools you are trained with and don't have the necessary tools on hand, you may use objects similar to the required tools instead. In that case, you roll the ability check with Disadvantage.

Surgery Tools

Surgery Tools are a new type of Artisan's Tools that are used in Surgery and Grafting. Cost: 30 GP. Ability: Intelligence. Skills: Sleight of Hand, Nature, Medicine. Weight: 4 lb. Utilize: Treat disabled body part, Grafting.

24.4 Spell Scrolls

Spell Scroll: A Spell Scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your spell list, you can read the scroll and cast its spell without Material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the scroll crumbles to dust. If the casting is interrupted, the scroll isn't lost.

If the spell is on your spell list but its Spell Point cost exceeds your Casting Limit, you make an ability check using your spellcasting ability to determine whether you cast the spell. The DC equals 10 plus the excess Spell Point cost. On a failed check, the spell disappears from the scroll with no other effect.

Universal Scrolls: Universal Scrolls are a special kind of spell scroll that can be used by all characters that know the command word to activate it. The command word can be shared by the creator and discovered by deciphering the scroll.

Crafting Universal Scrolls: You can craft a universal scroll in the same way you can craft a regular spell scroll, with the same time and coin cost. It is a matter of your decision whether you want to make a spell universally accessible or only accessible to those that know the spell.

24.5 Objects

Object Statistics: Objects have Hit Points, a Hit DC and Damage Reduction, similar to creatures. The Hit DC depends on the size of the object, the Damage Reduction on the density and hardness of the material, and the Hit Points on the overall sturdiness and resilience. The previous AC of an object is converted to a Damage Reduction of 10 less than that AC.

Disabling Objects: Usually, objects are disabled as soon as their Hit Points reach 0. Some objects are especially vulnerable to being disabled through regular attacks though. Such objects will have their function impaired after

the first damaging hit, and will be disabled after the second one.

Object Parts: Similar to how a body has body parts that can be targeted with Aimed Strikes, objects may have object parts that can be targeted similarly. However, unlike body parts, objects can't be wounded and don't roll Wound saves. Instead, when an object part is hit with an Aimed Strike and takes damage, it immediately has its function impaired, and when it is hit again, the function related to the part is disabled.

Weapons, Shields and Armour: Weapons, shields and armour are usually considered to not take damage from attacks against their wearers or wielders, and they are usually considered to not take damage through ordinary means. When an attack deals sufficient damage to the wearer, an armour may be damaged, and when such an attack is blocked or parried, the shield or weapon may be damaged, too. This should be reserved for special occasions.

24.6 Magic Items

24.6.1 Armour

Adamantine Armour

Rare Medium or Heavy Armour (except Hide Armour. Torso)

Attack rolls made against you have their roll on the d20 reduced by 1. Once per short or long rest, you can activate the *Adamantine Aura* with a Bonus Action for one minute.

- *Adamantine Aura*: An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, attacks against targets in the aura have their roll on the d20 reduced by 2.

Elemental Armour

Uncommon Armour (any armour type, any body part)

You have an additional Damage Reduction of 5 against a given damage type chosen from Acid, Cold, Fire, Lightning and Thunder damage.

Scaledrain Armour

Rare Medium or Heavy Armour (Torso)

Once per short or long rest, you can activate the *Scaledrain Aura* with a Bonus Action for one minute.

- *Scaledrain Aura*: An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, targets have their Damage Reduction reduced by 2. Your Damage Reduction increases by 1 for every target in the aura.

24.6.2 Prefixes

Infused ...

Uncommon Weapon

This weapon deals an additional 1d4 damage of a given type with attacks made with it.

Guiding ...

Uncommon Weapon

This weapon grants an additional +2 to attack rolls made with it.

Silent ...

Uncommon Melee Weapon or Piece of Ammunition

Attacks made with this weapon or piece of ammunition can't be perceived through sound.

Wounding ...

Rare Melee Weapon or Piece of Ammunitition

When this weapon or piece of ammunition is used as part of an Aimed Strike and deals damage, the Wound Save DC equals the whole damage or 15, whichever is higher, instead.

25 Scene Checks

Scene checks are a new way to use ability checks that involve risk and feature various powerful effects. Surgery and the Rite of Regeneration use Scene check rules to remove disabilities, and Grafting and Domestication use them to allow for more interactions with living or deceased monsters.

Scene Check: A Scene check is a combination of multiple ability checks throughout a scene that usually extends for longer than a minute.

Succeeding on a Scene Check: To succeed on a Scene check, you have to succeed on an associated ability check of a given difficulty a given number of times, usually three times. These successes don't have to be in a row.

Failing a Scene Check: A failure on an associated ability check does not lead to failure directly; instead, such a failure leads to a cost of some kind, be it through damage, Spell Point expenditure, Exhaustion levels, breaking equipment, coins or other such ways.

The Scene check fails when the participants decide they cannot afford the cost anymore or are unable to take the cost.

Interrupting a Scene Check: Scene Checks usually extend across a certain length of time and are usually sensitive to interruptions. The consequences of such interruptions may be additional costs or automatic failure depending on the nature of the interruption.

Setting the Scene: Scene checks are meant to be a moment of importance and risk. When you decide to use a Scene check, make sure to describe

what happens in the scene and around it with appropriate sincerity, detail and weight. If you are into it, dive into what your character feels during that scene and how they go about the checks in question. This is a great opportunity to bring your character or your group to live and to bring a new sense of depth and grit into the game.

25.1 Surgery

When a creature has a disabled or malfunctioning body part, Surgery is the go-to non-magical way to treat it.

Scene Check: A Surgery makes use of the Scene check rules.

Requirements: A Surgery requires the use of Surgery Tools.

Associated Skills: Sleight of Hand, Nature, Medicine.

Performing a Surgery: A Surgery is performed on a singular target creature and lead by one character, the surgeon, that rolls all the required rolls, and takes an hour. To successfully perform a Surgery, the surgeon must succeed on a DC 20 Surgery check three times, utilizing Surgery Tools.

When you have Proficiency or Expertise in both Surgery Tools and an associated skill, you roll with Advantage.

After three Surgery checks succeeded, the treated body part is no longer disabled. Instead, it is wounded until the target takes a long rest. Afterwards, the body part is healthy again.

Rolling a 20: When a 20 is rolled on the d20, the Surgery succeeds without the need for further Surgery checks.

Failing a Surgery check: A failed Surgery check does not make the Surgery fail. Instead, when a Surgery check fails, the target must succeed on a DC 15 Constitution saving throw to not take 1d4+1 Piercing damage that can not be reduced.

Rolling a 1: When a 1 is rolled on the d20, the Surgery check automatically

fails. Instead of the consequences above, the target must roll a DC 20 Constitution saving throw, taking 4d4+4 Piercing damage on a failed save, half as much on a successful one. This damage can not be reduced.

Anaesthesia: The Surgery Tools include anaesthetics that can make the target creature unresponsive, giving them the Unconscious condition. The following effects also apply:

- The surgeon rolls an additional 1d4 on each Surgery check and adds the number rolled to the result.
- The target makes the Constitution saving throw to avoid being damaged by failed Surgery checks with Advantage.
- The target can't be their own surgeon or assist on the surgery.
- The target wakes up 1d4 hours after the surgery is completed.

Assisting a Surgery: Creatures that are proficient with Surgery Tools or with one of the associated skills may take the Help Action on all of their turns during the Surgery to give Advantage on the Surgery checks.

Interrupting a Surgery: When a Surgery is interrupted, the disability remains fully untreated.

The Surgery is interrupted when the following conditions are not met:

- The surgeon must take the Utilize Action on each of their turns, utilizing Surgery Tools on the target body part.
- The surgeon must maintain Concentration on the Surgery.
- The target body part must remain sufficiently still.
- The target must stay in the space they occupied at the start of the Surgery.

25.2 Grafting

Grafting is a multi-purpose activity. When a creature has a disabled or malfunctioning body part, Grafting can be used to replace it with a new one, and when your two arms aren't enough for you, you can add a third one as well.

Scene Check: Grafting makes use of the Scene check rules.

Requirements: Grafting requires the use of Surgery Tools and a severed or prosthetic body part.

Associated Skills: Sleight of Hand, Arcana, Nature, Medicine.

Grafting: Grafting is done to a singular target creature, the graftee, and lead by one character, the grafter, that rolls all the required rolls, and takes roughly an hour. To successfully graft a body part onto the graftee, the grafter must succeed on a DC 25 Grafting check four times, utilizing Surgery Tools.

After four Grafting checks succeeded, the body part or prosthetic is successfully grafted onto the graftee and Wounded until the target takes a long rest. Afterwards, the body part is healthy. Consult the subsection on Results of Grafting for more details.

Rolling a 20: When a 20 is rolled on the d20, this Grafting check and the next one are automatically successful.

Failing a Grafting check: A failed Grafting check does not make the graft fail. Instead, when a Grafting check fails, the graftee must succeed on a DC 15 Constitution saving throw to not take 1d4+1 Piercing damage and 1d4+1 Necrotic damage that can not be reduced.

Rolling a 1: When a 1 is rolled on the d20, the Grafting check automatically fails. Instead of the consequences above, the target must roll a DC 20 Constitution saving throw, taking 4d4+4 Piercing damage and 4d4+4 Necrotic damage on a failed save, half as much on a successful one. This damage can not be reduced.

Affecting a Grafting

Anaesthesia: The Surgery Tools include anaesthetics that can make the graftee unresponsive, giving them the Unconscious condition. The following effects also apply:

- The surgeon rolls an additional 1d4 on each Grafting check and adds the number rolled to the result.
- The graftee makes the Constitution saving throw to avoid being damaged by failed Grafting checks with Advantage.
- The graftee can't be their own grafter or assist on the graft.
- The graftee wakes up 1d4 hours after the graft is completed.

Assisting a Grafting: Creatures that are proficient with Surgery Tools or with one of the associated skills may take the Help Action on all of their turns during the Graft to give Advantage on the Grafting checks.

Interrupting a Grafting: When a Grafting is interrupted, the graftee and the body part remain fully unaffected and the Grafting must be started anew. When a Grafting is interrupted after the first two successes, the graftee is wounded on the body part where the Grafting takes place.

The Grafting is interrupted when the following conditions are not met:

- The grafter must take the Utilize Action on each of their turns, utilizing Surgery Tools on the target body part or graftee.
- The grafter must maintain Concentration on Grafting.
- The graftee must remain sufficiently still.
- The graftee must stay in the space they occupied at the start of the Grafting.

Results of Grafting

Grafting is very versatile and can lead to many helpful, powerful, ridiculous and hideous results.

Replacing a Disabled Body Part: Similar to a Surgery, Grafting can be used to treat disabled body parts. To do so, the new body part has to be sufficiently similar to the body part it is supposed to replace. After a successful Grafting, the new body part fully replaces the previous one. All benefits and drawbacks of the previous body part are lost, and all those of the new body part are gained accordingly.

Changing a Body Part: Grafting can be used to replace a body part with a different, potentially stronger version of said body part, including the parts of powerful monsters. After a successful Grafting, the new part replaces the previous one similar to what is described above about replacing a disabled body part. Unlike above, the new body part breaks with anatomic conventions, consider adding a plausible amount of drawbacks.

Adding a Body Part: Similarly, a new body part can be added in a place where no such body part was before. The benefits and drawbacks of the new body part now apply to the graftee accordingly. As this most definitely breaks with anatomic conventions and can lead to various benefits, consider adding an appropriate amount of drawbacks.

Potential Benefits:

- Access to stronger Unarmed Strikes through claws or hooves.
- New body parts.
- New and increased speeds through changed legs, added wings, added fins, and the like.
- Improved senses.
- Improved Strength, Dexterity or Constitution. In some circumstances, maybe even improved Charisma.

Potential Drawbacks:

- Decreased Strength, Dexterity, Constitution or Charisma.
- A recurring Spell Point cost (for example after every long rest or for each minute of use), as the body requires magical energy to listen to your will or to have sufficient energy to unfold its effects.
- Heightened vulnerability to Exhaustion, such as being exhausted after a shorter duration of travel, dehydration or starvation, leading to an increased need for rations or breaks.
- Stigmata.

Other Potential Effects:

- After multiple successful Graftings have been applied to you, consider

changing your creature type to Monstrosity, Aberration or Construct.
- Loss of recognizability.

25.3 Rite of Regeneration

When a creature has a disabled or malfunctioning body part, the Rite of Regeneration is the go-to magical way to treat it.

Scene Check: The Rite of Regeneration makes use of the Scene check rules.

Prerequisites: To be able to perform a Rite of Regeneration, a spellcaster has to be able to cast the Cure Wounds spell.

Performing a Rite of Regeneration: A Rite of Regeneration is performed on a singular target creature and lead by one character, the conductor, that rolls all the required rolls, and takes 10 minutes. To successfully perform a Rite of Regeneration, the conductor must succeed on three DC 30 Regeneration checks, as described below.

After three Regeneration checks succeeded, the treated body part is no longer disabled. Instead, it is wounded until the target takes a long rest. Afterwards, the body part is healthy again.

Rolling a Regeneration check: To roll a Regeneration check, the conductor casts Cure Wounds on the target, upcasting if they choose to. The Spell check of this casting is the initial value of the Regeneration check. Any healing transmitted through this casting is also added to the result. If the result is at least 30, the check succeeds.

Rolling a 20: When a 20 is rolled on the d20 of the Spell check, the Rite of Regeneration succeeds without the need for further Regeneration checks.

Failing a Regeneration check: A failed Regeneration check does not make the Rite of Regeneration fail. Instead, when a Regeneration check fails, the target needs to succeed on a DC 15 Constitution saving throw to not receive one level of Exhaustion.

Rolling a 1: When a 1 is rolled on the d20 of the Spell check, the Regeneration check automatically fails and the target receives one additional level of Exhaustion regardless of the saving throw.

Assisting a Rite of Regeneration: Creatures that are also able to cast Cure Wounds may take the Help Action on all of their turns during the Rite to give Advantage on the Regeneration checks. When doing so, they may cast the spell instead of the conductor, using Spell Points of their own.

Creatures that are able to heal the target creature can assist by using their healing abilities during the Rite and before a Regeneration check is rolled. Any healing transmitted to the target will be added to the next Regeneration check.

Interrupting a Rite of Regeneration: When a Rite of Regeneration is interrupted, the disability remains fully untreated and all resources used during the Rite remain spent.

The Rite is interrupted when the following conditions are not met:

- The conductor must stay within 10 feet of the target.
- The conductor must take the Magic Action on each of their turns on the Rite.
- The conductor must maintain Concentration on the Rite.
- The target body part must be sufficiently still.
- The target must stay in the space they occupied at the start of the Rite.

Example Scenario

A Thief Rogue flew a bit too close to the sun and had his left leg disabled by the nasty bite attack of a Guard Drake that was not ready to let him pass. Lucky as he is, one of his associates is a Life Domain Cleric that is willing to help, and they've met in an isolated place to minimize disruption. Only their Bard friend presents a significant threat in that regard, though they did offer some Bardic Inspiration to help. The Cleric starts the Rite as its conductor and rolls the first Regeneration check. She rolls the d20 for a

7, adds her spellcasting modifier of +5 for a 12, and casts Cure Wounds with a first level spell slot, for 12 (2d8+3) healing by the spell and 2 healing from the Life Domains Disciple of Life feature, for a total of 26. This is not enough, but with the use of the Bardic Inspiration die the Bard oh-so-graciously offered the check total is a 31, barely making the Regeneration check succeed. Only two more successes to go, and the leg will be properly usable again!

25.4 Domestication

Like, imagine a potent flying foe having their wings clipped by the party and surrendering to the whims of the party under certain circumstances, now that is something.

Domestication is the go-to way to find new friends without having to interact with Humanoids.

Scene Check: Domestication makes use of the Scene check rules.

Requirements: Domestication requires a creature that can be domesticated and is open to be domesticated. Most of the time, this is the case for Beasts, more rarely for Dragons, Monstrosities or Plants, and very rare for Aberrations, Elementals and Oozes. Celestials, Constructs, Fey, Fiends, Giants, Humanoids and Undead are assumed to not be open to being domesticated, though there can be exceptions.

Associated Skills: Animal Handling, Performance.

Domestication: Domestication is done to a singular target creature and lead by one character, the domesticator, that rolls all the required rolls, and takes a few weeks. To successfully domesticate a creature, the domesticator must succeed on a Domestication check five times, rolling up to two per day. The difficulty is 10 + the Challenge Rating of the target creature.

When you use methods that particularly appeal to the target creature, you roll with Advantage.

After the five Domestication checks succeeded, the target is domesticated. It regards you as an ally and comes back to you from time to time. It roughly understands you, but does not follow any commands yet, and will not fight for you yet. To achieve this, the target must specifically be trained to follow each command.

Rolling a 20: When a 20 is rolled on the d20, this Domestication check and the next one are automatically successful. Any increase of the difficulty through previous failures on Domestication checks are reset this way.

Failing a Domestication check: A failed Domestication check does not make the domestication fail. Instead, when a Domestication check fails, the domesticator must roll a d20. On a 10 or above, nothing happens. On a 9 or below, the difficulty of the Domestication check increases by 1 as the target creature grows apprehensive towards you.

Rolling a 1: When a 1 is rolled on the d20, the Domestication check automatically fails. Instead of the consequences above, the difficulty of the Domestication check directly increases by 2.

Affecting a Domestication

Assisting a Domestication: Creatures that are proficient with one of the associated skills may give Advantage on the Domestication checks.

Interrupting a Domestication: A Domestication can only be interrupted by an elongated absence of the domesticator or the death of the target creature. After not rolling a Domestication check for a week, the Domestication has to be started anew.

26 Aspects of Stealth

When using stealth, there are multiple aspects that can lead to being detected. Most commonly, being seen or heard is key to being detected, but scent may also play a role at some points, especially when a creature that may detect you has a keen sense of smell, like a wolf.

Passive Stealth (Scent): You have a base passive Stealth (Scent) score of 15. You can mask your scent to gain a bonus of +5 to this score, but you can also receive -5 to this score when giving off a strong scent that is uncommon for the place you are traversing.

The bonus might be given after applying herbs or some magic to yourself or by being washed. The malus might be given after taking a tour through the sewers, after a tough battle that left you wounded or after strenuous activity that left you sweaty.

When you try hiding from a creature that is close to you, both your Dexterity (Stealth) check and your passive Stealth (Scent) must be below the creature's passive perception. If the Dexterity (Stealth) check fails, you are heard or seen, as usual. If the passive Stealth (Scent) fails, the creature smells you. This may only be a hint towards your presence (DMs choice) and may not lead to you being seen immediately, but it is reason for the creature to make a Wisdom (Perception) check to try and locate you. For some creatures it may be reasonable to have them be able to locate you based on scent alone, at the DMs discretion.

26.1 Example Scenario

A thief tries to sneak past a guard dog. They rolled a 21 on their Dexterity (Stealth) check and have a passive Stealth (Scent) score of 15, because they took no measures to mask their scent (no bonus) and do not smell strongly (no malus).

The guard dog has a passive perception of 12, so the thief gets close to passing him with ease, without a sound, but the guard dog has a keen sense of smell, bumping up his passive Perception for scent to 17. The guard dog smells something unusual as soon as the thief gets too close, and, trying to investigate that unusual scent, the guard dog rolls a Wisdom (Perception) check, resulting in a 19. The guard dog did not see or hear the thief through that, so the thief is still unnoticed and can pass without further worries.

27 Variant Rules

There are a few situations where the Help Action would be a flavourful narrative means of giving an ally Advantage, but this is invalidated by there already being another source of Advantage for that roll. In those cases, a variant for the Help Action is needed to keep encouraging cooperative checks. Also, it should be kept in mind that Advantage should be something special that, at best, requires an alignment between the character and the context they find themselves in.

Help Action Variant: Instead of granting an ally Advantage on an ability check through the use of the Help Action, you may instead choose to also roll the same ability check with your own modifiers. In that case, the highest of the totals between you and your ally is used to determine the result of the ability check. This way, other sources of Advantage can still apply.

Part V

DM Tools

28 DM Tools

With the introduction of AC-less Defence, DMs have more options in monster design than before. Here, you'll find tips on how to change and create Monsters to make them both interesting to fight and challenging.

29 Monsters

These rules bring many changes to how combat works that also affect all monsters. The rules here describe how to adjust monsters to make them fit into the new rules, and new ways to customize monsters.

These rules add complexity to monsters without offering much relief from that added complexity. Consider outsourcing the tracking of stats and conditions to other players.

29.1 Defence

AC-less: All monsters have their AC replaced by a Hit DC and Damage Reduction.

Hit DC: A monster has a Hit DC that befits its size. Through the previous introduction of even smaller sizes, even smaller monsters are also possible.

Damage Reduction: A monster has a Damage Reduction value. To determine how high a monsters Damage Reduction is, consider their appearance and their Constitution modifier. Often, giving a monster a Damage Reduction equal to their Constitution modifier will be appropriate.

If their skin, fur, feathers, hide, scales or other outer features resemble an Armour, taking the Damage Reduction value of the Armour listed for

player characters can also be appropriate. Some monsters will be even more resilient than that, but take the damage capabilities of your party into consideration before going for higher Damage Reduction values. Other tricks may also work, as described in a section below.

Three Kinds of Monsters: Through the different combinations of Hit DC and Damage Reduction, three kinds of recommended monster types arise:

- *Smalls*: These monsters have a higher Hit DC due to their smaller size. Due to the increased chance to miss, hits should not be discouraged much further, so a lessened Damage Reduction and Hit Point total is appropriate.
- *Shells*: These monsters have a high Damage Reduction, either through a high Constitution score or a fitting appearance. Consider keeping their Hit Point total lower, especially when they aren't on the larger side. Adding more vulnerable body parts to these monsters will also give the players more ways to meaningfully damage them.
- *Sponges*: These monsters have a low Damage Reduction and a low Hit DC due to a larger size and lacking armour. Therefor, they should have a higher Hit Point total. In fights against these monsters, disabling their body parts is a good way for the players to make progress.

Monster Defence Reference Table

Challenge Rating	Hit Dice	Smalls Hit Points	Shell Hit Points	Shell Damage Reduction	Sponge Hit Points
0	1	4	6	5	9
1/8	6	21	33		51
1/4	8	28	44		68
1/2	10	35	55		85
1	12	42	66	6	102
2	14	49	77		119
3	16	56	88	7	136
4	18	63	99		153
5	20	70	110	8	170
6	22	77	121		187
7	24	84	132	9	204
8	26	91	143		221
9	28	98	154	10	238
10	30	105	165		255
11	32	112	176	11	272
12	34	119	187		289
13	36	126	198	12	306
14	38	133	209		323
15	40	140	220	13	340
16	42	147	231		357
17	44	154	242	14	374
18	46	161	253		391
19	48	168	264	15	408
x	n = 2x + 10	3.5n	5.5n	0.5x + 5	8.5n

High CR Monster Defence Reference Table

Challenge Rating	Hit Dice	Smalls Hit Points	Shell Hit Points	Shell Damage Reduction	Sponge Hit Points
20	50	175	275	15	425
21	55	192	302	16	467
22	60	210	330	17	510
23	65	217	357	18	552
24	70	245	385	19	595
25	75	262	412	20	637
26	80	280	440	21	680
27	85	297	467	22	722
28	90	315	495	23	765
29	95	332	522	24	807
30	100	350	550	25	850
x	n = 5x - 50	3.5n	5.5n	x - 5	8.5n

29.2 Offence

Attack Rolls: All monsters are trained with the weapons they wield and with their Unarmed Strikes. However, only monsters that rely on their precision or are somewhat experienced add their Proficiency Bonus to their attacks.

Damage Rolls: Monsters that are particularly aggressive or mighty may add their Proficiency Bonus to their damage rolls.

Monster Offence Reference Table

Challenge Rating	Proficiency Bonus	Primary Stat Modifier	Attack Bonus	Saving Throw DC	Damage per Round
0	+2	+1	+3	12	1
1/8					3
1/4					5
1/2					8
1		+2	+4	13	14
2					20
3		+3	+5	14	26
4					32
5	+3		+6	15	38
6					44
7		+4	+7		50
8					56
9	+4		+8	16	62
10					68
11		+5	+9	17	74
12					80
13	+5		+10	18	86
14					92
15		+6	+11		98
16					104
17	+6		+12	19	110
18					116
19		+7	+13		122
x	(x+7)/4	(x+9)/4	(x+7)/2	3(x+3)/8+12	6x+8

High CR Monster Offence Reference Table

Challenge Rating	Proficiency Bonus	Primary Stat Modifier	Attack Bonus	Saving Throw DC	Damage per Round
20					140
21	+7		+14	20	158
22					176
23		+8	+15		194
24					212
25	+8		+16	21	230
26					248
27		+9	+17		266
28					284
29	+9		+18	22	302
30					320
x	(x+7)/4	(x+9)/4	(x+7)/2	(x+3)/4+14	18x-220

29.3 Action Economy

Surge Dice: Monsters also get and can utilize Surge Dice. Weak, greedy or aggressive monsters will tend to prefer to do as much as possible as soon as possible though, using all their action economy immediately.

Bonus Actions: Monsters that don't have any use for a Bonus Action will not convert it into an additional Reaction.

Reactions: Monsters have access to all of the new Reactions that they fulfil the prerequisites for, such as Dodging. However, some monsters may not be very concerned about being hit and either wait for an Opportunity attack or use the conversion into a Surge Die to strengthen their attacks.

Legacy Parries: If the statblock of a creature features a parry reaction, it is replaced by the Parry Reaction described in these rules. Assume that the creature uses either its strongest wielded melee weapon or all its wielded

melee weapons to parry, if possible.

Parrying: If a monster uses a weapon, it can use that weapon to Parry. Make note of its bonus to the Parrying check and the Parrying Power. Only particularly defensive, tactical or trained monsters will add their Proficiency Bonus to their Parrying checks.

Tracking Reactions and Surge Dice: Tracking Action Economy and Surge Dice can be done similar to how Conditions are tracked for monsters generally. Consider noting a number of Rs equal to the number of reactions the monster has access to, and replacing each remaining R with a D at the start of the monsters turn. Before this replacement, remember to remove the Ds from the previous round. You may also use an S instead of a D, though the possible associations may not be to your liking.

29.4 Physique

Body Parts: A monster tends to have a multitude of body parts that it uses for its various ways of interacting with the world. When describing a monster or what it does, highlight which body parts it uses for what, and be ready to have the party try to disable body parts of their choosing through Aimed Strikes. Encourage them to do so against monsters with higher Hit Points and monsters with lower Hit DCs, especially when they are the only such monster in an encounter.

Assigning Body Parts to Actions: When creating or editing a monsters statblock, consider which body parts are used for specific actions and add the body parts to those actions if they aren't already within the name. When a body part is hurt or disabled, it is then easier to remember which rolls are made with Disadvantage or no longer possible.

Tracking Wounds and Disabilities: Tracking Wounds and Disabilities can be done similar to how Conditions are tracked for monsters generally. However, as a monster can have multiple wounds and they relate to specific body parts, you'll have to also track which body parts are affected. Consider adding the name of a wounded body part to the list of condi-

tions affecting the monster, and crossing it through or marking it with an X when it is disabled. This is tedious. Outsource this to a consenting player if possible.

29.5 Spellcasting

Spell Points: Monsters with spellcasting also use Spell Points and a Spell Limits and can Overcast and Upcast similar to player characters. The following table shows the suggested Spell Point amounts and Spell Limits depending on the CR of the monster, assuming they focus on spellcasting in combat:

CR	Spell Points	Spell Limits
1	12	6
3	18	9
5	24	12
7	30	15
9	36	18
11	42	21
13	48	24
15	54	27
17	60	30
x	3(x+3)	3(x+3)/2

Lessened Spell Point Amount: As you may notice, monsters have less Spell Points at their disposal than player characters. This is meant to make it easier for a monster to run out of Spell Points during a singular combat, and it is also meant to limit the amount of powerful spells the monster can cast during that combat. The monster should have access to a spell that does not cost Spell Points, such as a cantrip or a signature spell, to fall back to when the Spell Points run out.

Monster Signature Spells: Monsters with spellcasting may have a spell that is iconic for their flavour of spellcasting. This spell should be on the weaker side of its spells and the monster should be able to cast that spell

for free, as if it was a cantrip.

Tracking Spell Points: Spell Points can be tracked and customized in the same manner as Hit Points.

29.6 Customizing a Monster

Adding Weakspots: Some monsters have weakspots, such as their eyes or an exposed organ, that can lend itself to Aimed Strikes of the party. These weak point might be associated with a reduced, nullified or negative Damage Reduction, or with Vulnerability to specific damage types. Consider adding such weakspots to monsters with high Damage Reduction to give the party a way to deal more significant damage.

Adding Wounds and Disabilities: When a monster is too powerful for the party to face, consider having it start the fight with wounds or disabilities. These may be a result of a previous fight the monster was in recently, so consider having the players find out about that encounter before or after.

Part VI

Appendix

30 Appendix

Here, you'll find miscellaneous stuff that was created in relation to the main body in some way. Some of the stuff may be more useful than others. This is not meant to be a place worth visiting in case you are looking for new content.

The appendix features a history of the changes made with the previous versions, starting with the latest update and going backwards in time, and a section containing the tables spread throughout this book.

31 Miscellaneous Notes

I am a big fan of calling Martial Training "Martian Training" and Caster Training "Minervan Training", based on the roman gods of warfare, Mars and Minerva. This is only because I refused to call it "Martial Training" for a good while due to its possibly confusing association with Martial weapons, even if the Martial-Caster divide is well known, and "Martian" is close enough. The other half of the divide of course has to follow suit, so I consider it the Martian-Minervan divide from now on.

32 Tables

Here, you'll find all the tables spread throughout the book once more. These include:

- the Extended Size Table listing size categories with their fitting Hit DC and measures.

- the Body Part Sizes for a Medium Humanoid table listing size categories and Hit DC for the body parts of a Medium Humanoid character.
- the Armour Table listing armour sets and their Damage Reduction values and Dodging modifiers.
- the Shield Table listing the different shield options and their properties.
- the Spell Slot Translation Table listing how each spell slot is translated into Spell Points.
- the Spellcasting Focus Table listing which spell schools each Spellcasting Focus is associated with.
- the Spellcasting Table listing the Caster Training feature amounts, Spell Limits, and Spell Point amounts that spellcasters use.
- the Fullcaster Table, Halfcaster Table and Thirdcaster Table for the distinct tables for each caster class.
- the Pact Magic Table showing the Warlocks equivalent of the Spellcasting Table.

32.1 Extended Size Table

Size	Hit DC	Hit Area	Height or Length
Minus 5	30	<2.5mm^2	<2.5mm
Minus 4	28	<10mm^2	<5mm
Minus 3	26	<40mm^2	<1cm
Minus 2	24	<1.5cm^2	<2cm
Minus 1	22	<6cm^2	<4cm
Minuscule	20	<25cm^2	<8cm
Fine	18	<100cm^2	<15cm
Diminutive	16	<400cm^2	<30cm
Tiny	14	<0.15m^2	<60cm
Small	12	<0.6m^2	<1.2m
Medium	10	<2.5m^2	<2.5m
Large	8	<10m^2	<5m
Huge	6	<40m^2	<10m
Gargantuan	4	<150m^2	<20m
Colossal	2	<600m^2	<40m
Unmissable	0	>600m^2	>40m

Related to AC-less Defence.

32.2 Body Part Sizes for a Medium Humanoid

Body Part	Size	Hit DC
Head	Diminutive	16
Eye	Minus 1	22
Neck	Diminutive	16
Arm	Tiny	14
Hand	Diminutive	16
Torso	Small	12
Crotch	Fine	18
Leg	Tiny	14
Foot	Diminutive	16

As used with Aimed Strikes.

32.3 Armour Table

Name	Type	Damage Reduction	Dodging Modifier
Padded Armour	Light	1	+2
Leather Armour	Light	1	+2
Studded Leather Armour	Light	2	+2
Hide Armour	Medium	2	0
Chain Shirt	Medium	3	0
Scale Mail	Medium	4	0
Breastplate	Medium	4	0
Half Plate Armour	Medium	5	0
Ring Mail	Heavy	4	Disadvantage
Chain Mail	Heavy	6	Disadvantage
Splint Armour	Heavy	7	Disadvantage
Plate Armour	Heavy	8	Disadvantage

Related to AC-less Defence.

32.4 Shield Table

Type	Size	Blocking Bonus	Properties	Weight	Cost
Buckler	Tiny	+6	Free Hand, Light	3 lb.	8 GP
Wooden Shield	Tiny	+4		6 lb.	10 GP
Tower Shield	Small	+2	Heavy, Clunky	12 lb.	20 GP

As used in the section on Shields.

32.5 Spell Slot Translation Table

Spell level	Spell Point cost
0 (cantrips)	0
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
x	3x

As used in the Spellcasting chapter.

32.6 Spellcasting Focus Table

Spellcasting Focus	Type	Associated Schools
Crystal	Arcane	Illusion, Necromancy, Transmutation
Orb	Arcane	Conjuration, Divination, Illusion
Rod	Arcane	Abjuration, Divination, Necromancy
Staff (also Quarterstaff)	Arcane	Abjuration, Conjuration, Evocation
Wand	Arcane	Enchantment, Evocation, Transmutation
Sprig of Mistletoe	Druidic	Abjuration, Divination, Transmutation
Staff (also Quarterstaff)	Druidic	Abjuration, Conjuration, Evocation
Yew wand	Druidic	Enchantment, Illusion, Necromancy
Amulet (worn or held)	Holy	Abjuration, Conjuration, Evocation
Emblem (borne on fabric or a Shield)	Holy	Abjuration, Enchantment, Transmutation
Reliquary (held)	Holy	Divination, Illusion, Necromancy
Percussion (drum)	Bardic	Abjuration, Conjuration, Evocation
Strings (dulcimer, lute, lyre, viol)	Bardic	Enchantment, Necromancy, Transmutation
Woodwind (bag pipes, flute, pan flute, shawm)	Bardic	Divination, Enchantment, Illusion
Brass Instrument (horn)	Bardic	Conjuration, Enchantment, Evocation

As used in the Spellcasting Focus chapter.

32.7 Spellcasting Table

Caster Level	Caster Proficiency & Training	Spell Limits	Spell Points	+1/3	+1/2	+2/3
1	2	3	6	8	9	10
2		4	12	14	15	16
3		6	18	20	21	22
4		7	24	26	27	28
5	3	9	30	32	33	34
6		10	36	38	39	40
7		12	42	44	45	46
8		13	48	50	51	52
9	4	15	54	56	57	58
10		16	60	62	63	64
11		18	66	68	69	70
12		19	72	74	75	76
13	5	21	78	80	81	82
14		22	84	86	87	88
15		24	90	92	93	94
16		25	96	98	99	100
17	6	27	102	104	105	106
18		28	108	110	111	112
19		30	114	116	117	118
20		31	120	122	123	124
x	(x+7)/4	3(x+1)/2	6x	6x+2	6x+3	6x+4

The columns to the right of the spell points column show how many Spell Points spellcasters with half levels and third levels have access to, for example when having Ranger or Arcane Trickster levels. Generally, you gain 6 Spell Points per Spellcaster level, 3 Spell Points per Halfcaster level, and 2 Spell Points per Thirdcaster level.

The numbers are calculated through the formulas given in the last row. The results are always rounded down.

This table is used in the Spellcasting chapter and is the source for the Fullcaster Table, the Halfcaster Table and the Thirdcaster Table.

32.8 Fullcaster Table

The following table is used by the fullcaster classes, such as Bard, Cleric, Druid, Sorcerer and Wizard.

Level	Caster Proficiency & Training	Spell Limits	Spell Points
1	2	3	6
2		4	12
3		6	18
4		7	24
5	3	9	30
6		10	36
7		12	42
8		13	48
9	4	15	54
10		16	60
11		18	66
12		19	72
13	5	21	78
14		22	84
15		24	90
16		25	96
17	6	27	102
18		28	108
19		30	114
20		31	120
x	(x+7)/4	3(x+1)/2	6x

The numbers are calculated through the formulas given in the last row. The results are always rounded down.

32.9 Halfcaster Table

The following table is used by the halfcaster classes, such as Paladin and Ranger.

Level	Spellcaster Level	Caster Proficiency & Training	Spell Limits	Spell Points
1	1	2	3	6
2	1+1/2			9
3	2		4	12
4	2+1/2		5	15
5	3		6	18
6	3+1/2			21
7	4		7	24
8	4+1/2		8	27
9	5	3	9	30
10	5+1/2			33
11	6		10	36
12	6+1/2		11	39
13	7		12	42
14	7+1/2			45
15	8		13	48
16	8+1/2		14	51
17	9	4	15	54
18	9+1/2			57
19	10		16	60
20	10+1/2		17	63
x	(x+1)/2	(x+15)/8	3(x+3)/4	3x+3

The numbers are calculated through the formulas given in the last row. The results are always rounded down.

32.10 Thirdcaster Table

The following table is used by the thirdcaster characters, such as the Arcane Trickster and the Eldritch Knight.

Level	Spellcaster Level	Caster Proficiency & Training	Spell Limits	Spell Points
1	-	-	-	-
2	-	-	-	-
3	1+2/3	2	4	10
4	2			12
5	2+1/3		5	14
6	2+2/3			16
7	3		6	18
8	3+1/3			20
9	3+2/3		7	22
10	4			24
11	4+1/3		8	26
12	4+2/3			28
13	5	3	9	30
14	5+1/3			32
15	5+2/3		10	34
16	6			36
17	6+1/3		11	38
18	6+2/3			40
19	7		12	42
20	7+1/3			44
x	(x+2)/3	(x+23)/12	0.5(x+5)	2x+4

The numbers are calculated through the formulas given in the last row. The results are always rounded down.

32.11 Pact Magic Table

As used by the Warlock.

Level	Caster Proficiency & Training	Spell Limits	Patronage
1	2	3	1
2		4	2
3		6	
4		7	
5	3	9	
6		10	
7		12	
8		13	
9	4	15	
10		16	
11		18	3
12		19	
13	5	21	
14		22	
15		24	
16		25	
17	6	27	4
18		28	
19		30	
20		31	
x	(x+7)/4	3(x+1)/2	

The numbers are calculated through the formulas given in the last row. The results are always rounded down.

32.12 Monster Stat Reference Tables

32.12.1 Offence

Challenge Rating	Proficiency Bonus	Primary Stat Modifier	Attack Bonus	Saving Throw DC	Damage per Round
0	+2	+1	+3	12	1
1/8					3
1/4					5
1/2					8
1		+2	+4	13	14
2					20
3		+3	+5	14	26
4					32
5	+3		+6	15	38
6					44
7		+4	+7		50
8					56
9	+4		+8	16	62
10					68
11		+5	+9	17	74
12					80
13	+5		+10	18	86
14					92
15		+6	+11		98
16					104
17	+6		+12	19	110
18					116
19		+7	+13		122
x	(x+7)/4	(x+9)/4	(x+7)/2	3(x+3)/8+12	6x+8

High CR Monsters

Challenge Rating	Proficiency Bonus	Primary Stat Modifier	Attack Bonus	Saving Throw DC	Damage per Round
20					140
21	+7		+14	20	158
22					176
23		+8	+15		194
24					212
25	+8		+16	21	230
26					248
27		+9	+17		266
28					284
29	+9		+18	22	302
30					320
x	(x+7)/4	(x+9)/4	(x+7)/2	(x+3)/4+14	18x-220

32.12.2 Defence

Challenge Rating	Primary Stat Modifier	Hit Dice	Smalls Hit Points	Shell Hit Points	Shell Damage Reduction	Sponge Hit Points
0	+1	1	4	6	5	9
1/8		6	21	33		51
1/4		8	28	44		68
1/2		10	35	55		85
1	+2	12	42	66	6	102
2		14	49	77		119
3	+3	16	56	88	7	136
4		18	63	99		153
5		20	70	110	8	170
6		22	77	121		187
7	+4	24	84	132	9	204
8		26	91	143		221
9		28	98	154	10	238
10		30	105	165		255
11	+5	32	112	176	11	272
12		34	119	187		289
13		36	126	198	12	306
14		38	133	209		323
15	+6	40	140	220	13	340
16		42	147	231		357
17		44	154	242	14	374
18		46	161	253		391
19	+7	48	168	264	15	408
x	(x+9)/4	n = 2x + 10	3.5n	5.5n	0.5x + 5	8.5n

High CR Monsters

Challenge Rating	Primary Stat Modifier	Hit Dice	Smalls Hit Points	Shell Hit Points	Shell Damage Reduction	Sponge Hit Points
20		50	175	275	15	425
21		55			16	468
22		60	210	330	17	510
23	+8	65			18	553
24		70	245	385	19	595
25		75			20	638
26		80	280	440	21	680
27	+9	85			22	723
28		90	315	495	23	765
29		95			24	808
30		100	350	550	25	850
x	(x+9)/4	n = 5x - 50	3.5n	5.5n	x - 5	8.5n

33 Changelogs

33.1 Changes towards v1

33.1.1 v0.9.1

General

- Restructured the entire thing again.
- Added a chapter on variant rules.
  - Added a Help Action variant that does not work through Advantage.

Aimed Strikes

- Added a passage about targeting organs.

Classes

- Rephrased the Monks *Patient Defence*.

Scene Checks

- Introduced to encompass Surgery and the Rite of Regeneration.
- Added Domestication and Grafting as further examples.

Spells

- Clarified that Weavestrike can't make a target lose more Spell Points than it has.

Equipment

- Committed to having equipment only correlate with training and not with Proficiency or Expertise.

Objects

- Added to give guidance on objects as targets.
- Added a paragraph on disabling objects.
- Introduced object parts similar to body parts.

Tools

- Tools use Training instead of Proficiency now.
  - Tool usage with dual Proficiency thus no longer gives Advantage.
- Added Improvised Tools.
- Said a few things about how using tools works.

Magic Items

- Introduced new magical items interacting with the new rules.

Shields

- Blocking checks with shields with the Light property can now only be rolled with Dexterity.

- Blocking checks with shields with the Heavy property can now only be rolled with Strength.

Spell Scrolls

- Added universal scrolls that can be used by all characters.
- Rephrased spell scrolls a bit to fit the Spell Point system.

Feats

Caster Training

- Changed *Iron Will* to give a bonus equal to your spellcasting ability modifier instead of Advantage.
- Renamed *Expectation* to *Hardened Conduits*. Changed it to give a bonus equal to your Constitution modifier instead of Advantage.
- Changed *Hubris* to explicitly reference copying from spell scrolls or other spellbooks.
- Changed *Money Shot* to be limited use per Long Rest.

Martial Training

- Changed some Blocking and Parrying features to no longer mention requirements that were already checked in the sections on the reactions.
- Changed *Elegant Parry* to give a bonus equal to your Wisdom modifier instead of Advantage.

Monsters

- Added an introduction of the roughly three kinds of monsters.
- Added a few paragraphs about body parts.
- Restructured the section into multiple subsections.
- Added some paragraphs about tracking various aspects.
- Drafted a subsection about Spellcasting for monsters.
- Explicated a few ways of customizing a monster.

33.2 Changes for v0.9

This version introduces the Spellcasting Rework.

33.2.1 v0.9.a1

Spellcasting

- Reworked Spellcasting to work through Spell Points instead of Spell Slots.
- Spellcasting is now only limited by the Casting Limit.
- Added Overcasting to allow breaking the Casting Limit in exchange for damage and a debuff.
- You now roll a Spell check every time you cast a spell to determine how forceful it is, the first attack roll, and the save DC for the targets.

Caster Training

- Introduced Caster Training as a parallel to Martial Training for Spellcasters.
- Merged multiple spellcasting-related feats into Caster Training.
- Caster Training features can be acquired through Spellcaster levels, as described in Spellcasting, and through the new Spellcasting Adept feat.
- Spell Manipulation is now a part of Caster Training.

Spellcasting Focus

- A Spellcasting Focus now gives Proficiency in Spell checks for spells of three associated spell schools each. It is the primary way to be able to add the Proficiency Bonus to Spell checks, and thus spell attacks and spell save DC.

Rite of Regeneration

- Now uses the Spell check of the Cure Wounds casting as a base value.

Spells

- Changed Counterspell and Dispel Magic to work based on Spell checks.

Cover

- Changed cover to work through changes to Hit DC based on the target size instead of degrees of cover.
- Added cover cones to ease a visual derivation of when someone benefits from cover through shields or other small objects.

Shields

- Made the Buckler Tiny again.

Surge Dice

- Added a Free Reaction to allow the use of Surge Dice in response to any trigger without having to rely on another feature.
- The Speed option now properly gives movement instead of movement speed.

Vision & Focus

- Added descriptions for different fields of view.
- Changed the indefinite articles in Switch Focus to prevent confusion.

Martial Training

- Changed Interception to only work with Melee weapons and against Melee weapon attacks.
- Added the Arrow Splitting feature to allow parrying Ranged weapon attacks.

33.2.2 v0.9.a2

General

- Updated this file :)

Spellcasting

- Explicated that it is now possible to cast multiple spells with Spell Point costs in a turn.

Caster Training

- Added *Cantrip Upcasting* to upcast Cantrips.
- Added *Hoarder* to gain more Spell Points.
- Changed *Expectation* to give Advantage on the Overcast Saving Throw instead.
- Added *Insistence* feature, doubling the effect of *Emphasis*.
- Changed *Vampiric Weavestrike* to give twice as many Temporary Hit Points.
- Added a subsection with Spellcasting Focus related features.
- Changed *Beyond The Medium* to make a body part usable as a Spellcasting Focus associated with two spell schools.
- Added *Flexible Focus* to allow adding more associated spell schools to a Spellcasting Focus.
- Added *Universal Focus* to make a Spellcasting Focus be associated with all spell schools.

Sorcerer

- Changed Sorcery Points so that they interface with Spell Points more intuitively.
- Removed the Casting restriction from Quickened Spell.

Warlock

- Changed the inner workings of Pact Magic to make a connection to a patron more apparent and embed the narrative into the mechanics.
- Added a more narrative variant to allow customizing the Warlocks spellcasting alongside the state of their pact and relationship to their patron.

Spells

- Changed Counterspell to be harder against more costly spells.

33.2.3 v0.9.a3

Spellcasting

- Moved the Spell Points chapter into this chapter.
- Explicated that these rules refer to initial Spell Point cost when speaking of a Spell Point cost and that they explicitly reference final costs otherwise. Changed the rules to actually fulfill this standard.
- Explicated how features that aren't spells and use spell slots now also use Spell Points instead.
- Turned Upcasting into its own subsection.
- Clarified that Upcasting works through increasing the spells cost, and not through spending additional Spell Points separately.
- Removed automatic cantrip scaling.
- Cantrips can now be upcast.
- Added a paragraph about preparing spells when multiclassing that is in line with base rules, but translated to use the Casting Limit.
- Added a subsection on Sunken Spells & Depthcasting, describing what happens when a spells cost is below 0.

Spellcasting Focus

- When using an unlisted Spellcasting Focus, you now choose two spell schools to associate that Spellcasting Focus with.

Overcasting

- Named the number of Spell Points the Casting Limit was exceeded by Excess to simplify the descriptions of Overcast Damage and Overcast Saves.
- Moved the Overcast Damage into the spellcast or use of the feature.
- Failing the Overcast Save now makes the spell or feature fail, but no Spell Points are lost.
- Weavestrain now reduces the Casting Limit by 1 per stack instead.

Caster Training

- Added some introductory text.
- Moved some features to their proper subsection.
- *Ritualist* now allows a choice of spellcasting ability when the one who

chooses the feature doesn't already have one.
- Added *By Any Means*, allowing rerolls of the Overcast Save in exchange for more Overcast Damage.
- Renamed *Spell Specialization* to *Cheapskate* and allows the choice of two spells instead of one.
- *Hoarder* can now be picked multiple times.
- Reworked *Cantrip Upcasting* into *Trash Becomes Treasure*, giving a limited amount of free upcasting to free spells.
- Reworded *Amplify* a little.
- *Beyond The Medium* now turns the chosen body part into a Spellcasting Focus instead of making it usable as if it was one, making it clear that it can be used for *Double Up*.
- Renamed *Dual Spellcasting Focus* to *Double Up*.

Warlock

- Explicated that Eldritch Invocation Options that allow free spellcasts practically set the cost of those spells to 0.
- The Patronage now depends on uses of Spell Points instead of cast spells.

AC-less Defence

- Critical Hits no longer automatically ignore Damage Reduction.

Martial Training

- Renamed Combat Training to Martial Training.
- Merged the three Enhanced Critical features into one and added the benefit that Critical Hits of the chosen damage type ignore Damage Reduction.

33.2.4 v0.9.a4

Caster Training

- Turned Weavestrike into a spell.
- Added *Arsenal of Tricks* as an option to get more cantrips.

- Added *Enhanced Critical* to mirror the Martial version with non-physical damage types.
- Added *Force of Evil* to increase necrotic damage and *Force of Good* to increase radiant damage.
- Added *Penetrating Element* to allow bypassing Damage Reduction with a chosen element.
- Changed *Reactive Spell* to *Opportunistic Caster* and changed its wording to make it independent from Opportunity Attacks. It now uses Opportunity Spells instead.
- Added *Reliable Casting* to make a Spell check always result in at least a 10.
- Doubled the Casting Limit increase of *Cheat*.
- Reworked *Vampiric Weavestrike* into *Weave Vampirism*, now giving you Temporary Hit Points when Spell Points are spent or lost within 5ft. of you and not by you.
- Changed *Cheapskate* to allow picking 0-cost spells again.
- Changed *Cheapskate* so that when it reduces the cost of a healing or permanent creation spell to 0 the effects become temporary.
- Changed *Insistence* to now automatically improve your Spell checks based on the cost of the corresponding spellcast.
- Added an associated spell school to two of the Spell Manipulation features to clarify when a Spellcasting Focus allows the wielder to add their Proficiency Bonus to the Spell check.

Spell Check

- Made Spell attack rolls a separate thing again.
- The Spell check now influences Spell attack rolls, giving a bonus when good and a malus when bad.
- Reduced the saving throw DC by another 2 when the spell affects more than one target.

AC-less Defence

- Changed the *Defence Action* so that when you had more than three un-

spent Reactions at the start of your next turn, only three of them are converted into Surge Dice.

Dodging

- Turned dodging an AoE into a Martial Training feature.
- Reduced the armour-based dodging modifier.
  - When wearing light or no armour, it's now +2 instead of +5.
  - When wearing medium armour, it's now +0 instead of +2.
  - When wearing heavy armour, you now roll with Disadvantage instead of with +0.

Martial Training

- Turned Opportunity Attacks into the *Opportunist - Melee* feature.
- Added *Opportunist - Ranged* to allow for ranged Opportunity Attacks.
- Turned Dodging an AoE with Dodge & Roll into the *Areal Awareness* feature.
- Added *Dodging Adept* to give Proficiency in Acrobatics.
- Added *Dodging Expert* to give Expertise in Acrobatics.
- Added *Happy Feet* to increase the unarmoured and lightly armoured Dodging bonus back to +5.
- Added *Nimble Attack* to allow throwing a Finesse weapon as a part of a Dodge & Roll.
- Added *Prediction* to allow for an additional free dodge after dodging with Advantage.
- Renamed *Blocking Proficiency* to *Blocking Adept* and *Blocking Expertise* to *Blocking Expert* and simplified their wording.
- Changed *Protection* to require Proficiency in Blocking instead of training with Shields.
- Renamed *Parrying Proficiency* to *Parrying Adept* and *Parrying Expertise* to *Parrying Expert* and simplified their wording.
- Changed *Arrow Splitting* to also require Proficiency in Perception.
- Turned Weapon Locking from Parrying into the *Weapon Locking* feature.

- Turned multi-weapon Parrying into the *Cross-parry* feature.
- Added *Pattern Recognition* to give Advantage on the next block, dodge or parry after a successful block, dodge or parry.

General

- Turned all occurences of Proficiency, Expertise, Advantage and Disadvantage uppercase.
- Now consistently uses "Proficiency in ..." and "Expertise in ..." instead of "Proficiency with ..." and "Expertise with ...".
- Changed .md italics to use _instead of *.

33.2.5 v0.9.a5

General

- Renamed Other Combat Changes to Grappling & Shoving, as nothing else is in there.
- Mentions the Spellcasting changes in the Content Overview now.

Spellcasting

- Moved Spell Points, Spell Limits, Upcasting and Sunken Spells & Depthcasting to their own chapters.
- Rephrased the introduction a bit.
- Introduced a Caster Proficiency Bonus that depends on the spellcaster level, but otherwise mirrors the regular Proficiency Bonus progression.
- Adjusted Spell Limits to properly fit thirdcaster scaling.
- Increased the number of Caster Training features to match the Caster Proficiency Bonus and removed their entry from the Spellcasting Table.

Caster Training

- Added a short passage about how many features a spellcaster has.
- Added *Consistent Casting* as a stepping stone before *Reliable Casting* and changed the latter to affect the result instead of the roll.
- Added *Everyone's Problem* to spread Overcast to other nearby creatures.

- Added *Flow* to increase the Casting Limit throughout a combat.
- Added *Hubris* to allow Wizards to write spells they cannot afford into their spellbook and prepare those.
- Added *Limitbreaker* to force a successful Overcast Save once a short rest.
- Added *Recast* to cheapen repeated casts of the same spell.
- Added *Snowball* to improve spells when casting them repeatedly.
- Turned Spell Manipulation features into spells.
- Changed *Cheat*, *Cheapskate*, *Hoarder* and *Trash Becomes Treasure* to use the Caster Proficiency Bonus instead.

Spell Limits

- Rephrased the paragraph on Multiclassing to not call two different things Casting Limit. Renamed one of them to Preparation Limit to ease understanding.
- Reworked the entire section accordingly.
- Renamed the section and references to it from Casting Limit to Spell Limits.

Spell Check

- Distinguishes between spells with singular and multiple attack rolls now. The Spell check merges into the spell attack roll in the first case, and enhances the spell attacks in the other.

Spell Points

- Elaborated a bit more.
- Clarified that there is a Spell Point maximum and current Spell Points, similar to Hit Points.

Spells

- Grouped them by new spells, spells reworked due to defence changes, spells reworked due to the introduction of Spell checks and spells with adjusted upcasting.
- Counterspell and Dispel Magic are now 5% better.

- Adjusted the Upcasting costs and power of a lot of spells.
- Changed Haste to give Advantage on Reactions instead of an AC bonus.
- Changed Mage Armour to give more Damage Reduction when upcast.
- Changed Warding Bond to give Damage Reduction instead of an AC bonus. Also, it can now be upcast.
- Adjusted the previous Spell Manipulation features that are now Cantrips so that they fit the spell format properly.
- Renamed Weaken to Guard.
- Added Chain to enable some binding and pulling action.
- Added Gift to transfer Spell Points to another creature.
- Added Rewind to convert Surge Dice back into action economy.
- Added Weavestrike to the Paladin spell list.

Upcasting

- Added a paragraph about other upcasting intervals.

Warlock

- Clarified that Warlocks do not have Spell Points themselves.
- Changed Patronage to only track when the patrons Spell Points are used.
- Clarified that the Patronage can be used as a source for Spell Points for other features, too.
- Changed free Eldritch Invocations spells to not spend Spell Points at all.
- Clarified that free Eldritch Invocations spells are cast with a number of Spell Points equal to your Warlock Preparation Limit.

AC-less Defence

- Changed the Dodge Action to now give additional Reactions and Advantage on Dodging instead of imposing Disadvantage on attack rolls.
- Added more paragraphs to Damage Reduction and gave all distinct rulings there names.
  - Clarified that Damage Reduction only applies once per attack, not to each damage instance of an attack in case there are multiple instances or damage types dealt by that attack.

  - Described in which order damage of different types is reduced.
  - Added a paragraph about Damage Reduction that is limited to reducing damage of a specified damage type.

Martial Training

- Added *C-C-Combo*, increasing damage output the more you've hit this round.
- Added *Untraceable*, giving the next incoming attack Disadvantage after successfully dodging.

Vision & Focus

- Being Unseen no longer gives Advantage on attack rolls. This feels narratively intuitive, as the advantage from being unseen lies in the target not being able to react to the attack, which is already implemented.
- Removed Backstab Advantage accordingly.
- Changed the Invisible and Blinded conditions to not give Advantage on attacks accordingly.
- Changed the Rogues Sneak Attack to also be applicable when unseen.

Classes

- Added *Sudden Momentum* to the Barbarian.
- Changed the Wizards *Arcane Recovery* to use Spell Points.
- Added a Fullcaster Table, Halfcaster Table and Thirdcaster Table to the Appendix and linked to them from each class.

33.2.6 v0.9

Casting Changes

Spellcasting

- Added formulas to the tables again.

Caster Training

- Made *Arsenal of Tricks* give two cantrips instead.

- Changed *Cheat* and *Limitbreaker* to recharge on Long Rest, too.
- Changed *Cheapskate* so that healing and creation spells regain their effects when cast for at least 2 Spell Points instead of at their initial cost. Also changed it so that the temporary effects vanish when casting the spell for 1 Spell Point or less instead of when casting it for free, similar to the other conditions there before.
- Changed *Cheapskate* to only have you choose one spell.
- Removed *Consistent Casting*, reduced *Reliable Casting* from 10 to 8 and clarified that it affects the roll of the d20.
- Added *Gambler* and *Money Shot*.
- Removed *Bypass Cover* as neither half-cover nor three-quarters cover affect attack rolls anymore.

Overcasting

- Made Weavestrain restoration use the Caster Proficiency Bonus instead and moved it to Conditions.

Spell Limits

- Clarified how to determine Casting Limit and Preparation Limit.

Spells

- Added Inhibit and Zone of Inhibition to temporarily reduce Casting Limits.
- Added Aura of Amplification to temporarily increase Casting Limits and allow free upcasting.
- Changed Counterspell and Dispel Magic slightly to benefit more from being cheapened.
- Made some wordings more consistent.

Sunken Spells & Depthcasting

- Reworded *Depthcasting* a bit to be in line with other similar passages.

Warlock

- Properly adjusted the Pact Magic table to fit the Spellcasting Table.

Wizard

- Changed the *Arcane Ward* to interact with cheapened spells and Sunken Spells similarly to *Cheapskate*.

Other Changes

Armour

- Changed the table to use the changed Dodging check modifiers from the last minor version. Adjusted the text above accordingly.
- Added a paragraph explaining how Armour Pieces relate to the Dodging Modifier.

Contests

- Changed them to refer to D20-Tests instead of ability checks to encompass situations such as contesting an attack roll.

Feats

- Renamed *Combat Adept* to *Martial Adept*.

Grappling & Shoving

- Adjusted Grappling to account for the entries on Grappling and the Grappled condition in the 2024 PHB.

Martial Training

- Removed *Bypass Cover* as neither half-cover nor three-quarters cover affect attack rolls anymore.

Ranger

- Reworded the Hunters *Multiattack Defence* a bit.

Surge Dice

- Removed *Overtake*. It was too complicated, too strong and too disruptive to keep.

Vision & Focus

- Removed the passage about treating creatures that can't see you as Blinded because that was practically irrelevant.

33.3 Changes for v0.8

Introduction was rewritten.

AC-less Defence

- renamed Missing Threshold to Hit DC.
- explicated that Damage Reduction applies before resistance and vulnerabilities.
- added a passage explicating the relation between sizes and cover.

Aimed Strikes

- added a paragraph describing how Aimed Strikes interact with cover.
- added Surgery and the Rite of Regeneration to get rid of body part disabilities.
- moved Wounded and Disabled to a new chapter on Conditions.
- added a table offering example body part sizes for a Medium Humanoid.

Armour

- added two new shields and rephrased how they work in terms of size. Moved them to the Shields chapter.
- explicated that Damage Reduction from armour usually only works against attacks that aren't Aimed Strikes, unless the armour includes coverage of the targeted body part.
- added some rudimentary rules for armour pieces to cover other body parts.

Classes

- added some Bard subclass changes. The College of Dance Bard can now dodge with Performance, and the College of Valor Bard can allows the use of a Bardic Inspiration die instead of a Reaction to react to an attack.
- revisited Battle Master changes.
- rephrased the Monks Dexterous Attacks to use Grapple and Shove contests again.
- the Oath of Glory Paladins Glorious Defence now decreases the attack roll instead of giving AC.
- explicated how the Beast Masters beast AC is converted into Damage Reduction.
- the Gloomstalker Rangers Shadowy Dodge now utilizes Dodging.
- removed the paragraph about the Hunters Uncanny Dodge, as the Hunter no longer has that feature.
- the Hunters Multiattack Defence is now cheaper.
- the Rogue no longer gains Advantage on Dodging checks.
- explicated how the Draconic Sorcerers AC is converted into Damage Reduction.

Blocking

- moved acquisition of Blocking Proficiency and Expertise to Martial Training.
- updated wording to require shield training instead of shield Proficiency, as the latter no longer exists as such.

Grappling & Shoving

- updated the Grapple and Shove attacks to appropriately relate to Unarmed Strikes.

Martial Training

- is new.
- reworks how Proficiency and training with weapons, shields and armour works.
- moved Fighting Styles here.

- moved combat-oriented Feats here.
- moved weapon mastery properties here.

Monsters

- added some more guidance on how monsters are affected by the changes in these rules.

Parrying

- moved acquisition of parrying Proficiency and Expertise to Martial Training.
- updated wording to requite weapon training instead of Proficiency.

Action Economy

- merged Evasive Stance, Defensive Stance, Protective Stance, and Parrying Stance into one singular Defence Action.
- moved Prey on the Vulnerable to Martial Training.
- removed Trip, as it is already possible through an Opportunity Attack with an Unarmed Strike.

Spells

- added Shield of Faith changes.
- made Cure Wounds and Inflict Wounds work with wounds.
- Blur now no longer affects attackers that are blinded.

33.3.1 v0.8.1

General

- Fixed some spelling mistakes.

Rite of Regeneration

- gave more options to assist with the Rite.
- clarified when the Rite is interrupted and what happens in that case.
- added an example.

Surgery

- changed the primary attribute to Intelligence.
- added two skills, Sleight of Hand and Medicine, to Surgery.
- explicated that when Proficiency in both the tools and one of the associated skills are present, the surgeon rolls with Advantage, in line with existing tool rules.
- explicated how to assist and interrupt Surgery.
- clarified what happens when Surgery is interrupted.

Species

- added two drawbacks to being Small.

Classes

- the Monks Patient Defence now references the Defence Action.

Blocking & Parrying

- added a short introductory paragraph.

AC-less Defence

- made cover its own subsection.
- added a paragraph about crouching behind cover.
- moved the Defence Action here and reworked it to be more like before.

Martial Training

- moved the paragraph about starting weapon Proficiencies and starting weapon Training into the subsection on weapon Training to remove some confusion.
- reworded Accuracy to make it clear that it cannot stack with itself.
- added Immaculate Aim, Knowing the Spot, Overpower, and My Body is a Weapon.
- reworded Heavy Armour Master, so that it now mentions its Blocking Modifier and is further improved by Blocking Expertise.

- reworded Free Hand Enhancement so that it is more concise and clear about only negating Disadvantage imposed through the Free Hand property.

Action Economy

- moved the Defence Action to AC-less Defence.
- removed the paragraph about Reaction timing, as it was functionally equivalent to the existing base rule.

33.3.2 v0.8.2

General

- rearranged the chapters to roughly align with the structure of the PHB.

Introduction

- merged the section on values into the introduction.
- reworded the introduction accordingly.
- merged the previous chapter introductions into a Content Overview.

Surge Dice

- renamed Speed to Overtake, because it does not give movement speed, but it does make you overtake others in the Initiative order.
- renamed Swiftness to Speed, because it gives movement speed.
- changed Overtake to make it weaker in encounters with fewer creatures and to make it a bit more legible.

Species

- renamed from Character Creation.
- Small creatures now only get -1 to their Constitution score instead of -2 to their Strength score.

Martial Training

- changed Archery to depend on the Wisdom modifier.

- changed Duelling to depend on the Dexterity modifier.
- changed Heavy Weapon Master to depend on the Strength modifier.
- changed Knowing the Spot to depend on the Intelligence modifier.
- added Wounding Critical.
- moved some Aimed Strike features to general features due to their lack of weapon dependence.
- turned the Aimed Strikes option for Reliable Hits into a Martial Training feature.
- some minor linking and wording changes.

Shields

- the Buckler is now Diminutive.

33.3.3 v0.8.3

General

- added new chapter introductions.
- renamed the Combat section to Grappling & Shoving.
- renamed the Magic chapter to Spellcasting.
- added Miscellaneous Notes to the Appendix.
- moved changelogs into their own folder.
- fixed some spelling mistakes and changed some wordings.

Contests

- slightly reformulated Dodging, Blocking and Parrying to mention in passing that they resemble contests.

33.4 Changes for v0.7

33.4.1 New

Aimed Strikes: Introduced to make attack rolls more meaningful.

Contests: Added a chapter about them, as they were removed from the 2024 rules.

Rogue: now gains a new Surge Die feature on level 5: Prepared Strike.

Spells: Added adjustments to Blur.

Feats: Added adjustments to Weapon Master.

33.4.2 Removed

from Surge Dice: Dying Struggle, Elation and Kill Rush.

33.4.3 Adjusted

General

- Committed to 2024 rules. All changes are now in reference to 2024 rules.
- Put the context and rationale for the rules at the start of each section again.
- Moved Reflections to the Introduction.
- Added a chapter for tables.
- Added an appendix with past changelogs.

AC-less Defence

- Added an example for Armor Class to Damage Reduction conversion.
- Damage Reduction now applies to attacks instead, including spell attacks. This is meant to be a buff to Damage Reduction and meant to make it more intuitive when it applies and when it doesn't. This also restores the classic connection between attacks and armour.
- Removed Dodging from the list of reactions that can reduce attack damage to 0 and thus make the attack count as a miss, because Dodging explicitly states that a dodged attack misses.
- Added a new set of smaller sizes and changed multiple base Missing Thresholds.
- Added a table as a reference for the sizes.

Action Economy

- Free Reactions no longer reference Free Actions, as those are not part of the 2024 rules. They now refer to the free object interaction instead.
- Using the Ready action now gives an additional Reaction.
- Limited Prey on the Vulnerable to melee weapon attacks and tied it exclusively to the Incapacitated condition.

Vision & Focus

- Focus can now be switched once at the end of your turn for free, instead of as a Free Action, because those no longer exist as of the 2024 rules.
- Losing Focus now depends on the Incapacitated condition or loss of perception.

Spell Manipulation

- Limited range to 60ft.

Parrying

- Named the value by which a parried attacks damage is reduced Parrying Power and added a separate paragraph about it.
- Explicated that temporary damage increases also increase Parrying Power.
- Critical Parries now have increased Parrying Power.

Armour

- Now features a table with armour stats.

Feats

- Now offers the entire feat description.
- Moved Fighting Styles to this chapter.
- Rephrased and buffed Defensive Duellist.
- Made the changed Dual Wielder a variant instead of a replacement.
- Heavy Armour Master now uses the Proficiency Bonus, similar to the 2024 rules.
- Shield Master now forces an Athletics contest instead of a saving throw.

Classes

- Moved all class changes into their own chapter.
- Moved the monk Surge Die feature to level 5.

Spells

- Now offers the entire spell description.

33.5 Changes for v0.6

General

- extracted Adjustments to their own chapter, featuring changes for Equipment, Class Features, Feats, Fighting Styles, Spells, and Monsters.
  - Shields no longer give damage reduction.
  - Buffed the Hunter's Multiattack Defence.
  - Changed Dual Wielder, Savage Attacker and Shield Master.
  - Added spell changes for Shield, Mage Armour, and Barkskin.
- Renamed the Backstab Advantage & Focus chapter to Vision & Focus. Added two paragraphs about Vision and rephrased a few things.

Action Economy

- Added a paragraph on general reaction timing and cleaned up other descriptions throughout the rules accordingly.

AC-less Defence

- Removed the Constitution Modifier from the base Damage Reduction.
- Defensive Reactions are now rolled with Disadvantage against critical hits.
- Size now impacts Missing Threshold.

Dodging

- Dodging Bonus is reduced when wearing medium armour or heavy armour.
- Added passage that allows the use of the Evasive Stance as a Bonus Action for some characters.

- Made much of the wording more concise.
- Dodge & Roll can now also be used against area effects.

Blocking

- Blocking is now a skill that depends on shields.
- Moved the flat Blocking Bonus to shields themselves.

Parrying

- a bit cleaner now and also skill-ish.
- Now features a weapon lock mechanic.

Monk changes are new.

Spell Manipulation

- Spell Manipulation is now a skill and thus no longer starts with a flat bonus.
- Extracted reaction timing and line of sight to the caster to be prerequisites for all manipulation options. This is the same as before, but the options are now more quickly read.
- Thwart can now be buffed by spending a spell slot.
- Amplify can now fail, unless a spell slot is spent.
- Weaken can now turn the saving throw into a success when a spell slot is spent.

Surge Dice

- Added an option to improve Initiative.
- Restricted Power to Attack Rolls and Damage.
- Renamed Speed to Swiftness. You can now use the gained movement immediately.

33.6 Changes for v0.5

General

- slightly better wording

- a few more links
- a bit more elaboration

Action Economy

- Tripping up (new)
  - You can now make a shove attack as a Reaction to trip up a moving creature

AC-less Defence

- Clarified intentions
- adjusted the Battle Masters' Evasive Footwork and Riposte
- adjusted the Hunters' Multiattack Defence
- adjusted the Dual Wielder Feat

Dodging - Dodging Bonus

- Now only takes Acrobatics (to buff DEX a bit)
- adjusted the Rogues' and Hunters' Uncanny Dodge

Parrying

- made multi-weapon-parrying possible
- adjusted the Defensive Duelist Feat

33.7 Changes for v0.4

Spell Manipulation (new)

- possibility to do stuff with and against spells
- Thwart
  - make a spell attack miss
- Weaken
  - improve the saving throw for a creature affected by a spell
- Amplify
  - improve the spell of an ally

33.8 Changes for v0.3

General

- reordered the chapters to make more sense

Action Economy - Reserving Actions

- now only gives one Reaction per Action

Dodging

- added elaboration on the idea
- Dodging Bonus (new)
  - Value to add to a dodging ability check
  - = 5 + either Athletics or Acrobatics
- Dodge & Roll
  - increased distance to 10 feet

Parrying (new)

- you can now use a reaction to parry, nice
- Parrying Bonus
  - value to add to a parrying ability check
  - = 5 + attack bonus of the parry weapon
- Parry
  allows you to parry a melee attack, potentially reducing it's damage to 0
- Parrying Stance
  - allows you to parry more
- Battle Master - Parry
  - reworked to fit
- Monster Parries
  - adjusted existing parries accordingly

Surge Dice

- usage needn't be announced at the start of an action anymore
- removed Regeneration

- Tenacity reintroduced
  - now only gives temporary HP until the start of your next turn
- Speed
  - no longer scales with the roll
  - gives 10ft. of movement speed per die spent on this option
- Skill (new)
  - add the roll to any one roll you make
  - replaces multiple other previous options
- Last Stand -> Dying Struggle
  - now only triggers once when dropping below 25 maxHP
- Elation
  - now triggers after applying the effects of the attack

33.9 Changes for v0.2

Action Economy - Free Reactions (new)

- every turn, in addition to a Reaction, you also have one Free Reaction that can be used for some stuff.

Vision & Focus

- More precise wording
- Switch Focus now takes a Free Reaction instead of a Reaction
- Switch Focus can also be used as a Free Action
- Draw Focus (new)
  - You can draw the focus of a creature somewhere else through various means.
- Losing Focus (new)
  - You now lose focus under certain circumstances.

AC-less Defence

- Damage Reduction
  - now only reduces non-spell damage
  - cleaned up wording

- Shields
  - cleaned up wording

Blocking

- Blocking Bonus (new)
  - value to add to a blocking ability check
  - = 8 + either Strength mod or Dexmod + Proficiency (if proficient with shields)
- Defensive Stance & Protective Stance
  - limited the uses to the Proficiency Bonus

Dodging - Evasive Stance

- limited the uses to the Proficiency Bonus

Variable attack actions

- tried to add it, but the PHB was faster

33.10 Changes for v0.1

Vision & Focus - Escape Focus

- only against larger creatures
- only Acrobatics, not Stealth

AC-less Defence - Damage Reduction

- only reduces non-magical damage

Surge Dice

- specified that their use has to be announced at the start of the action they are used with to clean up intent
- removed Tenacity (temp HP)