

Into The Unknown



Book 1: Characters



Into The Unknown



Basic & Expert rules for roleplaying in fantastical worlds of fantasy!

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INTRODUCTION

You have gone to the very edge of civilization to seek your fortune in the wilds. Few journey into the unknown and even fewer return. Those who do, tell tales of ancient ruins, fell beasts and great riches.

Settled lands may offer protection, and a proper order of things, for those who would accept duty, labor and obedience in return. You'd rather risk death braving the

harsh wilderness, ancient ruins and terrible monsters than toil for docile manual labor. You have one goal; the highest price: A life of glory and riches.



Welcome to *Into the Unknown*, a fantastical and imaginative game of role playing set in the borderlands of a medieval fantasy world where magic is real, ancient ruins and monsters abound and treasure is plentiful – if you brave the many dangers to seek it out.

Learn how make a heroic fighter, a cunning rogue, a wily wizard or a noble cleric, chosen for a divine cause. Then set off on fantastic journeys into the unknown!

What Is A Role-playing Game?

A roleplaying game is a collaborative effort of imagination between a group of players and a Game Master [GM]. The GM sets the scene and you, the player, describe what you want your character to do within that scene. Anything you can plausibly imagine your character doing, they can do or at least attempt. The GM then describes back what happens.

The rules and dice only come into play when you want to do something difficult, dangerous or contested.

A Light & Simple Game

Into the Unknown is a simpler, easier, non-'advanced' rendition of the 5th edition of the world's most popular role-playing game, inspired by the 80s "Basic" and "Expert" rules of the game. That is for two reasons:

Speed of play and to further the imagination in play.

Rules that define in great detail *how* to do things tend to have the unintended consequence of dictating what you *can* do. Increasingly comprehensive rules seem to confine the actions of players to what the rules tell you *how* to do, before your own creativity asks the question "What would I *like* to do?", ultimately becoming a case of "what is not overtly permitted is forbidden". If you don't have the 'Use Rope' skill, you can't tie a knot.

Simple rules leave things open in order to let your imagination dictate what you *can* do, before the rules attempt to tell you *how* to do it.

Into The Unknown seeks to be light enough to give the imagination a wide berth to let you play to the scene over playing to the rules. When the rules do enter the picture, they aim to be simple and intuitive enough to get out of your way and let your imagination do the heavy lifting. When in doubt, just shout it out and roll!

An Old School Renaissance

"We play the old games, and the games that feel like the old games."

— Joseph Bloch, *One Man's Definition of the OSR*

The old school style of play has a different emphasis to many modern, more storyline-driven, games: It's built around open-ended explorative 'sandbox' campaigns, driven by player initiative and relying on procedural play to create outcomes and content. It shifts the role of Game Master from story plot designer to arbiter and environment creator, facilitating *player* created stories.

Into the Unknown provides a cohesive modern rules set for the old school style of open-ended, procedural play.

It does not seek to only be old school (the old games are there for that), but to channel the "Old School Renaissance", and use the decades of experience from the gaming community, to refine and streamline the rules with modern mechanics in order to facilitate and support the old school spirit, and style of play.

Into the Unknown is designed to be modular, easy to run, tinker with, and adapt to your purposes. If you like parts of the game, but would rather use it for something else than old school play, nothing will break from you doing so. It is a game that *wants* you to make it your own. To quote Matt Finch, of *Sword & Wizardry* fame: Take this and imagine the hell out of it! *Anders Honoré*



• QUICK INTRO •

Into the Unknown is a roleplaying game where the players control **Player Characters (PCs)** whilst the **Game Master (GM)** controls all other human-like **Non-Player Characters (NPCs)** and also all other **Creatures**.



It is played with a set of polyhedral dice, each of which is represented by the number for the number of dice to be rolled and a 'd' followed by the number of sides the die has, ie **1d20** for one 20-sided die, **3d6** for three regular six-sided die, etc. **1d3** is rolled by halving the result of a d6. **1d100** is rolled with two d10s, and multiplying one of them by 10. **1d30** can similarly be rolled with a d10 and a d3 multiplied by 10, etc.

All characters have six different **Abilities**: **Strength (STR)**, **Dexterity (DEX)**, **Constitution (CON)**, **Intelligence (INT)**, **Wisdom (WIS)** & **Charisma (CHA)**.

Ability Scores give **Ability Modifiers**, small bonuses from -5 to +5, that can be used to increase the chance of success on **Ability Checks**, used when attempting tasks or overcoming challenges. For these, you roll a d20 and attempt to roll high to meet or exceed a **Difficulty Class (DC)**, a measure of how hard it is.

Some are **Passive Checks**, scores with a fixed value instead of rolling a die. Other checks may be done as **Group Checks** or as a **Contest** against someone else.

Ability Modifiers also modify **Saving Throws** (also called **saves**), also a d20 rolled against a DC, to avert harmful fates such as poisoning or being petrified.

Two ability modifiers, STR and DEX, can also modify **Attack Rolls** where you roll a d20 to try and meet (or exceed) your

opponent's **Armor Class (AC)**, a measure of protection, from physical attack, in order to land a hit. A roll of 20 always hits and is called a **Critical Hit**.

If you have proficiency with a task (for ability checks), a save or weapon, you can also add your **Proficiency Bonus** to these rolls besides your Ability Modifier.

In favorable conditions, you may gain **Advantage** on your roll (roll twice, take *highest*). If unfavorable, you may get **Disadvantage** (roll twice, take *lowest*).

Besides Abilities, a character has a **Class**, such as *Fighter* or *Magic-User*, which defines most of its capabilities, such as Hit Dice, special class abilities like spellcasting and **Proficiency Areas**, areas which you are especially skilled in and add your proficiency bonus to.

You also have a **Background**, such as *Outdoorsman* or *Highborn*, that rounds out your character and adds a Proficiency Area besides what your class provides.

If your character can cast spells, he does so by expending **Spells Slots**, of which he has a limited amount, of a given **Spell Level**, which range in power from 1st to 9th level. Some spells require **Concentration**. Only one concentration spell can be maintained at a time and may end early if the caster takes damage.

Finally, all characters choose an **Alignment**, such as *Lawful*, *Neutral* or *Chaotic*, to show who they side with and their approach to adventuring life and the world.

During adventures, PCs accumulate **Experience Points (XP)**. Once enough XP has been accumulated, a character **gains a level** (which go up to 20), improving its abilities and acquiring new ones.

Combat is divided into a **Round** of six seconds, during which each combatant can take a **Turn** where they can **Move** (typically 30 feet) in addition to taking an **Action** such as *attack* or *casting a spell* and possibly even a **Bonus Action**, a special extra action sometimes provided by a class ability or particular circumstance.

Depending on what others do, they might also take a **Reaction** on someone else's turn. You decide the order of turns in a round, **Initiative**, by rolling high on 1d20.

When hit in combat, damage is taken off your **Hit Points (hp)**. You have a number of **Hit Dice (HD)**, which determine your maximum number of hp and also how many hp you recover when taking a **Rest**. At 0 hp, you must make **Death Saving Throws** to see if you die.

Not all encounters lead to a fight. **Reaction** rolls help determine if a creature or NPC is hostile, neutral or friendly towards you at first glance.

Not all fights are to the death. Creatures and NPCs, including henchmen, have a **Morale** score, determining how likely they are to stop fighting when it goes poorly.



Outside of combat, you act in **Exploration Segments** of ca. 10 minutes (or: one significant action) in the dungeon, and **Watches** of 4 hours each on journeys.

A **Short Rest** takes a segment and aids basic recovery of hp and some class abilities. A **Long Rest** is 2 watches and restores both health and abilities more thoroughly.

If you carry more than 1/3 of your STR score in stone (15 lb), you are **Encumbered**. If you carry over 2/3, you are **Heavily Encumbered**. Each reduces your speed.

Gold pieces (gp) are the basic unit of currency for which goods are traded. One gold piece is worth 10 **silver pieces (sp)** or 100 **copper pieces (cp)**.

• GETTING STARTED •

Creating a character has six simple steps that, once you are familiar with each step, should not take more than 20 minutes to complete:

1. *Discover* or *choose* your character

A/ *Discover* your Character

2. Generate Abilities [p. 5]
2. Choose your Class [p. 6]
4. Choose Class Feature (humans only)
5. Choose Background [p. 33]

B/ *Choose* your Character

2. Choose your Class [p. 6]
3. Choose Class Feature (humans only)
4. Choose Background [p. 33]
5. Generate Abilities [p. 5]
6. Alignment, Languages & Finishing Touch [p. 39]
7. (Optionally) buy equipment [p. 40].

Later chapters will cover each step in detail, but here's a brief summary to get started:

Decide first whether you want to *Discover* what character to play (roll for abilities) or *Choose* one (use a Standard Array). This affects the order of the next steps.

A character starts with one **Class**, of which there are four core ones to choose from: *Fighter*, *Rogue*, *Magic-User* and *Cleric* – With your GM's permission there are also three racial classes: *Dwarf*, *Halfling* and *Elf*. Class is probably the most significant choice for character creation. It defines your role and grants you special class abilities, such as spellcasting or special combat moves.

It also dictates the *Hit Die* you use and how many *Hit Points* you have (these state how durable you are when taking damage), grants two ability score increases, gives you most of your starting equipment, tells you what armor and weapons you can use and defines one of your *Proficiency Areas*, the tasks and activities you are proficient in.

You then choose a **Class Feature** to set your character apart from others with that class (racial classes do not have class features).

Fighters choose a *Fighting Style*, such as *Mighty Deeds* or *Deadeye*. Rogues choose a *Rogue Scheme* they excel at above others.

Priests choose a *Divine Order* such as being a Cleric of Law or nature-oriented Druid, while Magic-Users choose an *Arcane Origin*, such as Wizard, Sorcerer or Warlock, that defines how they obtain their magic.

After that, if you chose one of the four core human classes, you choose a **Background** which, alongside your choice of class, rounds out your proficiency areas and helps define what kind of adventurer your character is (racial classes instead define *personality traits* as a proficiency area). Make it your own with a one or two *Narrative* words.

Finally, choose which **languages** your character can speak, decide on an **alignment** to indicate your characters allegiances and add finishing touches such as name, appearance and personality traits.

Optionally, if you aren't using the equipment suggested for your class/background, you buy this at the end.

Choosing a Class

Once you have rolled your attributes, you may wonder which class goes well with them. As a quick rule of thumb, Fighters benefit most from high STR or DEX and Rogues from high DEX. Priests benefit from high WIS and magic-users

from high INT or CHA (depending on Arcane Origin). Dwarves benefit most from high STR, elves from high DEX and CHA, whilst Halflings enjoy high DEX.

These are just guidelines. Above all, choose a class you want to play.

ABILITY GENERATION

"I know this: if life is illusion, then I am no less an illusion, and being thus, the illusion is real to me. I live, I burn with life, I love, I slay, and am content." - Conan the Barbarian (Queen of the Black Coast)

All characters have six **Abilities**: *Strength* (STR), *Dexterity* (DEX), *Constitution* (CON), *Intelligence* (INT), *Wisdom* (WIS) and *Charisma* (CHA). Alongside choice of class, your abilities are the most defining mechanical trait of your character. There are two methods for generating abilities: Discover your character or choose it.

• DISCOVER YOUR CHARACTER •

If you decided to *discover* your character, you roll dice for abilities. This can yield unpredictable characters that you would never have come up with yourself.

Remember each class gives two +1 bonuses and racial classes give a +2 & a +1 bonus!

Make sure the GM and one other player are witness your rolls. Roll 4d6 and discard the lowest die. Record this and repeat six times, assigning them in order to each ability.

After choosing class, you may once exchange scores between any two abilities if you like.

VARIANT: The two standard methods are balanced against each other and can be used by different players in the same party.

If everyone rolls to discover their character it may be more fun to do it the old school way: 3d6 in order. No backsies.



• CHOOSE YOUR CHARACTER •

Standard Arrays (Quick Pick: B)

A	15	14	12	11	10	10
B	15	14	13	10	10	10
C	15	14	13	12	10	8
D	15	15	12	11	10	8
E	15	15	14	10	8	8

If you decided to *choose* your character, pick one of the standard arrays from the *Standard Arrays* table and assign each value to your six abilities as you like.

Remember each class gives two +1 bonuses and racial classes give a +2 and a +1 bonus!

A will give you a wellrounded character with one very high primary stat, a high secondary stat, broad capability and no real weaknesses.

Each successive array towards **E** is gradually slanted towards more extremes – More high or very high abilities, but less broad capability and more weak abilities. The same is true for

Arrays suited for Demi-humans (Quick Pick: F)

F	14	14	13	12	10	10
G	14	14	13	12	12	8
H	15	14	14	10	10	8
I	15	14	14	12	8	8

the demi-human arrays, with **F** the most wellrounded and **I** the most extreme.

CLASSES

• FIGHTER •

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious barbarian Viking raider, a deadly mercenary swords-woman, a grizzled sylvan ranger or a chivalrous knight, a leader of men and protector of the innocent.

Fighter

Level	Title	Proficiency Bonus	Features
1st	Veteran	+2	Fighting Style, Second Wind
2nd	Warrior	+2	Action Surge I
3rd	Weaponmaster	+2	Improved Critical
4th	Hero	+2	Ability Score Improvement I
5th	Swashbuckler	+3	Extra Attack I
6th	Myrmidon	+3	Ability Score Improvement II
7th	Champion	+3	Remarkable Athlete
8th	Superhero	+3	Ability Score Improvement III
9th	Lord	+4	Indomitable I
10th		+4	Additional Fighting Style

Class Features

Hit Dice: 1d10 per level

Hit Points at 1st Level: 10 + CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + CON modifier per level after 1st

Ability Score Increase: Your choice of Strength *or* Dexterity increases by 1 and your Constitution by 1.

Size: Your size is Medium.

Speed: Your base walking speed is 30 feet.

Armor: All armors and shields

Weapons: All weapons

Equipment: You start with the following equipment:

- (a) banded mail *or*
- (b) leather armor, longbow & 20 arrows
- (a) any 2 non-heavy weapons & shield
- or* (b) any heavy weapon
- (a) a light crossbow & 20 bolts *or*
- (b) 2 handaxes
- (a) a dungeoneer's pack *or*
- (b) an explorer's pack

Proficiency Area: You're proficient in every aspect of combat, from strategy, mounted combat, intimidation and weapons lore to improvised stunts.

You are also skilled in all kinds of athletic feats, such as swimming, climbing, jumping, and feats of strength.



1st Level Abilities

SECOND WIND: On your turn, you can use a bonus action to regain 1d10 + fighter level hit points that you lost during the current Segment. You may do this once per rest.

CLASS FEATURE - FIGHTING STYLE: You adopt a particular style of fighting as your specialty. You also gain any *Style Focus (named in italics)* listed for the given style. You can't pick a Fighting Style more than once. Choose one of the following.

Class Feature: Fighting Styles

Roll 1d10 or pick (*Quick Pick: Mighty Deeds*)

1-2 MIGHTY DEEDS Add 1d8 to any physical ability check, attack roll or damage roll you are proficient in. You can use this ability before or after making the roll.

You may perform Mighty Deeds a number of times equal to your proficiency bonus per long rest.

More Deeds: You replenish your uses of Mighty Deeds with a short rest as well as a long rest.

3-4 SWORD & BOARD When you are wielding a melee weapon in one hand and no other weapons (except a shield), you gain a +2 bonus to damage rolls with that weapon.

Shield Block: When wielding a shield, you can use your reaction to add your proficiency bonus to your AC for a melee attack that hits you, potentially causing it to miss you instead.

5-6 TWO-WEAPON FIGHTING When fighting with two weapons, you can add your ability modifier to the damage of the second attack.

Dual Mastery: You add +1 to AC when dual-wielding, can dual-wield non-Light weapons and draw or stow 2 such weapons instead of 1 when *Interacting with Objects* in combat (b2, p.21).

7-8 GREAT WEAPON FIGHTING When you roll 1 or 2 on a damage die, you can reroll the die. You must use the new roll, even if it's a 1 or 2.

Power Blow: Before making a melee attack, you can use your bonus action to drop your proficiency bonus to hit to 0. If the attack hits, add twice your proficiency bonus to damage.

Cleave: Whenever you score a critical hit or reduce a creature to 0 hit points, you can drop your speed to 0 for the rest of the turn in order to make an extra attack with the same weapon.

The weapon used must have the two-handed or versatile property and be wielded in melee with two hands for you to gain any of these benefits.

9-10 DEADEYE Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. You may ignore half cover and treat three-quarters cover as half cover for attack rolls with ranged weapons.

Aim: You may spend a bonus action to aim in order to ignore disadvantage for long range and add your proficiency bonus to damage on your next ranged weapon attack in the same turn.

Quickshot: If you have advantage on a ranged attack against a target on your turn, you can forgo advantage this turn to make an extra ranged attack against that target as a bonus action. Both attacks are made with disadvantage.

2nd Level Abilities

ACTION SURGE: On your turn, you can take one additional action on top of your regular action. You may do this once per short or long rest.

3rd Level Abilities

IMPROVED CRITICAL: Your weapon attacks score a critical hit on a roll of 19 or 20.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I: Increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase an ability score above 20 with this feature.

5th Level Abilities

EXTRA ATTACK: You can attack twice, instead of once, when you take the Attack action on your turn.

6th Level Abilities

ABILITY SCORE IMPROVEMENT II: Same as the 4th level Ability Score Improvement I.

7th Level Abilities

REMARKABLE ATHLETE: Add half your proficiency bonus (round up) to any STR, DEX, or CON check that doesn't already use your proficiency bonus.

In addition, the running long jump distance you can cover increases by feet equal to your STR modifier.

8th Level Abilities

ABILITY SCORE IMPROVEMENT III: Same as the 4th level Ability Score Improvement I.

9th Level Abilities

INDOMITABLE: You can use your reaction to reroll a failed saving throw. You must use the new roll, and you can't use this feature again until you finish a short rest.

10th Level Abilities

ADDITIONAL FIGHTING STYLE: You can choose a 2nd Fighting Style class feature. This additional style does not include any of the listed *Style Focus*. Alternatively, You can gain +1 to AC while in armor.



• ROGUE •

You are resourceful, individualistic, with a wide range of talents. You may be a clever thief, canny woodsman, daring relic scavenger, madcap daredevil, or a savvy entertainer. Rogues can represent almost any character idea. A true jack-of-all-trades, you are handy in and out of a fight and always have a trick up your sleeve.

Rogue

Level	Title	Proficiency Bonus	Sneak Attack	Features
1st	Apprentice	+2	1d6	Mastery, Sneak Attack, Rogue's Scheme
2nd	Footpad	+2	1d6	Cunning Action
3rd	Robber	+2	2d6	Fast Hands, Second Story Work
4th	Burglar	+2	2d6	Ability Score Improvement I
5th	Cutpurse	+3	3d6	Uncanny Dodge
6th	Sharper	+3	3d6	Greater Mastery
7th	Pilferer	+3	4d6	Evasion
8th	Thief	+3	4d6	Ability Score Improvement II
9th	Master Thief	+4	5d6	Supreme Sneak
10th		+4	5d6	Ability Score Improvement III

Class Features

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + CON modifier per rogue level after 1st

Ability Score Increase: Increase your DEX score and one *other* attribute score of your choice each by 1.

Size: Your size is Medium.

Speed: Your base walking speed is 30 feet.

Armor: Light armor

Weapons: All simple weapons, hand crossbow, scimitar, broadsword & rapier.

Equipment: You start with the following equipment:

- (a) a rapier/broadsword *or*
- (b) a scimitar/cutlass
- (a) a shortbow and quiver of 20 arrows *or*
- (b) a scimitar/cutlass
- (a) a burglar's pack, (b) a dungeoneer's pack, *or* (c) an explorer's pack
- (a) Leather armor, two daggers, and thieves' tools

Proficiency Area: All rogues are proficient in a Tool Kit of their choice and the art of stealth. You also gain an extra proficiency area from your chosen Rogue Scheme.

1st Level Abilities

MASTERY You may treat an ability score of your choice as a proficiency area, adding your proficiency bonus to all ability checks with your chosen ability score.

Furthermore, your proficiency bonus is doubled for any ability check, where two of your proficiency areas would give proficiency for the same check.

SNEAK ATTACK Once per turn, you can deal extra damage to one creature you hit with a finesse or ranged weapon, as shown in the *Sneak Attack* column. One of the following three conditions must apply:

- A) Advantage on the attack roll, *or*
- B) A non-incapacitated enemy of the target within 5 feet of it and no disadvantage on your attack roll *or*
- C) Attacking a surprised target.

CLASS FEATURE - ROGUE SCHEME Individualistic to a fault, no two rogues are quite alike. Choose a scheme to define what kind your character is. You also gain the *Scheme Focus (named in italics)* listed for the scheme.

Class Feature: Rogue Schemes

Roll 1d4 or pick a scheme (*Quick Pick*: Thief).

1 THIEF Whether as a treasure hunter or a common burglar, you hone your skills in all the larcenous arts. You know either Thieves' Cant or an ancient dead language of your choice.

Proficiency Area: You are skilled in the larcenous arts, from discovery, investigation, retrieval and re-selling of your chosen object. Your choice of being a relic hunter or common thief may influence what this skill set entails.

Trapfinder: You have advantage on saving throws versus traps and resistance to damage from traps. You have advantage on WIS and INT checks to detect the presence of secret doors (+5 for passive checks) and can *Scout* without slowing your pace.

2 DRIFTER Bounty hunter, wood scout or explorer—You're at home in the great outdoors.

You always know which way is north and the hours left until the next sunrise or sunset.

Proficiency Area: You are skilled in all that being a wanderer entails, in particular the perceptive arts, whether it is tracking or discovery.

Watchful: You have advantage on initiative and can't be surprised while conscious.

Others don't gain advantage on attack rolls against you due to being hidden from you.

3 ACROBAT You are an artful equilibrist or an elegant swashbuckler.

Outside of combat, you can perform basic acrobatic feats, such as somersaults and tightrope walking, without having to roll a die.

Proficiency Area: You are naturally adept in all areas of flair, panache, poise, deftness, elegance, agility, acrobatics and mobility, including feats of jumping and climbing.

Lighthoofed: Your speed increases by 10 feet. When you use the *Dash* action, difficult terrain doesn't cost you extra movement on that turn.

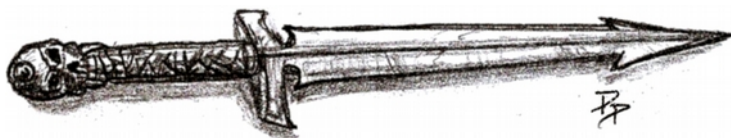
After making a melee attack, you don't provoke opportunity attacks from your target for the rest of your turn.

4 MOUNTEBANK You live by your wit, guile and silver tongue. Perhaps you are a slick trader, a cunning charlatan or simply a suave gadabout.

You're proficient with Disguise Kit and your choice of a musical instrument or gaming set.

Proficiency Area: Whatever involves fast-talk, deception, sleight-of-hand, legerdemain, tricks, ploys, persuasion or reading your mark - You are proficient in all these flim flams.

Conjurer of Tricks: You can cast the cantrips *Mage Hand* and *Minor Illusion* at will, as well as the 1st level spell *Charm Person* once per long rest. Your spellcasting ability is Charisma.



2nd Level Abilities

CUNNING ACTION You can use your bonus action on your turn to take a Dash, Disengage, or Hide action.

3rd Level Abilities

FAST HANDS You can use your bonus action on your turn to make a sleight of hand DEX check, disarm a trap, open a lock, or take a Use an Object action.

SECOND-STORY WORK Climbing no longer costs you extra movement. You may use your DEX modifier instead of STR for any climbing rolls you make.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I Increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 with this feature.

5th Level Abilities

UNCANNY DODGE When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

6th Level Abilities

GREATER MASTERY You gain all the benefits of Mastery with a second ability score of your choice.

7th Level Abilities

EVASION Whenever you make a DEX saving throw to take half damage, you instead take no damage if your save succeeds and only half damage if you fail.

8th Level Abilities

ABILITY SCORE IMPROVEMENT II: Same as the 4th level Ability Score Improvement.

9th Level Abilities

SUPREME SNEAK You have advantage on DEX (Stealth) checks if you move at half speed or less.

10th Level Abilities

ABILITY SCORE IMPROVEMENT III: Same as the 4th level Ability Score Improvement.



• PRIEST •

Though you're a devotee, it's more than your faith that distinguishes you from ordinary people. You were chosen by your deity, bonded to it and empowered by it to be a proxy of its cause. A mystic champion selected to act on its behalf.

As your inner spiritual eye deepens, so does your your bond with the deity and with it the miraculous divine knowledge your deity can place in your heart. Now you thread the pathways of danger to live up to the faith (and power) your deity has invested in you.

Priest

Level	Title	Proficiency Bonus	Features	Cantrips Known
1st	Acolyte	+2	Spellcasting, <i>Divine Order</i>	3
2nd	Adept	+2	Channel Divinity	3
3rd	Priest	+2	—	3
4th	Vicar	+2	Ability Score Improvement I	4
5th	Curate	+3	Channel Divinity Improvement	4
6th	Elder	+3	Channel Divinity (2/Rest), <i>Divine Order feature</i>	4
7th	Bishop	+3	—	4
8th	Lama	+3	Ability Score Improvement II, Divine Strike	4
9th	Patriarch	+4	—	4
10th		+4	Divine Intervention	4

Class Features

A priest gains the following class features.

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + CON modifier per cleric level after 1st

Ability Score Increase: Increase your WIS score and one other attribute score of your choice each by 1.

Size: Your size is Medium.

Speed: Your base walking speed is 30 feet.

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Equipment: You start with this equipment:

- (a) a mace *or* (b) quarterstaff *or* (c) a warhammer (if proficient)
- (a) scale mail *or* (b) leather armor *or* (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts *or* (b) any simple weapon
- (a) a priest's pack *or* (b) an explorer's pack

Proficiency Area: Besides general theology of your faith, you are knowledgeable in all the higher mysteries and esoteric religious lore of your deity, including lore of the enemies of your faith.



1st Level Abilities

SPELLCASTING The *Priest Spell Slots per Level* table shows your spell slots. To cast a spell, you must expend a slot of the spell's level or higher. Casting a spell doesn't remove it from your prepared spells.

You regain all spell slots after a long rest.

You prepare spells available for you to cast from the Priest spell list by choosing a number of spells equal to your spellcasting ability modifier + your Priest level.

The spells prepared must be of a level you can cast.

You can change your list of prepared spells again after a long rest. Preparing a new list of priest spells requires at least 1 minute per spell level for each spell on your list; spent in prayer and meditation.

Priest Spell Slots per Level

Level	1st	2nd	3rd	4th	5th
1st	2	—	—	—	—
2nd	3	—	—	—	—
3rd	4	2	—	—	—
4th	4	3	—	—	—
5th	4	3	2	—	—
6th	4	3	3	—	—
7th	4	3	3	1	—
8th	4	3	3	2	—
9th	4	3	3	3	1
10th	4	3	3	3	2

Spellcasting Ability

Wisdom is your spellcasting ability, used when a spell refers to your spellcasting ability. Use your WIS modifier when setting a saving throw DC for a spell or making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{proficiency bonus} + \text{WIS}$$

$$\text{Spell attack modifier} = \text{proficiency bonus} + \text{WIS}$$

Cantrips

Choose 3 cantrips from your available spell list.

Ritual Casting

You can cast your spells as a ritual if it has the ritual tag and you have the spell prepared.



CLASS FEATURE - DIVINE ORDER: Your choice of order defines the nature of your religion. It grants you domain spells, defines your spells list and grants you different ways to use Channel Divinity.

You also gain the Order Focus (named in italics) listed for the given order.

Class Feature: Divine Order

Roll 1d2 or pick an order of your own choosing (*Quick Pick: Cleric*).

1 CLERIC You're a holy champion of Law, or Good, invested by a deity to enact his will with a soothing touch and a heavy hand if need be.

You are proficient with heavy armor, morningstar, heavy mace, flail and war hammers.

You may choose spells from the cleric spell list.

Disciple Of Life When you use a 1st level spell or higher to restore hit points, the creature regains hit points equal to 2 + the spell's level.

The following spells are always prepared and don't count against the number of spells you can prepare each day.

Cleric Level	Spells
1st	bless, cure wounds
3rd	lesser restoration, spiritual weapon
5th	beacon of hope, revivify
7th	death ward, guardian of faith
9th	mass cure wounds, raise dead

Martial Caster: You can perform the somatic components of spells, even when both hands are wielding weapons and shield. You have advantage on concentration checks.

When a foe provokes an opportunity attack, you can use your reaction to cast a spell with a casting time of one action, targeting only that creature.

2 DRUID You're a sacred protector of nature, bonded with the World Root, the land itself.

You are proficient with the Herbalist kits.

You know Druidic, the secret language of druids and may learn both Sylvan and Primordial.

You may not wear metal armor while casting spells or using your Channel Divinity power.

You may choose spells from the druid spell list. The following spells are always prepared for you, and don't count against the number of spells you can prepare each day.

Druid Level	Spells
1 st	speak with animals, animal friendship.
3 rd	<i>barkskin, spider climb</i>
5 th	<i>call lightning, plant growth</i>
7 th	<i>divination, freedom of movement</i>
9 th	<i>commune with nature, tree stride</i>

Trackless Watcher: You gain a +5 bonus to passive perception (WIS) score. Dim light does not impose disadvantage on checks relying on sight.

Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them or taking damage from thorns, etc.

2nd Level Abilities

CHANNEL DIVINITY You choose which effect to create, when using Channel Divinity. You must then finish a rest to use your Channel Divinity again.

Some Channel Divinity effects may require saving throws. The DC equals your priest spell save DC.

Depending on your Divine Order, you gain the abilities listed in the table below.

Cleric	Turn Undead & Preserve Life
Druid	Wild Shape

Channel Divinity - Cleric: Turn Undead

As an action, present your holy symbol and speak a prayer. All undead within 30 feet that can see or hear you must make a WIS saving throw. If failed, it's *turned* for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect preventing it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity - Cleric: Preserve Life

As an action, you can present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your priest level.

Choose any creatures within 30 feet and divide the hit points among them. This can restore a creature to no more than half of its hit point maximum. You can't use this on undead or constructs.

Channel Divinity - Druid: Wild Shape

You can use your action to magically assume the shape of a beast that you have seen before. You can transform into any beast with a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed (for example a wolf).

You can stay in a beast shape for hours equal to half your priest level (rounded

down). You then revert to normal form unless you expend another use of this feature. You can revert earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While transformed, these rules apply:

Your game statistics are replaced by the statistics of the beast, except for your alignment, personality, INT, WIS, and CHA scores. You also retain all proficiencies, and gain those of the creature.

If the creature has the same proficiency as you and its bonus is higher than yours, use the creature's. If it has any legendary or lair actions, you can't use them.

When you transform, you assume the beast's hit points and Hit Dice. When you revert, you return to the hit points you had before transforming.

If you revert due to dropping to 0 hit points, any excess damage carries over to your normal form.

You can't cast spells, and your ability to speak or take any action requiring hands is limited to the capabilities of your beast form. Transforming does not break concentration on a spell you've already cast or prevent you from taking actions that are part of a spell that you've already cast.

You retain the benefit and use of any features from your class or other source if the new form is physically capable of doing so. However, you can't use any special senses, such as darkvision, unless your new form has that sense.

You choose whether your equipment falls to the ground, merges into your new form, or is worn by it.

Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear it, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must fall to the ground or merge with it. Merged equipment has no effect until you revert.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I Increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 with this feature.

5th Level Abilities

CHANNEL DIVINITY IMPROVEMENT You gain the following improvement to your Channel Divinity.

Cleric	<i>Destroy Undead</i>
Druid	<i>Wild Shape Improvement</i>

Channel Divinity - Cleric: Destroy Undead

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below the threshold shown in the *Destroy Undead* table.

Destroy Undead

Cleric Level	Destroys Undead of CR...
5th	1/2 or lower
8th	1 or lower

Channel Divinity - Druid:

Wild Shape Improvement

You can wild shape into creatures with fewer limitations and higher CR as per *Beast Shape* table.

Beast Shape

Lvl	Max. CR	Limitations	Example
5 th	1/2	No flying speed	Crocodile
6 th	1/3 priest lvl	No flying speed	
8 th	1/3 priest lvl	—	Giant eagle



6th Level Abilities

CHANNEL DIVINITY (2 USES PER REST)

DIVINE ORDER FEATURE Depending on your Divine Order, you gain the ability listed in the table below.

Cleric	<i>Blessed Healer</i>
Druid	<i>Dampen Elements</i>

Cleric - Blessed Healer

When you cast a 1st level spell or higher that restores hit points to another creature, you regain hit points equal to 2+spell level.

Druid - Dampen Elements

When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

8th Level Abilities

ABILITY SCORE IMPROVEMENT II: Same as the 4th level Ability Score Improvement.

DIVINE STRIKE Once on each of your turns when you hit a creature with a physical attack, you can deal an extra 1d8 radiant (cleric) or your choice of fire/cold/lightning (druid) damage to the target.

10th Level Abilities

DIVINE INTERVENTION As an action, you can call on your deity to intervene when your need is great.

Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your priest level, your deity intervenes.

The GM chooses the nature of the intervention; the effect of any priest spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

•MAGIC-USER•

You are a wielder of arcane power – Transcending the mundane world, performing reality-bending feats of wonder that normal people can barely imagine. You may bargain with other beings for power or rely on studies of others, but with magic at your call, you call no one master. Your personal power allows you to transcend the shackles of common people and attain true autonomy.

Magic-user

Level	Title	Proficiency Bonus	Features	Cantrips Known
1st	Hedge Mage	+2	Spellcasting, Arcane Recovery, Arcane Origin	3
2nd	Medium	+2	Arcane Origin Feature	3
3rd	Seer	+2	—	3
4th	Conjurer	+2	Ability Score Improvement	4
5th	Magician	+3	—	4
6th	Diviner	+3	Signature Focus	4
7th	Enchanter	+3	—	4
8th	Incanter	+3	Ability Score Improvement	4
9th	Thaumaturgist	+4	—	4
10th		+4	Spellcraft	4

Class Features

Hit Dice: 1d6 per magic-user level

Hit Points at 1st Level: 6 + CON modifier

Hit Points at Higher Levels: 1d6 (or 4) + CON modifier per magic-user level after 1st

Ability Score Increase: Increase your spellcasting ability score and one other attribute score of your choice each by 1.

Size: Your size is Medium.

Speed: Your base walking speed is 30 feet.

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Equipment: You start with the following equipment:

- (a) a quarterstaff *or* (b) a dagger
- (a) a scholar's pack *or* (b) an explorer's pack
 - (a) a spellbook *or* (b) alchemist's supplies *or*
 - (c) a scroll containing a 1st level spell of your choice

Proficiency Area: You have studied all things magical, and supernatural as well as all that has to do with the names and functions of things and beings, including philosophy, the occult sciences (alchemy, astrology, metaphysics) as well as arcane heraldry both mundane and otherworldly, including notable contemporary magic-users and their reputed knowledges.



1st Level Abilities

SPELLCASTING The *Magic-User Spell Slots per Level* table shows your spell slots. To cast a spell, you must have the spell prepared and expend a slot of the spell's level or higher. Casting a spell doesn't remove it from your list of prepared spells.

Magic-user Spell Slots per Level

Magic-User Level	1st	2nd	3rd	4th	5th
1st	2	—	—	—	—
2nd	3	—	—	—	—
3rd	4	2	—	—	—
4th	4	3	—	—	—
5th	4	3	2	—	—
6th	4	3	3	—	—
7th	4	3	3	1	—
8th	4	3	3	2	—
9th	4	3	3	3	1
10th	4	3	3	3	2

Spellcasting Ability

Depending on your Arcane Origin, Intelligence or Charisma is your spellcasting ability, used whenever a spell refers to your spellcasting ability. Use your INT/CHA modifier when setting a saving throw DC for a spell or making an attack roll with one.

Spell save DC = 8 + proficiency bonus + INT/CHA
Spell attack modifier = proficiency bonus + INT/CHA

Cantrips

Choose 3 cantrips from the magic-user spell list.

ARCANE RECOVERY Upon completing a short rest, you can recover expended spell slots of a combined level equal to or less than half your magic-user level (rounded up). The slots must be 5th level or lower. After using this ability, you must complete a long rest before you can use it again.

ESOTERIC TRAINING you gain the following benefits:

Tower of Iron Will: You know mystic exercises that grant you advantage on all concentration checks.

Memory Palaces: You can accurately recall anything you have seen or heard within the past month.

Exotic Tongues: You learn two additional languages of your choice. These can include exotic languages.

CLASS FEATURE - ARCANE ORIGIN: The source of your magic defines how you learn spells.

You regain all expended spell slots after a long rest.

You can prepare a number of spells equal to your spellcasting ability modifier + your Magic-user level (minimum one spell). The spells prepared must be of a level you can cast.

Class Feature: Arcane Origin

Roll 1d3 or pick an origin (*Quick Pick*: Wizard).

1 WIZARD Your power comes from deep metaphysical study and intellectual prowess. You use Intelligence as your spellcasting ability.

Spell Book Your spellbook contains six 1st-level magic-user spells of your choice. It is the repository of the magic-user spells you know and can prepare (except your cantrips, which remain fixed in your mind).

Arcane Study: Retaining your prepared spells requires 1 hour of daily study of your spellbook. Each day without studying your prepared spells results in losing a random spell from your prepared spells (GM rolls a die).

Once per day, when finishing a long or short rest, you can also change your list of prepared spells – This takes no extra time if done as part of your daily study. Else it takes 1 minute per spell level studying your spellbook for each new spell prepared.

Ritual Casting You can use your spellbook to cast a magic-user spell as a ritual, if that spell has the ritual tag and you have it in your spell book. You don't need to have the spell prepared.

Learning New Spells You must seek out new magic-user spells to add to your spellbook yourself, either by finding them on adventures, studying with a another wizard or researching them. Either way, these spells must be of a level for which you have spell slots.

2 WARLOCK/WITCH Your magic is derived from pacts with a powerful otherworldly entity.

Choose one of Charisma or Intelligence as your spellcasting ability.

Familiar Bond The *Find Familiar* spell is always prepared for you without counting against your prepared spells.

Pact Magic You always know only as many spells as you can prepare. During a long rest, you may commune with your patron under the light of the moon through your familiar, and petition it to exchange one prepared spell for a new one.

This requires a roll of your *spell attack modifier* against DC 12+spell level and takes 10 minutes per level of the spell. On a failure, the new spell is denied and may not be petitioned for again with the *Pact Magic* feature.

One prepared spell per spell level may be chosen from *any* spell list. The rest must be chosen from the magic-user spell list.

Learning New Spells Each time you gain a magic-user level or increase your spellcasting ability modifier, you can add a magic-user spell to your list of prepared spells. These must be of a level for which you have spell slots.

3 SORCERER You have an innate spark. Magic comes as naturally as breathing to you.

You use Charisma as your spellcasting ability and always know only as many spells as you can prepare.

Intuitive Magic Once per long rest, you may cast any spell from the Magic-user spell list you don't know. This expends a slot one level higher than the actual spell (or a 1st level slot if a cantrip) and causes a level of exhaustion.

Learning New Spells Each time you gain a magic-user level or increase your CHA modifier, you can add a magic-user spell of your choice to your list of spells prepared. Additionally, you can choose one magic-user spell and replace it with another magic-user spell. In either case, these must be of a level for which you have spell slots.

2nd Level Abilities

ARCANE ORIGIN FEATURE Depending on your Arcane Origin, you gain the ability listed in the table below.

Wizard	<i>Loremaster</i>
Warlock/Witch	<i>Improved Familiar</i>
Sorcerer	<i>Innate Magic</i>

Loremaster

Your proficiency bonus is doubled for any ability check involving scholarly knowledge. Also, when you roll initiative, you can opt to make an INT check instead of a DEX check.

Improved Familiar

Your familiar may be summoned in the form of an imp, pseudodragon, or sprite.

Your telepathic communication with your familiar and perception through its senses has no range limit as long as you are on the same plane of existence.

While perceiving through your familiar's senses, you can also speak through it in your own voice, even if it's normally incapable of speech.

Additionally, when you take the Attack action, you can forgo one of your own attacks to let your familiar make one attack.

Innate Magic

As a bonus action, you can create minor, non-harmful effects from the spells you know without casting a spell or using a spell slot. For example, *Gust of Wind* could have your hair always flowing in a breeze and *Dimension Door* could move a pearl between shells in a shell game. These effects should not be significantly stronger than described for the *Prestidigitation* cantrip.

Furthermore, once per long rest, you can expend 2 spell slots to cast a high level spell equal in level to the combined levels of the two expended slots. The spell must be on your list of prepared spells and can not exceed your highest possible spell level. The casting of it causes a level of exhaustion.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I Increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 with this feature.

6th Level Abilities

SIGNATURE FOCUS You can spend 8 hours attuning an arcane focus to your power. You may cast a spell (of no higher than 5th level) into the focus and store it. You can release it as a bonus action anytime you are wielding or wearing your focus. This uses up a spell slot that can't be recovered until the stored spell has been released.

The focus must be set with a gem worth at least 25 gp per maximum spell level you can store in it.

8th Level Abilities

ABILITY SCORE IMPROVEMENT II: Same as the 4th level Ability Score Improvement.

10th Level Abilities

SPELLCRAFT Once per short rest, you may apply one of the effects below to a spell as you cast it. Doing so expends a slot one level higher than the actual spell.

Careful Spell

When you cast a spell that forces others to make a saving throw, choose a number of creatures up to your spellcasting ability modifier (minimum one creature) – these chosen creatures automatically succeed on their saving throw against the spell.

Distant Spell

When you cast a spell with a range of 5 feet or more, you can double the range of it.

When you cast a spell with a range of touch, you can make the range of the spell 30 feet.

Subtle Spell

Your spell has no somatic or verbal components.

The Wizard's Spellbook

You can find new spells during your adventures. Else, you will have to spend downtime researching spells yourself.

Copying a Spell into the Book. When you find a non-cantrip spell, you can, if you could prepare it, add it to your spellbook and from there prepare the spell just like your other spells. This involves reproducing the form of the spell and practicing it until you understand the sounds or gestures required, then transcribe it into your spellbook.

It takes 2 hours and costs 25 gp/spell level. This represents components you expend experimenting to master the spell, and the fine inks needed to record it.

Replacing the Book. You can copy a spell from your own spellbook into another book, for backup. This is similar to copying a new spell but faster and easier. You only need to spend 1 hour and 10 gp per level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells you have prepared into a new one.

Learning from other wizards When non-hostile wizards cross paths, it is common to make informal inquiries to ascertain if they have spells to exchange to their mutual benefit (though their most prized spells might be kept secret!). Most wizards build relations with other wizards for just such purposes, whether through wizard guilds or more informal 'grapevine' networks.

You may seek out other wizards, or guilds and bargain for an exchange of spells (if you know any rare ones). Or offer money or services to learn a spell.

Such service costs at least 50 gp/spell level (half if you're a member of a guild).

It costs an extra 10 gp/spell level for the teaching wizard to transcribe a copy - to be paid by the student wizard, in addition to the regular cost of 25 gp per spell level to copy it into one's own spell book.

Researching new spells You may also try to research a spell yourself, if it is of a spell level you can prepare. This is time consuming - Requiring 1 week of downtime per spell level and two rolls of your *spell attack modifier* against DC 10+spell level - One halfway through and another at the end. If either fails you must start from scratch. It also costs 100 gp per week of research, in addition to the regular cost of 25 gp per spell level to copy it into your own spell book.

The Warlock/Witch's Patron

Your power is not learned, or given, but bought. At lower levels, the nature of your patron and the cost of the bargain may be left vague. As your character develops, you should, in collaboration with your GM, give thought to the nature of your patron and the cost of your pact. What price did you pay? Is it paid or to be paid?

Is it one of the Old Ones? The King of Elfland or a duke of Hell? Or an ancient wizard who has transcended time itself?

The nature of your patron might well reflect the secrets it has and will impart to you and the cost exacted for this power.

Bargaining for secret knowledge Perhaps a spell was denied you during your moonlight compact that you simply must have, or maybe some other favor or Boon is needed. If desperate enough, you may attempt to bargain for these things under the next moon outside your existing compact. The price may be higher than you may wish to pay though.

The Sorcerer's Innate Gift

Was your grandfather an elf lord? Or your mother an angel? Unlike other magic-users, you do not strive for or seek to tame power - It simply courses in your veins. You may *seem* human, but your bloodline has made you more than human. Your aura of personal power grants you effortless presence, as unnerving as it is beguiling.

BEYOND 1ST LEVEL

"I never saw a man fight as Conan fought. He put his back to the courtyard wall, and before they overpowered him the dead men were strewn in heaps thigh-deep about him. But at last they dragged him down, a hundred against one." — A Witch Shall Be Born

Character Advancement

Your character is awarded **Experience Points (XP)** for adventuring activities, such as exploration, overcoming foes, and by spending gold found on adventures (see "Downtime" [b2, p.13]). Once you reach a certain XP total you **gain a level**.

When your character gains a level, his or her class grants additional features. In addition, all characters' proficiency bonus increases at certain levels.

When you gain a level, you gain 1 extra Hit Die. Roll that Hit Die, add your CON modifier and add the total to your *hit point maximum*. Alternatively, use the fixed value shown in your class entry, which is the average result of the die roll (rounded up). When your CON modifier increases by 1, your hit point maximum also increases by 1 for each level you have attained.

The *Character Advancement* table shows the XP needed to advance from level 1 to 20. Consult class descriptions to see what else you gain at each level.

Tiers Of Play

The *Character Advancement* table shows the three tiers of play, giving an idea of the scope at each level of play.

The **Basic** tier (Levels 1-4), tend to be *local* in scope and generally focuses on dungeon delving expeditions.

The **Expert** tier (level 5-10) expands focus to wilderness exploration and the wider world. Adventures are often regional in scope, sometimes affecting entire kingdoms.

Character at the **Companion** tier (level 11-20) are *mythic heroes* whose actions shake kingdoms, even the world. This will be covered in the *Companion volume*, expanding the rules for high level play.

Character Advancement

lvl	XP	Proficiency Bonus	Tier of Play
1	0	+2	Basic
2	1,250	+2	Basic
3	2,500	+2	Basic
4	5,000	+2	Basic
5	10,000	+3	Expert
6	20,000	+3	Expert
7	40,000	+3	Expert
8	70,000	+3	Expert
9	100,000	+4	Expert
10	130,000	+4	Expert
11	170,000	+4	Companion
12	210,000	+4	Companion
13	250,000	+5	Companion
14	300,000	+5	Companion
15	350,000	+5	Companion
16	450,000	+5	Companion
17	500,000	+Q6	Companion
18	550,000	+6	Companion
19	600,000	+6	Companion
20	700,000	+6	Companion

Customizing Classes

Altering your class can be done, with the GM's approval, by trading away *one* of your class' ability score increases in exchange for a minor benefit such as:

Proficiency with light armor; proficiency with 4 weapons; Cast a 1st level spell/long rest; learn a cantrip; double proficiency bonus for toolkit, etc. Alternatively, all Class Feature *Foci* (and the magic-user's *Esoteric Training*) are balanced against each other.

Example: Player A wants to have a more martial rogue. He trades one ability score increase for proficiency with medium armor and calls Sneak Attack *Blademaster Strike*.

OPTIONAL: RACE-AS-CLASS

[The elves] magicked up some of their food and drink ...and hunted some among the weird beasts which prowled their domain. All of them seemed to be warriors and sorcerers” — Three Hearts & Three Lions

If your GM allows it, you may even play non-human characters in *Into the Unknown*. A few fantasy races, are considered sufficiently allied with humanity for them to feasibly join a human adventuring band:

Dwarves, elves and halflings, the rules for which are given in the following pages. Each race is considered its own class, like the four core ‘human’ classes.

Demi-humans largely follow the same rules as the core classes, with these exceptions:

No Class Feature & No Background Races are already their own archetypes!

As such, if you play a racial class, you don’t select a class feature nor a background.

For a discussion on why race-as-class is more uniform than human classes, see the side-bar “Humans in rubber masks?”

Since races have no background, they gain the following racial feature instead:

Racial Feature: Claim to Hospitality As demi-human races are more harmonious with each other than humans, a demi-human can always expect a friendly welcome and hospitality in any community of their own race.

Special Proficiency Areas Demi-humans are *different* and approach life differently to humans. This is shown in their proficiency areas which is defined by class (as normal) and by choosing a *Personality Trait* as an area of proficiency instead of a background. See the section on **Personality Traits** [p. 40] for more on how to define personality traits.

Humans in rubber masks?

Demi-humans are not merely different cultures wearing rubber masks with pointy ears. They are different species, *in-human*. The way they perceive and think about life, the world and morality are not just different from human thinking, but in a way *alien* to them in origin, nature and outlook.

Elves are not just long-lived forest humans who like arts, archery and magic. They are creatures of Faerie, embodied nature spirits to whom magic is as natural as dancing and who frequently fail to grasp the many implications of time passing. They have a morality more aesthetic than ethical.

Nor are dwarves just short dour miners with a Scottish accent. They are *of stone*, their affinity with it is familial and their character is moulded as firmly from it as stone.

Dwarves are not known for changing their minds often. They chip stubbornly at all aspects of life until it slowly reveals its intended shape, one grain at a time.

To demi-humans, the defining racial trait of humans is diversity, which, in their eyes, make humans a rather confused species. That humans could want and do such myriad and vastly different things to each other is to demi-humans a cause of human inequality, and hostility. A weakening of their strength and purpose as a species. Mankind, unsurprisingly, beg to differ.

Not to say all elves are just the same. But, unlike humans, they have more shared traits in common and tend to get along better with each other than humans do. These traits are not just in their character. They are in their *nature*.

• DWARF •

You are a dwarf – The people of the worlds of stone; stout, adamant and relentless in both body and mind, with great love for all that can be extracted from stone. Your people are the greatest defenders of Law in the underworld and none know its secrets better. Dwarves are famed for their loyalty, the steadfastness of their word, the rigid persistence of their enmities and their greed for precious metals and stones.

Dwarf

Level	Title	Proficiency Bonus	Features
1st	Dwarven Veteran	+2	Amor Master, Darkvision, Dwarven Resilience, Racial Grudge, Battering Blow, Stonecunning
2nd	Dwarven Warrior	+2	Ferocious Attack
3rd	Dwarven Weaponmaster	+2	Solid Hitter
4th	Dwarven Hero	+2	Ability Score Improvement I
5th	Dwarven Hammerer	+3	Sweeping Strike
6th	Dwarven Myrmidon	+3	Rock Solid, Masterwork
7th	Dwarven Champion	+3	Brutal Retaliator
8th	Dwarven Superhero	+3	Ability Score Improvement II
9th	Dwarven Lord	+4	Giant Racial Grudge
10th		+4	Hard Hitter

Dwarf Features

Hit Dice: 1d12 per level

Hit Points at 1st Level: 12 + CON modifier

Hit Points at Higher Levels: 1d12 (or 7) + CON modifier per level after 1st.

Ability Score Increase: Your Constitution score increases by 2 and your Strength by 1.

Speed: Your base walking speed is 25 feet.

Size: Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Alignment: Dwarves are almost always Lawful.

Languages: You speak, read, and write Common and Dwarvish and a language spoken by a humanoid race.

Armor: All armor, shields - Must be fitted to size.

Weapons: All weapons

Equipment: You start with the following equipment:

- (a) chain mail, light crossbow and 20 bolts *or*
- (b) banded mail and 2 handaxes
- (a) war pick and shield *or* (b) warhammer *or*
- (c) 2 axes
- (a) smith's tools *or* (b) brewer's supplies *or*
- (c) mason's tools.
- common clothes, dungeoneer's pack, 10 gp.

Proficiency Area: You are learned in the lore of the underworld, its creatures, stonework, mining, basic engineering, precious metals and stones of all sorts.

Additionally, you gain proficiency with one of these artisan's tools of your choice:

- Smith's tools, brewer's supplies, or mason's tools.

Hafted weapons

Many of the Dwarf's abilities are limited to "hafted weapons"; weapons with a relatively long handle, relying on a heavy swing for damage.

These include: Club, Handaxe, Light Hammer, Axe, Mace, Greatclub, Flail, Heavy mace Morningstar, War pick, Warhammer, Battleaxe, Maul, Polearm, & Greataxe.

1st Level Abilities

ARMOR MASTER While wearing heavy armor, any physical damage you take from non-magical weapons is reduced by your proficiency bonus.

DARKVISION Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

DWARVEN RESILIENCE You have advantage on saving throws against poison, and you have resistance against poison damage.

RACIAL GRUDGE You add +1 to your proficiency bonus to any melee weapon attacks against humanoids.

Additionally, you have advantage on Intelligence checks to recall information about them.

BATTERING BLOW When you have advantage on an attack roll made with a hafted weapon and hit a target no more than one size larger than you, you can knock it prone, or push it 5 feet away from you, if the lower of the two d20 rolls would also hit the target.

If this happens as part of an opportunity attack, it drops the target's speed to 0 for the rest of its turn.

STONECUNNING Whenever you make an Intelligence check related to the origin of stonework, you add double your proficiency bonus to the check.

2nd Level Abilities

FEROCIOUS ATTACK When making an attack on your turn, you can decide to give yourself advantage on all melee weapon attack rolls using Strength until the the start of your next turn; in exchange, all attack rolls *against* you are also made with advantage until the start of your next turn. Any foe that can see you making a *Ferocious Attack* recognizes the opening given.



3rd Level Abilities

SOLID HITTER You add your proficiency bonus to all damage rolls made with hafted melee weapon attacks so long as you do not attack with disadvantage (this also works with the bonus from *Racial Grudge*).

Furthermore, when you do have disadvantage on a melee attack roll made with a hafted weapon and miss, you still deal your STR modifier in damage, if the higher of the two d20 rolls would have hit the target.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I Increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 with this feature.

5th Level Abilities

SWEEPING STRIKE When swinging a hafted weapon, you can use up your action *and* bonus action to attack any number of creatures within 5 feet of you.

You must use the same single weapon, attack roll and damage roll for all foes.

The attack roll is made with disadvantage (this *can* be negated by the *Ferocious Attack* feature) and your speed drops to 0 for the rest of your turn.

6th Level Abilities

ROCK SOLID You have advantage on all Strength and Constitution saving throws.

MASTERWORK your proficiency bonus is doubled with a tool set of your choice that you have proficiency with.

7th Level Abilities

BRUTAL RETALIATOR Opportunity attacks against creatures leaving your reach do not use your reaction, provided that you attacked them in your previous turn.

Furthermore, when a foe hits you with a melee attack without advantage, you may use your reaction to make an opportunity attack with disadvantage against it.

8th Level Abilities

ABILITY SCORE IMPROVEMENT II Same as the 4th level Ability Score Improvement.

9th Level Abilities

GIANT RACIAL GRUDGE All the benefits that you normally gain against humanoids, you also gain against giants. You also learn the language of giants.

You now add +2 to your proficiency bonus for melee weapons attacks against humanoids and giants.

Additionally, you have advantage on saving throws against the spells and abilities of giants.

10th Level Abilities

HARD HITTER You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack using strength.

• ELF •

You have left the amaranthine elflands behind to sense time the way mortals do – To experience the new and unexpected, to change and grow for a time. Naturally graceful, you are adept at combat, magic and many other things. Over countless years, your dabbles equal the life's work of many mortal men What next takes your fancy can't be guessed at, for elves do not them-selves know, nor care, where their whims take them.

Elf

Level	Title	Proficiency Bonus	Features	Cantrips Known	Spells Known
1st	Scout/ Keeper	+2	Darkvision, Fey Ancestry, Trance, Elven Archery, Spellcasting	3	4
2nd	Warrior / Medium	+2	Jack of All Trades, Fey Step	3	5
3rd	Weaponmaster / Seer	+2	Feel of the Wild	3	6
4th	Hero / Conjuror	+2	Ability Score Improvement I	4	7
5th	Bladesinger / Magician	+3	Bladesong	4	8
6th	Warden / Diviner	+3	Magical Secrets I	4	10
7th	Champion / Enchanter	+3	Bow Whistling	4	11
8th	Superhero / Incanter	+3	Ability Score Improvement II	4	12
9th	Lord / Thaumaturgist	+4	Dancing Blade	4	13
10th		+4	Magical Secrets II	4	15

Elf Traits

Hit Dice: 1d8 per level

Hit Points at 1st Level: 8 + CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + CON modifier per level after 1st.

Ability Score Increase: Your Dexterity score increases by 2 and your Charisma by 1.

Size: Elves are from 5 – 6 feet tall with slender builds. Your size is Medium.

Speed: Base walking speed is 30 feet.

Armor: Light and medium armor, shields.

Weapons: Simple weapons, martial finesse weapons, longbow.

Equipment: You start with the following equipment:

- (a) traveler's clothes, chain shirt, shortbow, 20 arrows *or*
- (b) fine clothes, leather armor, longbow, 20 arrows
- (a) broadsword (or rapier) and buckler *or*
- (b) two scimitars
- an explorer's pack and 10 gp

Alignment: Elves are typically neutral or chaotic.

Languages: You speak, read, & write Common & Elven.

Proficiency Area: You are skilled in poetry, guile and wit, faerie lore, woodsmanship and knowledge both arcane and druidic.



1st Level Abilities

DARKVISION You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness.

FEY ANCESTRY You have advantage on saving throws against being charmed. Magic can't put you to sleep.

TRANCE Elves meditate instead of sleeping, remaining semiconscious, for 4 hours a day, and gain the same benefits from this a human does from 8 hours of sleep.

ELVEN ARCHERY Foliage and woodland obscuration does not count as cover for your archery. Whenever you have advantage on an attack roll made with a bow, you may roll three d20s instead of two.

SPELLCASTING The *Elf Spell Slots per Level* table shows your spell slots. To cast a spell, you must know the spell and expend a slot of the spell's level or higher. You regain all expended spell slots after a long rest.

The *Spells Known* column of the Elf table shows when you learn more Elf spells of your choice. Each of these spells must be of a level for which you have spell slots.

When you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the Elf spell list, which also must be of a level for which you have spell slots.

Elf Spell Slots per Level

Elf Level	1st	2nd	3rd	4th	5th
1st	2	—	—	—	—
2nd	3	—	—	—	—
3rd	4	2	—	—	—
4th	4	3	—	—	—
5th	4	3	2	—	—
6th	4	3	3	—	—
7th	4	3	3	1	—
8th	4	3	3	2	—
9th	4	3	3	3	1
10th	4	3	3	3	2

Elf spells comprise all druid spells and all magic-user spells from the divination, transmutation and enchantment schools. Elves may *never* learn or cast *Resurrection* or *Raise Dead*.

Spellcasting Ability

Charisma is your spellcasting ability, used whenever a spell refers to your spellcasting ability. Use your CHA modifier when setting a saving throw DC for a spell or making an attack roll with one.

Spell save DC = 8 + proficiency bonus+CHA
--

Spell attack modifier = proficiency bonus+CHA
--

Cantrips

You know 3 cantrips of choice from the Elf spell list.

2nd Level Abilities

JACK OF ALL TRADES You add half your proficiency bonus, rounded down, to any ability check that doesn't already include your proficiency bonus.

FEY STEP Once per rest, you can cast the *Misty Step* spell. This does not use a spell slot.

3rd Level Abilities

FEEL OF THE WILD Dense forest and foliage does not count as difficult terrain for you. You can *skulk* through woodlands during overland travel without lowering your travel pace.

When in woodlands, you may take the *Hide* action as a bonus action and may attempt to hide even when only *lightly obscured* by woods or underbrush.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I Increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 with this feature.

5th Level Abilities

BLADESONG If you are unencumbered and hit a creature with a finesse weapon, that creature has disadvantage on all attacks against you until your next turn, so long as you are still holding your weapon.

6th Level Abilities

MAGICAL SECRETS I You learn two spells of your choice from any spell list. The spells must be of a level you can cast, as shown on the Elf table, or a cantrip.

The chosen spells count as Elf spells for you and are included in the *Spells Known* column of the Elf table.

7th Level Abilities

BOW WHISTLING When you make a ranged attack with a bow and miss, you may expend your bonus action to make another attack against a different target, by magically re-directing the arrow still in flight.

8th Level Abilities

ABILITY SCORE IMPROVEMENT II Same as the 4th level Ability Score Improvement.

9th Level Abilities

DANCING BLADE If you are unencumbered and have advantage on an attack with a finesse weapon on your turn, you can opt to forfeit that advantage and instead use your bonus action to gain a possible extra attack with that weapon.

If your first attack hits, you can make an extra attack with the same weapon. If the first attack misses, you do not get an extra attack. In either case, you still forfeit your advantage and use your bonus action for the turn.

10th Level Abilities

MAGICAL SECRETS II You learn two additional spells of your choice from any class.

• HALFLING •

You are the salt of the earth, a Halfling. Your kin may be content with a rural life, rarely venturing even to the neighboring village. But that is not you. You're struck by a rare but well known impulse among the little folk – Wanderlust. You're rootless, a drifter, drawn to see what's beyond the next hill. Your travels take you into the world of men and dangerous lands, demanding you make the most of the virtues of your people to survive. You're nimble, sturdy, brave and lucky – Others may make bigger waves, but halflings unassumingly survive in the face of threats larger people would not.

Halfling

Level	Title	Proficiency Bonus	Features
1st	Halfling Rambler	+2	Lucky, Brave, Nimble, Stealthy, Durable, Wanderlust
2nd	Halfling Traveler	+2	Close Quarter Fighting, Halfling's Knack, Gourmet
3rd	Halfling Explorer	+2	Slippery
4th	Halfling Hero	+2	Ability Score Improvement I
5th	Halfling Adventurer	+3	Eye for Distance, Luckier
6th	Halfling Pioneer	+3	Stalker's Dodge
7th	Halfling Champion	+3	Herbalist
8th	Halfling Sheriff	+3	Ability Score Improvement II
9th	Halfling Lord	+4	Cunning Stalker
10th		+4	Magic Sturdiness

Halfling Features

Hit Dice: 1d8 per level

Hit Points at 1st Level: 8 + CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + CON modifier per level after 1st.

Ability Score Increase: Your Dexterity score increases by 2 and your Constitution by 1.

Size: Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed: Your base walking speed is 25 feet.

Alignment: Halflings are Lawful but sometimes neutral.

Languages: You speak, read, and write Common.

Armor: All armor, shields - Must be fitted to size (same cost, half the weight).

Weapons: Simple Weapons, Martial Finesse Weapons, Blowguns, Hand Crossbows, Nets.

Equipment: You start with the following equipment:

- (a) chain mail *or* (b) studded leather armor

- (a) broadsword, shield sling & 20 sling bullets *or*

- (b) two shortswords, shortbow & 20 arrows.

- traveler's clothes, explorer's pack, cartographer's tools, cook's utensils, herbalism kit and 10 gp.

Proficiency Area: You are skilled in farming, leisure, cooking, herbalism and knowledgeable in cartography, the lore of the land in woodlands, hill country, plains and farmland.

You excel at hiding and not bringing attention on yourself and naturally make an amiable yet unassuming impression on others.

1st Level Abilities

LUCKY When you roll a 1 for an attack roll, ability check, or saving throw, you can re-roll the die and must use the new roll.

BRAVE You have advantage on saving throws against being frightened.

NIMBLE You can move through the space of any creature that is of a size larger than yours.

Additionally, you may treat any light weapon as a finesse weapon.

NATURALLY STEALTHY You can attempt to hide even when lightly obscured or obscured only by a creature that is at least one size larger than you.

You have advantage on checks made to hide when lightly or heavily obscured by woods or underbrush.

WANDERLUST You're at home outdoors and react instinctively when attacked. You gain these benefits:

- You have advantage on initiative rolls.
- On your first turn of combat, you have advantage on attack rolls against creatures that have not yet acted.

You gain the following benefits during overland travel:

- When foraging, you find twice as much food as you normally would.
- You take no penalty to your passive perception while *scuttling* and can scuttle when *skulking* and *scouting*.



2nd Level Abilities

CLOSE QUARTER FIGHTING You can enter and remain in the space controlled by a hostile creature of a size larger than yours. Any attack made between the two combatants in the same space has disadvantage, unless made with light weapons or natural attacks (including unarmed strike, grapple and shove).

If anyone, other than the foe whose space you are occupying, attacks you and miss, roll 1d20. If the result equals or exceeds the AC of the foe whose space you are occupying, it gets hit by the attack instead.

Furthermore, if a foe whose space you are occupying attempts to leave that space, you may use your reaction to make an opportunity attack against it.

HALFLING'S KNACK You can take a bonus action on each of your turns in combat, to take the *Help*, *Hide* or *Use an Object* action.

GOURMET You are a master of herbs and spices, both for their taste, nutritional and medicinal value. You gain the following benefits:

- Double your proficiency bonus with cook's utensils.
- You can spend an hour to prepare an especially nutrient meal for up to six people who each regain and may spend an additional Hit Die at the end of the long rest OR recover one level of exhaustion.

Recipients can benefit only from one meal per long rest.

You must have suitable food, cook's utensils, and special herbs on hand, which can be gathered beforehand with an hour of foraging.

3rd Level Abilities

SLIPPERY You gain +1 to AC against melee attacks made by Medium-sized creatures or larger. Furthermore, all opportunity attacks against you are made with disadvantage.

4th Level Abilities

ABILITY SCORE IMPROVEMENT I Increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 with this feature.

5th Level Abilities

EYE FOR DISTANCE You gain a +2 bonus to attack rolls you make with ranged and thrown weapons.

LUCKIER Twice between long rests, you can re-roll any attack roll, ability check, saving throw or attack roll made against you. You must use the new roll.

6th Level Abilities

STALKER'S DODGE When a creature you can see attacks you without advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.

7th Level Abilities

HERBALIST As an action, you can inspect a drink or meal within 5 feet to determine if it is poisoned, provided that you can see and smell it.

Moreover, you can spend an hour preparing a fresh concoction, to be consumed immediately, to cure one poison effect on the creature consuming it.

Furthermore, you have advantage on saves against poison, and resistance to poison damage.

8th Level Abilities

ABILITY SCORE IMPROVEMENT II Same as the 4th level Ability Score Improvement.

9th Level Abilities

CUNNING STALKER When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Also dim light doesn't impose disadvantage on your WIS (Perception) checks relying on sight.

10th Level Abilities

MAGIC STURDINESS You have advantage on all saves against magic.

Additionally, you may take the *Use an Object* action to activate magic items.

BACKGROUNDS

“What do I know of cultured ways, the gilt, the craft and the lie? I, who was born in a naked land and bred in the open sky. The subtle tongue, the sophist guile, they fail when the broadswords sing; Rush in and die, dogs—I was a man before I was a king.”

— Conan (*The Phoenix on the Sword*)

Your character's background is a brief allusion to where you came from and your place in the world. Your fighter might be a knight or a grizzled soldier. Your rogue might have gotten by as a guild thief or command audiences as a minstrel.

You need not focus too much on the details of your character's backstory. The most interesting things about player characters should be what they do and become in play, more so than what they used to be.



The table below offers some suggestions for how the combination of class and background can emulate certain archetypes. You are of course not limited to these (see also the “Choose a Narrative” sidebar for more on how to personalize your character).

Class/Background Archetypes

	Fighter	Rogue	Priest	Magic-user
Academic	Dungeon Delver	Treasure Hunter	Cloistered Priest	Lore-master
Acolyte	Paladin	Relic Seeker	Ordained Cleric	White Wizard
Entertainer	Gladiator	Bard	Evangelist	Illusionist
Highborn	Cavalier	Duelist	Holy Knight	Arcane Scion
Peasant Hero	Adventurer	Fortune's Friend	Community Guide	Hedge Wizard
Professional	Mercenary	Bounty Hunter	Divine Bondsman	Occult Pedlar
Outdoorsman	Ranger/Barbarian	Scout	Druid	Witch Doctor
Outlaw	Bandit	Assassin	Rebel	Diabolist
Urbanite	Guardsmen	Spy Broker	Temple Inquisitor	Guild mage

Components Of A Background

Backgrounds do provide some concrete benefits.

Proficiency Area

Each background gives a character proficiency in an area related to it, letting you add your proficiency bonus to all ability checks it applies to. In collaboration with your GM, you may tweak this if you decide to vary your background a bit. The rule of thumb however is to look only at what you *should* be proficient in based on your background, not what you *could* be.

Tool Proficiency

Some backgrounds come with a tool proficiency. If the choice is open-ended you can wait to choose till later in play when you have a clearer idea of your character.

Academic

You have trained your mind through literacy and book-learning. You are a dedicated student of a particular field – Occultism, including alchemy, other worlds and mystical substances; the so-called ‘natural sciences’ of mathematics, construction and invention; History, including archaeological field work; Geography & Cultures, accumulating knowledge of the present world or another subject.

Maybe you have studied at a public city university and have taken to exploration to advance its knowledge, or been cloistered into membership of an order guarding a more remote and exclusive storehouse of lore.

Proficiency Area: Choose a broad field of study which you are proficient in (examples include Occultism, History, Geography & Cultures, Sciences). Additionally, you are literate, well-read in general, and skilled in

Languages

Some backgrounds allow characters to learn additional languages (see “Languages” in the next section).

Equipment

Each background provides a package of starting equipment. If you use the optional rule to buy your equipment with coin, you do not receive the starting equipment from your background.

Feature

Each background also have a feature, giving you some minor special benefits reflecting your upbringing.



the proper forms and methods of research in your field.

Languages: Two of your choice

Equipment: A letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a Scholar's Pack.

Feature: Academic Order

You belong to a university faculty, scholastic order or similar organization that provide you free access to their facilities and consultation with

their experts.

As a fellow scholar, you are likely to receive preferential treatment at other libraries, orders and institutes not of your own that respect your field.

Variant Feature: Nose For Research

Whenever there is something you don't know, you may make a DC 11 INT check with proficiency to see if you know *where* to find such knowledge, whether it's a known city sage, a hidden library or ruined temple.

Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You are trained to act as an intermediary between the holy and mortal realms, performing sacred rites and sacrifices.

Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult of dubious standing.

Proficiency Area: You are knowledgeable in the exoteric theology and ceremonial and ritualistic lore of your faith. Furthermore, you are skilled in tending the needs of other people and reading the hearts of men.

Languages: Two of your choice

Equipment: A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

Feature: Shelter Of The Faithful

You command the respect of fellow devotees and can perform the religious ceremonies of your deity. You and your companions can expect free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

You might also have ties to a specific temple. If near, you can call upon its priests for assistance, provided it is not hazardous and you remain in good standing.

Choose a Narrative

Choosing a Narrative means to pick a few words tying your background to the world the campaign is set in, and/or personalizing it to suit your character concept. If the GM agrees, it may even affect your Proficiency Area.

Here are some examples for inspiration:

Highborn (Knight of the Order of X); Peasant Hero (dumb luck of the unproven); Outdoorsman (Amazon Beastmaster); Acolyte (Relic Seeker for the Temple of Y); Academic (Initiate of the secret lore of Z); Outdoorsman (Exile); Outlaw (Merry Man).

Entertainer

Maybe you are a cheerful wandering minstrel or jester; a sagely storyteller; a subtle courtesan; or low-key rumor-smith, gossip and news facilitator. Or perhaps you are a rowdy gladiator or pit fighter, inciting the crowds with your passion and flair.

Proficiency Area: You have more than one trick up your sleeve. Choose up to three performing arts from the following: Musical instrument of choice, physical performance (for example: dance; juggling; song; tumbling) and verbal performance (storytelling & poetry; acting & mummery; rhetorics & oration).

Equipment: A musical instrument of your choice, the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 15 gp

Feature: There's Always A Crowd

You always know how to get people's attention and hold it. Whether it is a tavern, town square, or local noble's court, you always know how to find an audience, to help you secure modest or comfortable food and lodgings for the night.

Your magnetic displays makes you a person of note among locals and word of your tales and performances tend to carry quickly.

Highborn

Whether as a knight, squire, swashbuckling fop, courtier or a sorcerer of cultivated arcane bloodlines, you were born into a family of power and privilege.

Proficiency Area: You are learned in the ways of the powerful, possessing both social etiquette and *savoir-faire* as well as knowledge of laws and customs, both written and implicit, and how to best make use of them to your benefit. You have knowledge of heraldry from both near and far, there wheres and whys of society and culture and have at least passing familiarity with the personages of the major houses of the known realm and the rumors and hearsay attached to them.

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp



Feature: Blood Will Tell

Common people greet you with polite deference and respect and other highborn treat you as an equal.

You can always arrange at least a first meeting or audience with any local lord or ruler by right of blood.

Provided you maintain a Wealthy or higher lifestyle, you can secure invitations to most any social function.

Peasant Hero

You're raised in the countryside, whether as a farmer, pastoral shepherd, river fisherman, or simply helping around the village. Now you've set sights on beyond the horizon, trusting your luck to bring fame and fortune.

Proficiency Area: You're a solid farmhand, can forage, shepherd, fish, cook and in general have that unusual and hardy all-round practical knowledge of good people who live between wilderness and civilization.

Unlike other proficiency areas, if it can be reasonably argued that your countryside upbringing *could* grant proficiency with a given task (as opposed to *should* - the general rule of thumb for proficiency areas), it does.



Tool Proficiencies: One type of artisan's tools; vehicles (land).

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp.

Feature: One Of Their Own

Common people recognize you as one of their own done good and come through for you. You can always find a warm shelter and a hot meal for a few days in rural communities. They will shield you from outsiders and offer aid where possible so long as it doesn't endanger their lives or the community.

Professional

You have specialized in a certain trade. Whether you are an artisan; a traveling peddler or shop merchant; or a mercenary sword-for-hire, your skill set lets you reliably sell your services or goods.

Proficiency Area: You are skilled in all the necessary parts of your profession; from crafting (if applicable), to procurement, strategic planning and logistics, etc.

Additionally, you are a skilled trader, adept at appraising and bargaining for goods.

Tool Proficiencies: One type of artisan's tools or tool kit.

Languages: One of your choice

Equipment: A set of artisan's tools or tool kit of your choice; a letter of introduction from your guild; a set of traveler's clothes; and a belt pouch containing 15 gp.

Feature: Guild Membership

The guild can almost always provide opportunity for you to practice your

profession to maintain a modest lifestyle where the trade exists. The guildhall provides a good place to meet colleagues and potential patrons.

If you're accused of crimes, the guild will support you. With further donations, the guild may even be able to pull strings for you elsewhere in society.

You must pay 5 gp to the guild in monthly dues. If you miss payments, you must make up back dues.

Variant Feature:

Independently Connected

You have working knowledge of guilds, companies and people of note in your chosen profession, as well as know-how to find and make connection with those you don't know, allowing you to sniff out prospective customers anywhere with relative ease, and find work in your profession to sustain a modest lifestyle.

Outdoorsman

Whether you grew up in with a family of hunters or foresters, or as part of a barbarian tribe, you've spent most of your life in the wilds, honing the skills of surviving and thriving in the great outdoors.

Proficiency Area: You are skilled the ways of the wilds, from orienteering, avoiding hazards, tracking and foraging to recognizing local wildlife and flora, as well as signs of habitation and intelligent life.

Tool Proficiencies: One type of musical instrument.

Languages: One of your choice.

Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 10 gp.



Feature: Living Off The Land

Over the course of a full day of travel, you can always find food and water for up to six people whilst traveling without taking extra travel time or needing to roll, provided the land has sufficient resources.

Likewise, if there is shelter or habitation to be found at the end of day, you can find it without a roll.

Variant Feature: Tribal Member

You are a member of a large barbarian tribe. Members of your tribe will recognize you and offer you and your companions shelter and aid while traveling their savage lands. Other tribes are likely to recognize you as a kindred spirit and offer guest privileges in return for proper show of respect and possibly offerings of friendship.

Outlaw

Footpad, burglar, pickpocket, con artists, highway robber, smuggler, fence, or a rustling horse and cattle thief – Working outside the law takes many forms and you have extensive experience with them.

Perhaps you are forced outside the law by an oppressive rule you seek to overthrow.

Perhaps circumstance gave you no choice. Or maybe, crime was simply the easiest choice.

Proficiency Area:

Define your criminal path – You are skilled in the social aspect of your criminal career (intimidation, deception, fast-talk) and the physical rigors of performing your crime of choice.

Tool Proficiencies:

Pick 2 from: gaming set, thieves' tools or Forgery Kit or Disguise Kit or Poison Kit.

Equipment:

A crowbar, a set of dark common clothes

including a hood, and a bell pouch containing 15 gp

Feature: It Takes One To Know One

You have a nose for sniffing out fellow scoundrels. You know how to locate and use black markets and can establish contact with the local underworld in a short matter of time without rousing much suspicion.

Variant Feature:

Menace

Your wicked ways has given you a palpable aura of menace. People thread carefully around you and you can intimidate regular folks into doing your bidding just to avoid problems. Up to a point. People who can look after themselves might take issue at sword point.



Urbanite

Whether you were a beggar, a watchman, gambler, toiling laborer, rat catcher or menial servant you grew up in the city and learned the ways of civilization and the streets to make a living.

Proficiency Area: You are skilled at fast-talk, negotiating and putting on a face to suit the circumstances, gathering information, spotting a tail and know how disappear in a crowd or hide in streets. You are also proficient in the mostly unskilled labor you worked in.

Tool Proficiencies: A gaming set.

Languages: One of your choice

Equipment: A small knife, a map of your native city, a set of common clothes, and a belt pouch with 10 gp.

Feature: Ear To The Ground

You know the ways of the city and its inhabitants. You always know, or can find out in short order, who to talk to to buy a certain item or obtain a certain service. Additionally, you instinctively know when you are in a bad or dangerous neighborhood or when people seem to take a special interest in you or your companions.

FINISHING TOUCHES

“Chaos against Law, something old and wild and blind at war with man and the works of man.” – Three Hearts and Three Lions

•Alignment•

Law and Chaos are cosmic forces engaged in an ageless, struggle of civilization (Law) against the powers of blood-drenched anarchy and dissolution (Chaos). This is the ultimate battleground of demons and angels, unspeakable horrors and distant divinities.

This opposition extends into every corner of the universe; great and horrible demon-princes forge subtle plans to destroy all things, while the hosts of Law marshal their allies against new and ancient foes alike.

All Characters are aligned with Law, Chaos, or Neutrality. Alignment is less a conviction and more choosing a side between factions. Two lawful people may have deadly quarrel, yet if they meet Chaotic foes, they will set it aside to join against their common foe.

A **Lawful** person follows, or pays lip service to, the conventions of society. He stands for the cooperation, and civility that lifted mankind out of savagery. A Cleric is the archetype of the champion of Law.

A **Chaotic** person has abandoned such things as conventional morality in favor of pure self-driven individuality. Often (though not necessarily) malignant, he is inherently untrustworthy to lawful people. He has no codex or convention except his own desires

and accepts no allegiance or bond to anyone but himself. Virtually all monsters are by nature servants of Chaos.

A **Neutral** is not wholly aligned with either side, maybe having sympathies with both, yet not quite belonging to either. They may be seen with distrust by both sides.

Druids, who sanctify nature and its holy places, are a good example of Neutrality as they acknowledge the convents of Man, yet mingle with the chaos of nature.

•Languages•

You speak the common tongue and what languages your class and background may provide. Choose these from the Standard Languages table or one common in your campaign setting and note them on your character sheet. You may only choose from the Exotic Languages table with your GM's permission.

Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, giants	Dwarvish
Goblin	Goblinoids	Dwarvish
Orc	Orcs	Dwarvish

Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons	Draconic
Deep Speech	Aboleths, cloaklers	—
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish

Some of these are actually families of languages with many dialects. For example, Primordial includes Auran, Aquan, Ignan and Terran of the four elemental planes. Creatures speaking different dialects of the same language can communicate with each other.

•Wrapping Up•

Choose a fitting *Name*, perhaps a sobriquet (fx, “Ignar the Insatiable”) and come up with a quick description (fx, tall, bulky, broad mouth and full beard).

Choose or roll 2-3 times on the *Personality Traits* table (or make up your own) to crystallize the kind of character you will play (fx, Greedy, Brave and Loyal) and you are good to go. Further details, such as backstory, secrets, motivations and so forth, can easily be developed during play.

Personality Traits

1d30	Personality Trait	1d30	Personality Trait	1d30	Personality Trait
1	Indifferent	11	Trusting	21	Mischievous
2	Assertive	12	Shameless	22	Vulgar
3	Arrogant	13	Proud	23	Honorable
4	Greedy	14	Chummy	24	Furtive
5	Curious	15	Selfish	25	Kind
6	Eccentric	16	Loyal	26	Fickle
7	Sophisticated	17	Altruistic	27	Cynical
8	Voracious	18	Inquisitive	28	Graceful
9	Impulsive	19	Meddlesome	29	Careful
10	Brave	20	Tempestuous	30	Stoic

EQUIPMENT



“Let kings stack their treasure houses ceiling-high, and merchants burst their vaults with hoarded coin, and fools

envy them. I have a treasure that outvalues theirs. A diamond as big as a man’s skull. Twelve rubies each as big as the skull of a cat. Seventeen emeralds each as big as the skull of a mole. And certain rods of crystal and bars of orichalcum. ...A treasure house have I builded for it in the far southern forest, where the two hills hump double, like sleeping camels, a day’s ride beyond the village of Soreev.” – Swords Against Death

Measuring Encumbrance

Into the Unknown uses the **stone** (15 lb) as its base unit of encumbrance, which a person can carry a number of equal to their STR score and still move. Carrying more than 1/3 of that number of stones (round down) counts as *Encumbered* and 2/3 (round down) as *Heavily Encumbered*.

Most things in the equipment list weigh as **1 item**. 100 gp = 1 item. 5 items = 1 stone. 4 or less items are rounded down, and don’t count as a stone. So a STR 10 person can carry 3 stone and 4 items without being *Encumbered*, or carry 6 stone and 4 items without being *Heavily Encumbered*.

• CURRENCY •

Coins come in different denominations based on the metal they are made from. The three most common are the gold piece (gp), silver piece (sp), and copper piece (cp).

Standard Exchange Rates

Coin	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/1,000
Silver (sp)	10	1	1/10	1/100
Gold (gp)	100	10	1	1/10
Platinum (pp)	1,000	100	10	1

The gold piece is the standard measure for wealth.

One gold piece can buy a bedroll or a goat. A skilled artisan can earn a gold piece a day.

1 gold piece is worth 10 silver pieces, the most used coin among commoners. A silver piece buys a laborer's work for half a day, or a night's rest in a poor inn.

1 silver piece is worth 10 copper pieces, which are common among laborers and beggars.

A single copper piece buys a squalid meal, a candle, a torch, or a piece of chalk.

The platinum piece (pp) sometimes appear in treasure from lost kingdoms and can arouse suspicion when used. 1 platinum piece is worth 10 gold pieces.

• SELLING TREASURE •

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell treasure when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items. Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, you won't normally come across magic items or spells to purchase.

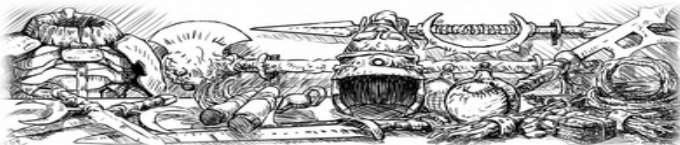
Gems, Jewelry, and Art Objects. These retain their full value in the marketplace. You can either trade them in for coin or use them as currency for other transactions. For highly valuable treasure, the GM may require you find a buyer in a large town or larger community first.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

Starting Equipment

Your class and Background already provides you with starting equipment and some coin to get you started quickly on your adventures.

Alternatively, if you would rather spend the time to select your own equipment, you can opt to start with 5d4x10 gp instead of the equipment provided by your class and background and spend them on items from the lists in this chapter.



• ADVENTURING GEAR •

This section describes items that have special

Acid. You can throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack with an improvised weapon against a creature or object.

On a hit, the target takes 2d6 acid damage.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact.

Make a ranged attack with an improvised weapon against a creature or object. On a hit, the target takes 1d4 fire damage at the start of each turn. A creature can end this damage with an action to make a DC 10 DEX check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It doesn't work for undead or constructs.

Caltrops. As an action, you can spread a bag of caltrops to cover a square area 5 feet on a side. Any creature that enters the area must succeed on a DC 15 DEX save or stop moving this turn and take 1 damage. This reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle. A candle sheds bright light in a 5-foot radius and dim light for another 5 feet for 1 hour.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and can't climb more than 25 feet from that point without undoing the anchor.

Crowbar. A crowbar grants advantage to STR checks where leverage can be applied.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use kit to stabilize a creature

rules or require further explanation.

that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Symbol. A holy symbol is a representation of a god. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

Holy Water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact.

In either case, make a ranged attack against a target creature, treating it as an improvised weapon. Fiend and undead take 2d6 radiant damage from it.

A cleric may create holy water with a special ritual. This takes 1 hour to perform, uses 25 gp worth of powdered silver, and expends a 1st-level spell slot.

Lamp. A lamp casts bright light in a 15-foot radius and dim light for another 30 feet. Once lit, a flask (1 pint) burns for 6 hours.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for 60 feet more. Once lit, a flask (1 pint) of oil burns for 6 hours.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for 30 feet more. Once lit, a flask (1 pint) of oil burns for 6 hours.

As an action, you can lower the hood, to reduce the light to a 5-foot radius dim light.

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 DEX check.

Your GM may decide that better locks are available for higher prices.

Manacles. These restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 DEX check.

Breaking them needs a DC 20 STR check.

Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 DEX check. Manacles have 15 hit points.

Oil. Oil comes in a clay flask holding 1 pint. As an action, you can splash the oil onto a creature within 5 feet or throw it 20 feet, shattering on impact.

Make a ranged attack against a target creature or object, treating the oil as an improvised weapon.

On a hit, the target is covered in oil. If it takes any fire damage before the oil dries (after 1 minute), it takes an additional 5 fire damage from the burning oil.

You can also pour the oil on the ground to cover a 5-foot-square, provided the surface is level. If lit, it burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in it.

A creature can take this damage only once per turn.



Poison, Basic. The poison in this vial can coat one sharp weapon or three pieces of ammunition. Applying it takes an action. A creature hit by the poison must make a DC 10 CON saving throw or take 1d4 poison damage. Once applied, it remains potent for 1 minute.

Potion of Healing The fluid in this vial heals 2d4+2 hp. Drinking or administering a potion takes an action.

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things.

Quiver / Bolt Case. holds 20 arrows/bolts.

Rope. Rope, hemp or silk. Has 2 hp and can be burst with a DC 17 Strength check.

Spellbook. A spellbook is a leather-bound tome with 100 blank pages suitable for recording spells.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Tinderbox. Using this to light a torch—or anything with exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for 20 feet more. A melee attack with a lit torch deals 1 fire damage.

Equipment Packs

Burglar's Pack (40 gp). A backpack containing: 10 feet of string; a bell; 5 candles; a crowbar; a hammer; 10 pitons; a hooded lantern; 2 flasks of oil; 5 days rations; a tinderbox & thieves tool. 50 ft. hempen rope & a full waterskin. # 18 items

Dungeoneer's Pack (12 gp). A backpack containing: A crowbar; hammer; tinderbox; 10 pitons; 10 torches & 10 days of rations. 50 ft. hempen rope & a full waterskin. # 24 items

Entertainer's Pack (40 gp). A backpack containing: A bedroll; 2 costumes; 5 candles; 5 days of rations & a disguise kit. A full waterskin, # 12 items

Explorer's Pack (10 gp). A backpack containing: A bedroll; mess kit; tinderbox; 10 torches & 10 days of rations. 50 ft. hempen rope & a full waterskin. # 24 items

Priest's Pack (19 gp). A backpack containing: A blanket; 10 candles (1 item); tinderbox; alms box; 2 blocks of incense; censer; vestments & 2 days of rations. A full waterskin. # 10 items

Scholar's Pack (40 gp). A backpack; a book of lore; bottle of ink; an ink pen; 10 sheets of parchment; a little bag of sand; and a small knife. # 4 items

Adventuring Gear

Item	Cost	# Items
Acid (vial)	25 gp	1
Alchemist's fire (flask)	50 gp	1
<i>Ammunition</i>		
Arrows (20)	1 gp	1
Blowgun needles (50)	1 gp	1
Crossbow bolts (20)	1 gp	1
Sling bullets (20)	4 cp	1
Antitoxin (vial)	50 gp	—
Backpack	2 gp	1*
Bedroll	1 gp	2
Bell	1 gp	—
Blanket	5 sp	1
Book	25 gp	1
Bottle, glass	2 gp	1*
Caltrops (bag of 20)	1 gp	1
Candle	1 cp	—
Case, map or scroll	1 gp	1
Chest	5 gp	1 stone
Climber's kit	25 gp	1 stone
Clothes, common	5 sp	1**
Clothes, costume	5 gp	1**
Clothes, fine	15 gp	1**
Clothes, traveler's	2 gp	1**
Crowbar	2 gp	1
Fishing tackle	1 gp	1
Flask or tankard	2 cp	1
Grappling hook	2 gp	1
Hammer	1 gp	1
Healer's kit	5 gp	1
Holy symbol	5 gp	1
Holy water (flask)	25 gp	1
Hourglass	25 gp	1
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Ladder (10-foot)	1 sp	2 stone
Lamp	5 sp	1

* These containers only count as encumbrance when empty. When filled, the support they give means they don't figure into the number of items you can carry.

** Clothes count as one item less when worn.

† You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack..

Item	Cost	# Items
Lantern, bullseye	10 gp	1
Lantern, hooded	5 gp	1
Lock	10 gp	1
Manacles	2 gp	2
Mess kit	2 sp	1
Mirror, steel	5 gp	—
Oil (flask)	1 sp	1
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	2
Pitons (10)	5 sp	1
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	2
Pot, iron	2 gp	3
Potion of healing	50 gp	—
Pouch	5 sp	—
Quiver / Bolt Case	1 gp	1*
Rations (1 day)	5 sp	1
Robes	1 gp	1**
Rope, hempen (50 feet)	1 gp	3
Rope, silk (50 feet)	10 gp	2
Sack	1 cp	1*
Sealing wax	5 sp	—
Shovel	2 gp	2
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	1
Spikes, iron (10)	1 gp	1
Spyglass	1000 gp	1
Tent, two-person	2 gp	1 stone
Tinderbox	5 sp	1
2 Torches	3 cp	1
Vial	1 gp	—
Waterskin	2 sp	1*
Whetstone	1 cp	1

Container Capacity

Container	# of Items it can store
Sack or Backpack †	2 stone
Chest	20 stone
Bottle, Flask or tankard	1
Pot, iron	3
Pouch	1
Vial	4 ounces liquid / 0 items
Waterskin	2

• MOUNTS AND VEHICLES •

Animals pulling a vehicle can move five times its base carrying capacity, including the weight of the vehicle. Multiple animals add carrying capacity together.

Barding. Any armor can be bought as barding.

Saddles. A military saddle gives you advantage on check to remain mounted. Exotic saddles are needed for aquatic or flying mounts.

Rowed Vessels. Keelboats and rowboats are used on lakes and rivers. Add speed of any downstream current (typically 3 miles/hour) to speed. These can't be rowed against a strong current, but can be pulled upstream by draft animals on the shores. A rowboat weighs 100 lb.

Mounts and Other Animals

Item	Cost	Speed	Max. Capacity
Camel	50 gp	50 ft.	32 stone
Donkey or mule	8 gp	40 ft.	28 stone
Horse, draft	50 gp	40 ft.	36 stone
Horse, riding	75 gp	60 ft.	32 stone
Horse, war	400 gp	60 ft.	36 stone
Mastiff	25 gp	40 ft.	13 stone
Pony	30 gp	40 ft.	15 stone

Tack, Harness & Vehicles

Tack & Harness	Cost	# Items
Barding	×4	×2
Feed (per day)	1 sp	3
Saddle & Bridle, Exotic	60 gp	2 stone
Saddle & Bridle, Military	20 gp	2 stone
Saddle & Bridle, Riding	10 gp	1 stone
Saddlebags	5 gp	3
Stabling (per day)	4 sp	—

Drawn Vehicles

Item	Cost	Weight
Carriage	100 gp	40 stone
Cart (1 animal)	15 gp	13 stone
Chariot	250 gp	6 stone
Sled	20 gp	20 stone
Wagon (2 animals)	35 gp	27 stone

Waterborne Vehicles

Item	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1-1/2 m



• TRADE GOODS •

Most wealth is measured in livestock, grain, land, rights to collect taxes or resources (fx. a mine or forest). Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods	Cost	Goods
1 gp	1 lb. of ginger; 1 goat	1 gp	1 lb. of ginger; 1 goat
2 gp	1 lb. of pepper; 1 sheep	2 gp	1 lb. of pepper; 1 sheep
3 gp	1 lb. of cloves; 1 pig	3 gp	1 lb. of cloves; 1 pig
10 gp	1 sq. yd. of silk or one cow	10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox	15 gp	1 lb. of saffron or one ox

• TOOLS •

Your class or background, can give proficiency with certain tools, adding proficiency bonus to any ability check with that tool.

Tools

Item	Cost	# Items
<i>Artisan's tools</i>		
Alchemist's supplies	50 gp	3
Brewer's supplies	20 gp	3
Calligrapher's supplies	10 gp	2
Carpenter's tools	8 gp	2
Cartographer's tools	15 gp	2
Cook's utensils	1 gp	2
Jeweler's tools	25 gp	1
Leatherworker's tools	5 gp	2
Mason's tools	10 gp	3
Painter's supplies	10 gp	2
Smith's tools	20 gp	3
Tinker's tools	50 gp	3
Woodcarver's tools	1 gp	2

Artisan's Tools. The table shows the most common types of tools, providing items related to a single craft.

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises. Proficiency with this kit adds to any ability checks to create a disguise.

Forgery Kit. Contains papers, parchments, pens, inks, seals, sealing wax, gold and silver leaf, and other supplies to create convincing forgeries of documents.

Gaming Set. A few common examples appear on the Tools table, but other kinds of gaming sets exist.

Herbalism Kit. This contains clippers, mortar and pestle, pouches and vials to create remedies and potions. Proficiency adds proficiency bonus to any ability checks to identify or apply herbs. Proficiency is required to create antitoxin and potions of healing.



Item	Cost	# Items
<i>Other kits and tools</i>		
Herbalism kit	5 gp	1
Navigator's tools	25 gp	1
Vehicles (land or water)	*	*
Disguise kit	25 gp	1
Poisoner's kit	50 gp	1
Thieves' tools	25 gp	1
Forgery kit	15 gp	1
<i>Gaming set</i>		
Dice set	1 sp	—
Playing card set	5 sp	—
<i>Musical instrument</i>		
Bagpipes	30 gp	2
Drum	6 gp	1
Dulcimer	25 gp	3
Flute / Shawm	2 gp	1
Lute / Lyre	30 gp	1
Horn	3 gp	1
Pan flute	12 gp	1
Viol	30 gp	1

* See the "Mounts and Vehicles" section.

Musical Instrument. Many of the most common instruments are shown on the table as examples.

Navigator's Tools. Used for navigation at sea. Proficiency lets you chart a ship's course and follow navigation charts and add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit. This includes the vials, chemicals, and other equipment needed to make poisons.

Proficiency with this kit adds proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools. Includes a small file, lock picks, a small mirror on a metal handle, narrow-bladed scissors, and a pair of pliers. Proficiency adds proficiency bonus to any ability checks to disarm traps or open locks.

• EXPENSES •

People require basic necessities such as shelter, sustenance, and clothing.

Lifestyle Expenses

Lifestyle expenses cover your accommodations, food and drink, and all other necessities. Pay for a lifestyle at the start of each week or month. Prices listed are per day

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	—
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	5 gp
Aristocratic	10 gp minimum

Wretched. With no place to call home, you shelter where you can, sneaking into barns, huddling in old crates, and relying on the graces of your betters.

This lifestyle presents abundant dangers. Violence, disease, and hunger follow you. Other wretched people covet your armor, weapons, and gear, which represent a fortune to them and is there for the taking. You're beneath the notice of most people.

Poor. Simple food and lodgings and threadbare clothing give a sufficient albeit unpleasant experience. You live in a room in a flophouse or in the common room above a tavern. You enjoy some legal protections, but still have to contend with violence, crime, and disease. People at level tend to be unskilled laborers, thieves, mercenaries, and other disreputable types.

Modest. You are out of the slums, in an older part of town, renting a room in a boarding house or inn. Conditions are clean, if simple. People living modest lifestyles include soldiers, laborers, students, priests, hedge wizards, and such.

Comfortable. You can afford nice clothing. You live in a small cottage or a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Though you might not have achieved the social status associated with the old money of nobility, you live a life of luxury, comparable to a highly successful merchant or a favored servant of royalty. You have respectable lodgings, a spacious home in a good part of town or a suite at a fine inn and likely a small staff of servants.

Aristocratic. You live in plenty and comfort, moving in powerful circles in the community. You have excellent lodgings, perhaps a townhouse in the best part of town or rooms in the finest inn. You dine at the best restaurants, retain fashionable tailors, and have servants attending your needs. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of guild leaders, high priests, and nobility.

Food, Drink & Lodging

These prices are included in your local lifestyle expenses and during downtime.

Food, Drink & Lodging

Item	Cost	Item	Cost	Item	Cost	Item	Cost
<i>Ale</i>		<i>Food</i>		<i>Meals (per day)</i>		<i>Inn stay (per day)</i>	
Gallon	2 sp	Banquet	10 gp	Poor	6 cp	Poor	1 sp
Mug	4 cp	(per person)		Modest	3 sp	Modest	5 sp
<i>Wine</i>		Bread, loaf	2 cp	Comfortable	5 sp	Comfortable	8 sp
Common (pitcher)	2 sp	Cheese, hunk	1 sp	Wealthy	8 sp	Wealthy	2 gp
Fine (bottle)	10 gp	Meat, chunk	3 sp	Aristocratic	2 gp	Aristocratic	4 gp

• HIRELINGS & HENCHMEN •

Adventurers can pay NPCs to assist or act on their behalf in a variety of circumstances.

Hirelings

Hirelings are people with mundane skills who are paid to perform mundane and mostly safe services for the PCs, from city guide to guarding the PC's stronghold.

There is no limit on how many hirelings a PC can have in his employ.

Some of the most basic types of hirelings appear on the *Services* table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a task.

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on.

The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

Services

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hireling</i>	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
<i>Passage</i>	
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Henchmen

Henchmen are prepared to share the dangers of the party on their adventures, and may have specialized adventuring skills. Men-at-arms paid to enter the dungeon and fight alongside the party are henchmen, as are woodland scouts paid to lead the way through wilderness.

Henchmen typically demand a share of treasure (generally half a share of what

each PC will get) besides the daily pay of a skilled hireling (2 gp).

They also receive a half share of awarded XP as well.

The loyalty of henchmen depend on how well they are treated and the Charisma and leadership of the PC.

If a PC retains too large an entourage, the morale of the entire entourage will also begin to drop.

Spellcasting Services

It may be possible to find someone to cast or teach a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the spell level, the harder it is to find someone to cast it and the more it costs.

Hiring someone to cast a relatively common spell (1st/2nd lvl), such as *cure wounds*, is doable in a city or town, and might cost 10-50 gp (plus cost of material components).

Finding someone able and willing to cast a higher-level spell might involve traveling to a large city, with a well established wizard's guild or prominent temple.

The spellcaster might ask for a service instead of payment—the kind that only adventurers can provide, such as retrieving a rare item or traversing a monster-infested wilderness to deliver something important to a distant settlement.

• ARMS & ARMOR •

Armor

Armor Proficiency. Your class gives you proficiency with certain armor. Wearing armor without proficiency gives disadvantage on any ability check, saving throw, or attack roll using STR or DEX, and you can't cast spells.

Armor Class (AC). Armor determines your base AC.

Stealth. If the Armor table shows "Disadv." in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Armors

Armor	Cost	Armor Class	Stealth	# Items
Light Armor				
Padded	5 gp	11+DEX	Disadv.	2
Leather	10 gp	11+DEX	—	3
Studded leather	45 gp	12+DEX	—	4
Medium Armor				
Hide	10 gp	12+DEX (max 2)	—	4
Chain shirt	50 gp	13+DEX (max 2)	—	1 stone
Scale mail	50 gp	14+DEX (max 2)	Disadv.	3 stone
Breastplate	400 gp	14+DEX (max 2)	—	1 stone
Half plate	750 gp	15+DEX (max 2)	Disadv.	2 stone
Heavy Armor				
Ring mail	30 gp	14	Disadv.	2 stone
Chain mail	50 gp	15	Disadv.	3 stone
Banded mail	75 gp	16	Disadv.	3 stone
Splint	200 gp	17	Disadv.	4 stone
Plate	1500 gp	18	Disadv.	4 stone
Shields				
Buckler	5 gp	+1	—	1
Shield	10 gp	+2	—	2



Light Armor

Padded. Consists of quilted layers of cloth and batting.

Leather. The breastplate and shoulders are made of stiffened leather. The rest of softer, flexible materials.

Studded Leather. Made from tough but flexible leather reinforced with close-set rivets or spikes.

Medium Armor

Hide. This crude armor consists of thick furs. It is often worn by barbarian tribes and evil humanoids.

Chain Shirt. Made of locking metal rings, a chain shirt is worn between layers of clothing or leather.

Scale Mail. This leather coat and leggings is covered with overlapping metal pieces.

Breastplate. A fitted metal chest piece worn with supple leather. Offers good protection for the vitals.

Half Plate. consists of shaped metal plates covering most of the wearer's body.

Heavy Armor

Ring Mail. This is leather armor with heavy rings sewn into it to reinforce the armor.

Chain Mail. Made of interlocking metal rings.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather over cloth.

Plate. Plate consists of shaped, interlocking metal plates covering the entire body. It gauntlets, heavy leather boots and visored helmet.

Weapons

Your class grants you proficiency with certain weapons or weapon categories.

The two categories are **simple** and **martial**.

Proficiency with a weapon lets you add your proficiency bonus to any attack rolls you make with that weapon. Attacks made without proficiency do not add any proficiency bonus to the attack roll.

Many weapons have special properties described in the sections below.

Melee Weapons

Cost multipliers are cumulative. Ie, a longsword, a versatile (x1.5) finesse (x2) weapon, costs 30 gp - x3 list price.

Light. Can be used for dual-wielding two weapons.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons.

f Finesse. Can use your choice of STR or DEX modifier for attack & damage rolls. Use the same modifier for both rolls. Double price.

† Versatile. Can be used with one or two hands. When wielded in two hands, it uses one damage die higher than the listed, ie 1d8 instead of 1d6 for simple weapons and 1d10 instead of 1d8 for martial weapons. Multiply price by 1.5.

‡ 2-handed. Requires two hands to attack.

Shields

Buckler. leaves the shield hand free. It doesn't give its AC bonus until your next turn if the free hand is used for an action, fx. casting a spell or the Using an Object.

Shield. A shield occupies one hand.

Getting Into And Out Of Armor

Donning & Doffing Armor

Category	Don	Dooff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

♣ Reach. Opponents provoke opportunity attacks against you when they move within 5 feet of you. This occurs right before they enter five foot melee range. Double the price.

◇ Throwable. A throwable weapon has a normal range and a long range, both in feet.

Attacking beyond normal range gives disadvantage on the attack roll. You can't attack beyond long range. Javelins have a range of 30/120. All others 20/60.

Use the same ability modifier for attack and damage rolls as you would for melee attacks with the weapon. Double the price.

◊ Exclusive. The properties listed on either side of the '◊' can not be used together. Ie, a Spear † ◊ ◇ can be used with two hands for extra damage, or thrown. But not both at the same time.

Ranged Weapons

Finesse, Throwable, 2-handed, Light & Heavy are as listed for melee weapons, but without price modifiers.

➔ **Ammunition.** You must have ammunition to make a ranged attack with a weapon with this property. After the ➔ property, in parentheses, is range in feet: Normal and long range. Attacking beyond normal range gives disadvantage on the attack roll. You can't attack beyond long range.

Each attack expends one piece of ammunition.

Drawing the ammunition from a

quiver, case, or other container is part of the attack (a free hand is needed to load a one-handed weapon).

After a battle, you can recover half your expended ammo by taking a minute searching the battlefield. Treat melee attack made with a weapon with the ammunition property as an improvised weapon.

Slings must be loaded to deal any damage like this.

* **Loading.** You can fire only one piece of ammunition when you use an action, bonus action, or reaction to fire this weapon, regardless of the number of attacks you can normally make.

Melee Weapons

Name	Cost	Damage	# Items
Simple Melee Weapons			
Unarmed Strike	-	1	-
Improvised Weapons	Var.	1d3	Var.
<i>Light:</i> Club; Dagger f ◇; Handaxe/Light Hammer/Sickle/Javelin ◇	5 sp	1d4	1
<i>Light:</i> Axe/Shortsword	6 gp	1d6	1
Mace; Spear † ◇◇; Quarterstaff ‡	1 gp	1d6	1
<i>Heavy:</i> Greatclub ‡	5 sp	1d8	3
Martial Melee Weapons			
<i>Light:</i> Scimitar/Cutlass f	10 gp	1d6	1
Long staff ‡ †; Long Spear † †	1 gp	1d6	1
Morningstar/Flail/Heavy mace/War pick; Battleaxe/Warhammer †; Rapier/Broadsword f; Longsword f ◇ †	10 gp	1d8	1
<i>Heavy:</i> Maul ‡; Polearm ‡ †	10 gp	1d10	3
<i>Heavy:</i> Greataxe/Greatsword ‡	50 gp	2d6	2
Simple Ranged Weapons			
Dart f ◇; Sling ➔ (30/120)	1 sp	1d4	—
Shortbow ‡ ➔ (80/320)	25 gp	1d6	1
Crossbow, light ‡ ➔ * (80/320)	25 gp	1d8	2
Martial Ranged Weapons			
Blowgun ➔ * (25/100)	10 gp	1	1
<i>Light:</i> Crossbow, hand ➔ * (30/120)	75 gp	1d6	1
<i>Heavy:</i> Longbow ‡ ➔ (150/600)	50 gp	1d8	1
<i>Heavy:</i> Crossbow, heavy ‡ ➔ * (100/400)	50 gp	1d10	1 stone

APPENDIX: DIFFERENCES TO 5TH EDITION

If you're coming from the 5th edition of the world's most popular roleplaying game, you may want to know exactly what's different in this game. Here's a rundown:

No race choice – These have been converted into their own optional classes.

No Sub-classes – To have fewer sub-systems

Fewer classes – For similar reasons as above, *ItU* restricts itself to the original four core classes and relies on a new mechanic:

Class Features – A mechanical choice at 1st level that defines your class. It replaces sub-class and wide range of classes and feats, though it strives to be mechanically simpler.

No Feats – To reduce decision points during character creation, to have fewer different mechanics in play and to augment the maxim that “anyone can try anything”.

No Skills – Replaced by “Proficiency Areas” to give fewer decision points in character creation and emphasize proficiency as meaningful aspects of characters.

Only goes to 10th level – most games never go beyond 9th level. *ItU* is focused on where 95% of the gameplay lies and supports the kind of play seen at those levels. The *Companion* rules, to be released later, will cover high level play.

Simpler & fewer backgrounds – To keep decision points manageable, *ItU* has a smaller selection. It is simpler, yet allows flexibility to cover all bases.

No Multi-classing – A simple multiclassing system will be found in the *Companion*.

Condensed weapons list – *ItU* folds many different weapons into basically being the same weapon mechanically, with differences between weapons being mechanically distinct.

Gold for XP – To give players incentives other than killing things on the way to completing an adventurer goal, *ItU* relies on Gold-for-XP as the main source of XP.

No spellcasting focus or trivial spell components – Detracts from simplicity.

Simpler encumbrance system – *ItU* tracks encumbrance in Stones and Items carried, rather than tracking pounds of many items.

Different overland travel system – *ItU* focuses on hex-based overland travel to focus more on the element of exploration and uses a simple unified track to manage encumbrance, weather, terrain, etc.

Reaction rolls – *ItU*'s default assumption is that initial encounter reactions have an element of unpredictability and that not all enemies necessarily want to fight you.

Morale – All creatures have a morale score, reflecting that not all creatures will necessarily want to fight to the death.

Henchmen – *ItU* assumes the party may want to hire henchmen to help keep them alive and has basic rules to address this.

Harsher Healing rules – Hit dice for healing is a more sparse resource.

Shorter Short Rests – These usually take only 10 minutes, but the gm may decide that different circumstances change the time required for long and shorts rests.

Proficient Saving Throws – All PCs add their proficiency bonus to any saving throw.

Simpler reach rules – Rather than having to track exact distance between opponents, battlemat style, reach weapons simply provoke opportunity attacks when opponents move within 5 feet of you.

More coverage of improvised attacks – Since everyone can try anything, *ItU* has more focus on stunts and improvised attacks. It also encourages fighters to get creative by giving them proficiency with any improvised attack.

Time Tracking – *ItU* has a strong focus on time tracking to keep pacing in the game.

Full Compatibility – The changes made in *ItU* are balanced towards retaining full compatibility to 5e, so that a 5e character easily can join a gametable playing *ItU* with no conversion needed and vice versa.

Into
the
Unknown