

Choe Pho

A new world of fantasy



Gamemaster's Screen



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Stinky Goblin

Choe Pho

Template: [http://www.d20srd.com](#)



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Marrow Effects

Marrow Effects: 1 point. A character can spend 1 point of Marrow to ignore the effects of the following conditions until the end of their next turn: charmed, frightened, poisoned, stunned or unconscious. Alternatively, the character may expend 1 point of Marrow to ignore the character's highest level of exhaustion. Conditions ignored with an expenditure of Marrow begin affecting the character as normal at the end of their next turn, though the turn in which the conditions were ignored does count against the duration of the condition, if a duration applies.

Marrow Effects: 2 points. A character can spend 2 points of Marrow to expend a hit die in combat. This allows the character to roll that hit die to regain lost hit points as if he had completed a short rest. Hit dice expended through this feature cannot be regained until the character completes a long rest. Alternatively, the character may expend 2 points of Marrow to ignore the character's highest 2 levels of exhaustion, subject to the duration & limitations outlined above.

Marrow Effects: 3 points. A character can spend 3 points of Marrow to gain Inspiration if she does not currently have Inspiration. This Inspiration is retained until the character expends it. Alternatively, the character may expend 3 points of Marrow to ignore the character's highest 3 levels of exhaustion, subject to the duration & limitations outlined above.

Marrow Effects: 4 points. A character can spend 4 points of Marrow to simulate the effects of having completed a short or long rest. The character must choose whether a short or long rest is being simulated at the time of the expenditure. Simulating a short or long rest in this fashion functions in every way like actually completing the rest, with the exception that the character does not regain spent Marrow from a simulated rest. Alternatively, the character may expend 4 points of Marrow to ignore the character's highest 4 levels of exhaustion, subject to the duration & limitations outlined above.

Marrow Effects: 5 points. A character can spend 5 points of Marrow to activate a dharmachakra. Alternatively, the character may expend 5 points of Marrow to ignore the character's highest 5 levels of exhaustion, subject to the duration & limitations outlined above.

Table: Ability Scores and Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Table: Random Encounters – East

1d12 Result	Encounter
1	1 owlbear
2	2d4 bandits
3	1d4+1 wolves
4	1d4 kitsune scouts
5	1d4+1 giant badgers
6	1 swarm of poisonous snakes
7	2d6 giant wolf spiders
8	2d4 tribal warriors
9	1d4 elk
10	2d4 giant bats
11	1 tengu priest of Sojobo
12	1d4 harpies

Table: Random Encounters – North

1d12 Result	Encounter
1	Pack of 1d4+2 wolves
2	Pit trap (simple)
3	1 ogre
4	tsuchigumo hunting trap
5	1d4 pseudodragons
6	Wild herd of 2d10 goats
7	1d4 giant wolf spiders
8	1d4 human commoners
9	1d4 harpies
10	1d4 violet fungi
11	1 lion
12	1d4 tsuchigumo scouts

Table: Random Encounters – South

1d12 Result	Encounter
1	1d4+1 nekomata guards
2	1d4 cockatrices
3	1 leopard (panther)
4	2d6 zombies
5	2d6 human bandits
6	temple
7	1d4 giant boars
8	2d4 axe beaks
9	monastery
10	1d6 giant wasps
11	1d4+1 nekomata acolytes
12	1 pegasus

Table: Random Encounters – West

1d12 Result	Encounter
1	1d4 dust mephits
2	1 swarm of scorpions
3	2d4 bandits
4	2d4 jackals
5	1d4 giant vultures
6	1d4 giant spiders
7	1 death dog
8	1 lion
9	1 swarm of beetles
10	1 giant scorpion
11	2d4 slytherine tribal warriors
12	1 swarm of poisonous snakes

Conditions

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Table: Random Encounters – Plains of Marrow

1d12 Result	Encounter
1	2d8 zombies
2	1d4 specters
3	chaotic vortex
4	1d4+1 shadows
5	1 ghast

6	regional reality
7	2d8 skeletons
8	1d4 +1 stirges
9	chaotic vortex
10	1 will-o-the-wisp
11	1d4+1 ghouls
12	1 wight

Table: Dharmachackra Generator

1d20	Dharmachackra
1	Love between a noble and peasant, denied by the law of the land, must be resolved.
2	A ghost relives its final day, seeking to discover the identity of its killer. It must find peace.
3	A demon uses forbidden symbols to enslave humanoids. The slaves must be freed.
4	A necromancer commands hordes of undead from a tower fortress. The necromancer must be removed.
5	An old tree is dying. The spirit tied to the tree begs for help and relief. It must be sated.
6	A plentiful garden is guarded by a sphinx. Its riddles must be solved.
7	A decaying castle stands atop a mountain peak. Its secrets must be unearthed.
8	A dispute has arisen between fair folk and humanoids over the fate of a child who partook of faerie gifts.
9	An underground tomb contains the treasures of a mighty warrior-priest, and is guarded by his specter.
10	A court proceeding to determine the fate of an accused thief in a secluded hamlet.
11	A humanoid woman carries the child of a spirit. The locals want the child killed, the mother wishes to keep it.
12	Strange magic preserves the bodies of the dead, trapping their souls within. Its source must be discovered and addressed.
13	A verdant oasis is overrun by aggressive territorial beasts, which must be slain or soothed.
14	Fire and water are out of balance and engaged in conflict. This must be resolved.
15	A dozen teenage commoners hide in a small encampment as a relentless revenant hunts them. The monster must be stopped.
16	A village offers a daily sacrifice to a false god. They are deceived by one of their own. This must be proven.
17	A well in the center of a city grants a single wish when fed a gem. Each time a wish is granted, a citizen dies an unnatural death.
18	A poet died at their table, composing a final masterpiece. It is a stanza short of completion. This cannot stand.
19	A pair of siblings locked in a deadly feud threaten to drag their whole village into bloody conflict.
20	Strange, short and stout humanoids work ores from the ground into strange metals, armor and weapons. The fuel for their forges runs low, and they must find a replacement before the forges cool and their knowledge is lost.

The dharmachackra generator is a tool for generating regional realities, and the conflicts upon which they hinge on the fly. Each of the options above is a sample conflict, similar to a writing prompt, which can be used by the GM to set up the skeletal structure of a regional reality. This gives the GM ideas for core conflicts while retaining the freedom to customize each result to best suit the campaign.

Table: Race Generator

1d6	Race
1	Human
2	Nekomata
3	Tsuchigumo
4	Kitsune
5	Slytherine
6	Tengu

Table: Class Generator

1d6	Class
1	Berserker
2	Cleric
3-4	Monk
5	Ranger
6	Warlock

Table: Background Generator

1d6	Background
1	Acolyte
2	Healer
3	Laborer
4	Nomad
5	Seeker
6	Warrior

Table: Patron Buddha

1d6	Buddha
1	No Patron
2	Baarirron
3	Kalma
4	Sojobo
5	Tara
6	Yemoja

Table: Tara Aspect

1d6	Aspect
1	Black
2	Green
3	White
4	Red
5	Orange
6	White

Skills by Ability Score**Strength**

- Athletics

Dexterity

- Acrobatics
- Sleight of Hand
- Stealth

Intelligence

- Arcana
- History
- Investigation
- Nature
- Religion

Wisdom

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

Charisma

- Deception
- Intimidation
- Performance
- Persuasion

Passive Checks

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

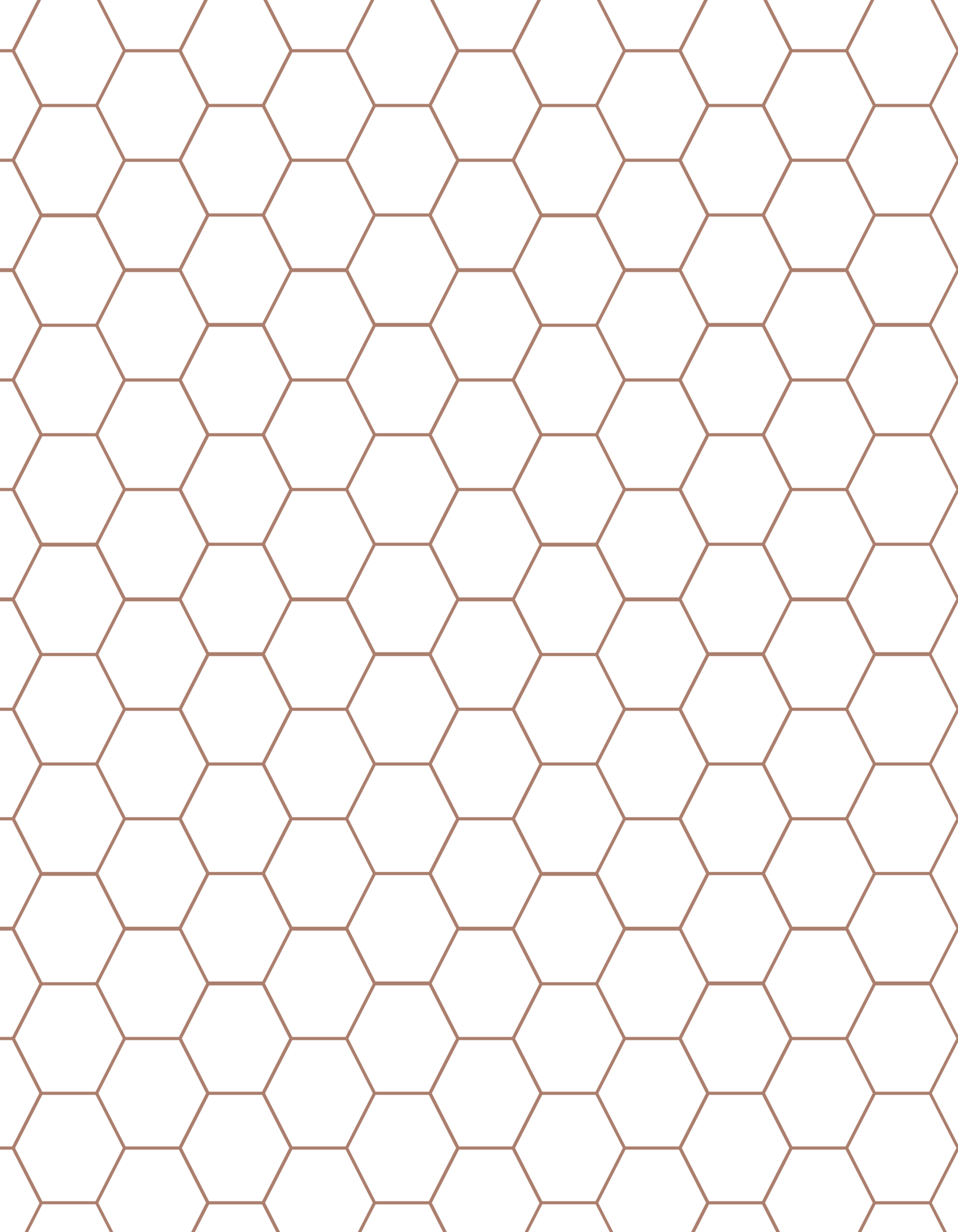
If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

Combat Tracker

Character	Initiative	Conditions/Current Hit Points
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		

Notes

Large empty rectangular area for taking notes during the combat session.



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