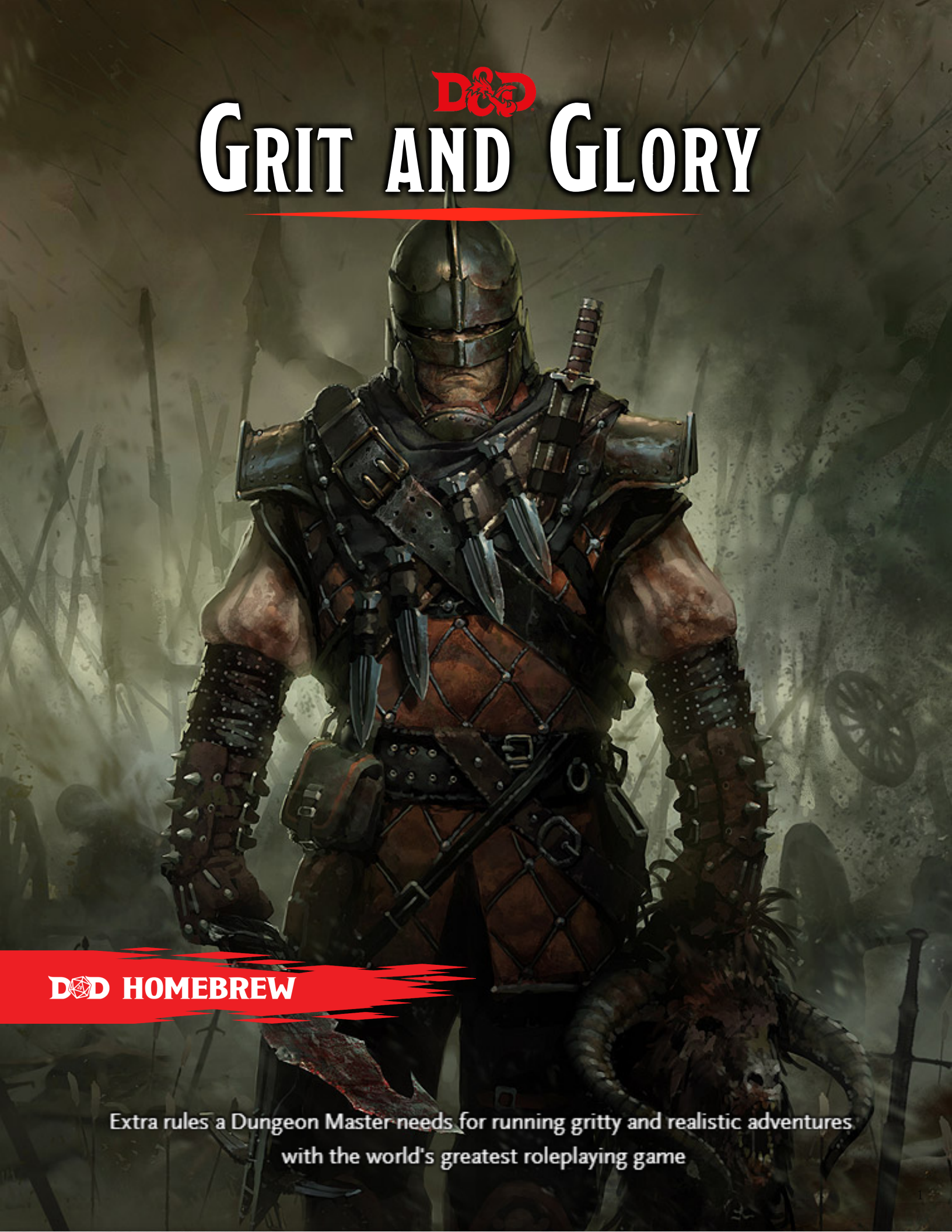


A full-page background image of a heavily armored warrior, possibly a paladin or knight, standing in a battlefield. The warrior is wearing a full plate helmet and armor, with a sword strapped to their back and a large, blood-stained sword held in their right hand. The background is a dark, smoky battlefield with many spears and a wheel visible.

GRIT AND GLORY

 **HOMEBREW**

Extra rules a Dungeon Master needs for running gritty and realistic adventures
with the world's greatest roleplaying game

CREDITS

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INSPIRATION

These third party supplements have inspired some of the key mechanics in Grit and Glory.

[Fifth Edition Options](#) by Total Party Kill Games
[Roshambo-Style Theatre of the Mind](#) by Wagner Volanin
[The Comprehensive Equipment Manual](#) by Randall Right
[En5ider 267: Weapon Degradation](#) by Erik Evjen
[Darker Dungeons](#) by [/u/giffyglyph](#)
[The World of Farland](#) by S.Baker

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JOIN THE COMMUNITY!



BRACE YOURSELF...

For decades, running realistic campaigns using the world's greatest role-playing game has been an impossible feat. Previous editions showered players with supernatural abilities and magic items until only monsters of legend made into formidable challenges.

Dungeons & Dragons 5th Edition is a welcome break from that tradition. The bounded accuracy, reasonable power curve and flexible core rules need only few changes to allow for campaigns where players struggle to survive and face the unexpected consequences of combat.

Grit and Glory is your Advanced Player's Guide to low fantasy and historic roleplaying using the world's greatest role-playing game. This book contains popular house rules and expanded combat, equipment, recovery and attrition rules that focus on realism and lethality.

Grit and Glory is intended for campaigns where players and opponents are made using similar rules. Perfect example of what these rules do best are the human-centric and low magic worlds of *Game of Thrones* and *Conan the Barbarian*. While these rules support traditional dungeon delving, monsters that scale far beyond human capabilities are dreadful encounters that can make or break your players. If you are looking for survival and horror fantasy like *Dark Souls* or *Cthulhu Mythos*, you can challenge your players with uncompromising difficulty and attrition.

These rules may appear overwhelming at first but all rules are modular and can be introduced one by one in your game. Start with those that empower your players such as Combat Options and Realistic Equipment, and slowly raise the stakes by bringing new Recovery and Wounds mechanics to your game. Wounds and Recovery mechanics are best suited for campaigns starting at level 3-5 and can be very lethal at lower levels.

Grit and Glory is product of one year of design and playtesting and is actively supported. You can leave feedback or suggestions on [Reddit](#).



PART I

Playing the Game

EXCEPTIONAL SUCCESS

Any noncritical Attack Roll that beats AC by 10 or any Skill Roll that beats DC by 10 is considered Exceptional Success.

If your Attack is an Exceptional Success, you may reroll one weapon die before calculating the damage. If you do, you can choose between the two results.

If your Skill check is an Exceptional Success, it is also a Critical Success (up to DM's discretion). The DM may give you advantage to one related follow-up skill check.

SKILL CHECK RETRIES

When another player attempts a Skill check roll to gain new information (Perception, History, Arcana, etc.) from the DM and fails, you may attempt the same check only if you have a higher Skill modifier than theirs, and if the DM allows it.

HELPING OTHERS

When you use the Help action to aid another character in a task, you must have proficiency in that Skill and make a DC 10 skill check with that skill.

GROUP CHECKS

When the DM makes all players to roll the same skill check (such as Perception or Insight) the check may require that more than one success is made. A standard group check may require successes equal to one third of the players, rounded up. A group of 5-6 players needs 2 successes to succeed.

When the party is trying to gain complex information that can be broken into separate parts, each success earns one piece of it, starting with the most vague. Very valuable and complicated information may require additional successes.

Any player that rolls an Exceptional Success or a Critical Success counts as two successes.

STACKING ADVANTAGE

Player's Handbook (pg. 173) states that multiple advantages and disadvantages do not stack. You can increase realism and tactical complexity by allowing multiple advantages and disadvantages to stack. To stack, they need to originate from different players or conditions, for example being Prone and Frightened at the same time.

Any additional advantage after the first gives a +1 bonus to the roll (max +3) and any additional disadvantage after the first applies a -1 penalty to the roll (max -3).

CHARACTER CREATION

INGENIOUS PROFICIENCY

Unless you are a spellcaster, Intelligence can be one of the least useful scores in *Dungeons and Dragons 5th Edition*. To remedy that, your cunning mind unlocks the potential to learn more skills and knowledge than others.

When creating a character, you gain a number of points equal to your Intelligence modifier (minimum of 0). Subtract 2 if your class is capable of casting spells based on your Intelligence. These points can be spent on the table below.

PROFICIENCY COSTS

Benefit	Cost
Class or Background Skill proficiency	2
Double proficiency for a Skill you are proficient in	3
Language proficiency	1
Tool proficiency	1
Double proficiency for a Tool you are proficient with	2
Single Weapon proficiency	1

When you permanently increase your Intelligence modifier, you may spend additional points as normal. Proficiencies learned by spending points cannot be lost once gained.

OPTION: PERSONALITY PROFILE

A Personality Profile is a tool for players who are uncertain about what action their character should take. Whenever you aren't sure how your character would act or react, you can decide with a die roll plus a modifier based on your character's personality traits.

You do not have to follow the result of a personality check if you don't like it. The DM may suggest a Personality check, but can't make you roll or abide to the result.

CREATING A PERSONALITY PROFILE

To fully sketch your character's personality, you may assign an advantage or disadvantage to any trait. You may assign double advantage or double disadvantage when certain traits are incredibly strong or devastatingly weak. As characters develop with time, you can change your profile at any point.

PERSONALITY CHECK

When you want to check a certain personality trait, make an Intelligence, Wisdom or Charisma ability check using the advantage or disadvantage (normal or double) assigned to the chosen trait. Then compare with DC in the Difficulty table.

- **Intelligence.** Making a calm decision based on clearly understanding how your personality affects you and others, and whether the outcome benefits you.
- **Wisdom.** Resisting giving in to your emotions and personal urges, or making a choice between options while clouded by emotion, conflict, beliefs, or delusions.
- **Charisma.** Expressing your personality and emotions in a way that satisfies your urges, or affects others in a profoundly dramatic way.

Difficulty	DC
Simple emotions. Easy to resist urges. Obvious decisions with few risks involved.	10
Strong emotions. Powerful urges. Challenging decisions with significant consequences.	15
Overwhelming emotions. All-consuming urges. Very difficult decisions with significant consequences for many, clouded by beliefs or delusions.	20+

PERSONALITY TRAITS

Trait	Description
Bravery	How well you handle fear and danger
Reasoning	Your ability to think your actions through and acknowledge bad ideas
Discipline	Your ability to commit to a routine, code, or rule despite adversity
Stoicism	Your ability to keep your emotions and pain to yourself
Stability	How emotionally volatile you are
Optimism	Your tendency to keep a positive attitude
Risk-taking	How willing you are to take risks
Social Bravery	Your resistance to social anxiety
Introspection	How well you can reevaluate your behavior and grow as a person
Open-mindedness	Your ability to accept when you are wrong and change your mind
Social Awareness	How aware you are of social norms
Self-control	Your ability to resist temptation
Patience	How well you can handle boredom
Eloquence	Staying calm and logical during emotionally charged conversations and debates
Anger Management	Your ability to resist resorting to violence when you're angry
Grieving	How affected you are when reminded of a loss
Desire	How easily you are distracted by or infatuated with attractive people
Trauma	How much a disturbing moment will traumatize you
Mental Health	The state of your mental health at the moment
Trust	How willing you are to trust people
Confidence	Your overall belief in yourself
Narcissism	Your self-obsession above all others
Machiavellianism	Your desire to manipulate others
Psychopathy	Your lack of empathy and sympathy

COMBAT

INITIATIVE RUSH

At the end of your combat turn, you may announce that you want to rush your next turn. If you do so, raise your Initiative for the duration of the combat by 2 + Dexterity modifier (minimum of 1). On your next turn after rushing, you experience the following effect:

- you gain 1 level of Exhaustion
- combat actions (see pg. 13-16) can't be used this turn
- movement speed is halved during the turn, rounded down
- only spells with level equal or lower than your level divided by 3, rounded down, can be cast this turn

WOUNDS

If you take damage exceeding 12 + your Constitution Modifier (Wound Threshold) from a single attack, ability, spell, or trap that deals lethal damage, you receive a Wound Risk token.

At the end of the combat turn, make a Constitution saving throw at DC 14 + 1 for each Wound Risk during this turn, or you suffer a Wound. A critical success always resists, while critical failure always suffers the Wound. If any single damage taken is higher than twice your Wound Threshold, you don't need to make the end of turn roll and always suffer a Wound. At the end of the turn, remove all Wound Risk tokens.

Until end of combat or encounter, you lose 1 hit point bleeding damage at the beginning of your combat turn for each Wound you have suffered since the start of that combat. You can stop the bleeding during combat if you spend your action and make a DC 12 Wisdom (Medicine) check.

Open Wounds can be removed with a DC 15 Wisdom (Medicine) skill check and expending one use of a healer's kit (contains 10 uses). A wound can also be removed with any kind of rest and the expenditure of a Hit Die. This die does not grant hit points, it only removes the wound.

Wounds can also be removed with curative magic. Magic can cure both hit point damage and remove one Wound per die of healing, or 5 points of non-dice healing. For example, potion that heals 2d4+2 hit points also cures two Wounds.

If you have more Wounds than your level plus Constitution modifier (minimum of 3), you are immediately knocked unconscious. You keep the same number of hit points but are unconscious. If not stabilized before, in 2d4 hours you regain consciousness and lose one Wound.

INJURIES

Every time you fall unconscious due to damage or excess Wounds, you take one Injury token. Record the damage amount and damage type for each token. At the end of the combat encounter, roll on the Injury Severity tables (pg. 7, 59-64) depending how many Injury tokens were accumulated during that encounter. The Injury token with the highest damage value decides the damage type of the injury.

Additionally, every time you suffer a critical hit or critical fumble, you may choose to take one Injury Token and instead suffer normal damage or ignore the critical fumble effect.

NONLETHAL DAMAGE

Nonlethal damage must be announced before damage is rolled, not after. You may announce that all damage dealt to specific creature is nonlethal and change your mind at any time. You may choose nonlethal damage only if you can concentrate while dealing damage. Nonlethal damage does not cause Wounds or give Injury Tokens. If a nonlethal attack reduces a creature to 0 hp, you may choose to either make it unconscious, or automatically succeed to disarm it.

Weapons without the Nonlethal property deal only 1 plus Strength modifier in non-lethal damage. Critical hits cannot deal nonlethal damage and may lead to accidental kills.

NPC WOUNDS

Monsters do not suffer Wounds, only damage. NPCs apply proficiency modifier instead of player level to maximum number of Wounds.

MASSIVE DAMAGE

When you take over 50% of your maximum HP in damage from attack, falling, explosions, traps, etc. the DM can rule you take one or more Injury tokens.



SUFFERING INJURIES

It is inevitable that even great heroes fall once or twice. If you gain one or several Injury Tokens during combat, at the end of that encounter you must roll on the Injury Severity tables.

Severity outcome decides the kind of roll you must make on the Injury tables on the following pages 33 to 38. There is a separate Injury table for each damage type, decided by the Injury token with the highest damage amount.

If the roll you must make has more modifiers or even has advantage, there's less risk for suffering fatal injuries that can take you out of adventuring career until you can afford long recovery or expensive magical healing.

SEVERITY 1: ONE INJURY TOKEN

(Roll 4d6, then divide by 2, rounding up)

4d3 Injury Roll

- 4 **Escalate:** Gain 1 injury token. Roll on Severity 2
- 5 - 9 **Minor:** Proficient Constitution save, advantage
- 10 - 11 **Medium:** Constitution check, advantage
- 12 **Major:** Natural 1d20 roll, advantage

SEVERITY 2: TWO INJURY TOKENS

3d4 Injury Roll

- 3 **Escalate:** Gain 1 injury token. Roll on Severity 3
- 4 **Major:** Natural 1d20 roll
- 5 **Medium:** Constitution saving throw
- 6 - 8 **Minor:** Constitution saving throw, advantage
- 9 - 10 **Medium:** Constitution saving throw
- 11 - 12 **Major:** Natural 1d20 roll

SEVERITY 3: THREE INJURY TOKENS

2d6 Injury Roll

- 2 **Escalate:** Gain 1 injury token. Roll on Severity 4
- 3 **Major:** Natural 1d20 roll
- 4 - 6 **Medium:** Constitution check
- 7 **Minor:** Constitution check, advantage
- 8 - 9 **Medium:** Constitution saving throw
- 10 - 12 **Major:** Natural 1d20 roll

SEVERITY 4: FOUR OR MORE INJURY TOKENS

1d12 Injury Roll

- 1 - 2 You will die in three combat rounds.
- 3 - 5 **Extreme:** Natural 1d20 roll, disadvantage
- 6 **Medium:** Constitution check, disadvantage
- 7 **Minor:** Constitution check, advantage
- 8 - 9 **Medium:** Constitution check
- 10 - 12 **Major:** Natural 1d20 roll

OPTION: OVERCOMING PAIN

When an injury requires a Constitution check to overcome nerve damage or lose your action and reaction until your next turn and you fail that roll, you may choose to exert yourself despite debilitating pain and dealing internal damage to your body.

If you choose so, you execute the action as normal, but take internal damage as shown on the table, below. You still can't use your reaction until your next turn.

OVERCOMING NERVE INJURY

DC Internal Damage

- | | |
|----|-----------------------------------|
| 10 | 1d4 + half your level, rounded up |
| 15 | 1d8 + your level |



INJURY WHILE UNCONSCIOUS

While unconscious, when you take more damage than your Constitution score, you also gain one Injury token.

EXCESS INJURY

For every Injury token above four, DM may require an additional roll on Table 4. These additional rolls are only for avoiding sudden death. If you roll 1 or 2, you will die in three combat rounds. If you roll any other value, the additional roll has no effect.

ATTRITION AND DEATH

COMBAT CONDITIONS

The lingering marks of combat and physical pain affect your appearance and actions. People can read the signs of bodily damage and may act caring or aggressive. Realistic and engaging narration of the effects from combat should be rewarded with Inspiration Points.

BRUISED

When you lose 1/4 of your Max HP, you are **bruised**. Your body or face is covered with visible scratches and bruises, and you have minor lingering pains. Anyone can recognize exposed damage with a Wisdom (Insight) check vs DC 10 + your Constitution (Deception) skill. Hiding it or using makeup can add +5 or +10 to the DC.

BLOODIED

When you lose 1/2 of your Max HP, you are **bloodied**. Your body has open wounds or massive hematomas, and you feel intense pain during physical feats requiring Strength or Dexterity. Even if your wounds are hidden, anyone can recognize the signs of pain with a Wisdom (Insight) check vs DC 5 + your Constitution (Deception) skill.

BEATEN

When you drop below 1/4 of your Max HP, you are **beaten**. Your body is a mess of bleeding open wounds, cracked or splintered bones, or much worse. You feel severe pain just by simply moving around.

When you become **beaten** and you have 2 or fewer levels of Exhaustion, you gain 1 additional level of Exhaustion that only comes into effect after the combat ends and the adrenaline rush wears off.

DYING

When you drop to 0 hit points and start **dying**, and you have 2 or fewer levels of Exhaustion, you gain 1 level of Exhaustion that comes into effect immediately if you are stabilized and raised on your feet.

ON DEATH'S DOOR

Even if an enemy attack or a deadly trap deals a finishing blow that takes your last hit points, you may still rely on your fortitude to avoid immediately losing consciousness.

When your hit points drop to 0, you may attempt a Constitution save at DC equal to the total amount of damage dealt to you. If you succeed, instead of dropping unconscious you remain standing and may take actions as normal. However you suffer one level of Exhaustion and take one Injury Token. You are still dying and must make Death Saves at the start of your turn.

The On Death's Door condition appears similar to the beaten condition, and you are still a target for enemy attacks. If anyone attempts to recognize that you are dying even while not prone and unconscious, they must roll a DC 10 Wisdom (Insight) check. If they fail, they cannot spot the difference. Healers would naturally help unconscious allies, first.

STABILIZING DYING CHARACTERS

When performing a Death Save, you must meet or exceed a DC with a natural d20 roll. Help action or stout constitution can improve your odds. Rolling 20 on the roll counts as two successes, not an automatic stabilization.

DC	Situation
12	Victim makes Death Saves alone, without Help
10	Victim receives non-proficient Help action
8	Victim receives Medicine-proficient Help action
-1	For each +2 Constitution modifier of the victim
+1	For each -1 Constitution modifier of the victim



EXPANDED EXHAUSTION

The Exhaustion condition covers all effects from casual exhaustion to life drain. These rules allow to differentiate between normal fatigue and more dangerous effects.

Levels 1-3 of Exhaustion (called *Soft*) often happen with strenuous activity like working, training or fighting. Soft Exhaustion accumulates easily but is recovered quickly with a short or longer rest. Any rule or DM decision that makes you gain Soft Exhaustion increases your Exhaustion only if your current Exhaustion is level 2 or less.

Levels 4-6 of Exhaustion come in play when you push past your limits or your life is being drained. If you have 4 or more levels of Exhaustion, you may recover a level of Exhaustion only during long or full rest.

SOFT EXHAUSTION

Level Will DC Effect

1	–	Disadvantage on Ability checks
2	–	Speed halved. Anyone can tell you're tired with DC 15 Wisdom (Insight) check.
3	15	Disadvantage on Attack rolls and Saving Throws. Anyone can tell you're very tired with DC 10 Wisdom (Insight) check.

HEAVY EXHAUSTION

Level Will DC Effect

4	18	Hit point maximum halved. Anyone can tell you're extremely tired or weak. You can concentrate on one thing only, such as a spell or enemy target, and ignore all the rest. You're limited to simple mental tasks.
5	20	Speed reduced to 0. Anyone can tell you're on the verge of passing out. You cannot concentrate, or cast spells requiring Concentration. You have blurry vision, tunnel vision, or vertigo and may experience hallucinations (up to DM).
6	25	You are Dying. Any additional Exhaustion counts as two failed death saves.

PLAYER'S HANDBOOK COMPATIBILITY

All Exhaustion effects in other *Dungeons & Dragons* books are considered normal Exhaustion. The wording "if you have 2 or fewer levels of exhaustion..." used elsewhere in this supplement is a PHB-compatible definition of Soft Exhaustion.

IGNORING EXHAUSTION

When you attempt an action with a listed Will DC, that has a chance to increase a level of Exhaustion, you must make either a Constitution or Wisdom saving throw to muster the strength to do it. If you fail, you find an excuse not to do it.

EXCESS SOFT EXHAUSTION

If you have reached the maximum level of Soft Exhaustion and you take another level of it, instead of increasing your Exhaustion level reduce your maximum hit points by your hit die maximum value.

Your maximum hit points return to normal when you finish a long or full rest with no levels of Exhaustion.

OPTION: COMBAT FATIGUE

The following rule is useful only when you are engaged in prolonged combat on a battlefield or in a duel with heavily armored opponent.

During long combat encounters, you gain a level of Soft Exhaustion after a number of combat rounds equal to 6 + your Constitution modifier. Every weapon and armor you use that has the Heavy property decreases this number by 2.

At any time during combat, you may spend your whole turn catching a breath and remove 1 level of Soft Exhaustion added by this rule.

OPTION: MENTAL EXHAUSTION

Intense mental activities such as studying, deciphering, solving a problem that takes longer than an hour, may inflict a level of Mental Exhaustion. This variant of Soft Exhaustion is strictly limited to brain activity.

Mental Exhaustion is tracked separately from Exhaustion. Effects that lower Exhaustion also lower Mental Exhaustion by the same number of levels.

MENTAL EXHAUSTION

Level Will DC Effect

1	–	Disadvantage on Intelligence, Wisdom and Charisma checks
2	–	Speed of mental activity halved. You feel sleepy, and may ignore fine detail.
3	15	Speed of mental activity halved again. Disadvantage on Intelligence, Wisdom and Charisma saving throws. You barely maintain your focus on the subject of your study, and ignore all the rest.

OPTION: ARCANE EXHAUSTION

If you are a spellcaster and you are out of spell slots, you may still cast spells drawing from your own life energy, while risking lasting damage to yourself. If you do, you gain levels of Arcane Exhaustion equal to half of the spell level, rounded up.

Arcane Exhaustion has the same effects as Exhaustion, but doesn't recover with any rest. It can only be recovered by a restorative spell of level equal or higher than twice the level of Arcane Exhaustion. Example: 3 levels of Arcane Exhaustion can only be removed by Regenerate or better spell, while no known spell can remove 5th level. When such spell is cast, you lose all levels of Arcane Exhaustion.

REALISTIC CONDITIONS

These rules expand existing conditions in *Player's Handbook*, or introduce new conditions with focus on realism. You can create spells or abilities that use the new conditions.

GRAPPLED

- If you have Strength of 13 or more, you can spend your action to make an opposed Grapple check to restrain them. If you succeed, the creature is Restrained by you. If you fail, the Grapple is broken and the creature can use its reaction to make an opportunity attack against you.

RESTRAINED

- A creature remains restrained by you as long as it is grappled by you. If the grapple breaks, it is no longer Restrained by you.
- If you have Strength of 13 or more, you can spend your action to perform an opposed Grapple check to subdue them. If you succeed, the creature is Subdued by you. If you fail, the Grapple is broken and the creature can use its reaction to make an opportunity attack against you.

SUBDUED

Subdued creatures are usually pinned against hard surface, their limbs held in a lock and struggling under body weight.

- You can subdue creatures with the same size or smaller than you. Creatures larger than you cannot be subdued.
- A subdued creature is unable to perform any actions other than opposed Grapple checks to break the grapple, or cast spells and cantrips with verbal component only.
- A subdued creature does not benefit from Dexterity and Shield bonus to AC.
- During your turn, you must spend your action to maintain the subjugation. If you choose to use it for anything else, the creature is no longer subdued by you.
- During your turn and as long as you have used your action to maintain the subjugation, you can attempt a Disarm action as a bonus action.
- A creature remains Subdued by you as long as it is also grappled and restrained by you. If the grapple breaks, it is no longer Subdued by you.

SHAKEN

A shaken creature is dealing with the initial shock from a horrifying sight or a powerful enemy attack.

- A shaken creature has disadvantage on its first Ability Check or Attack roll after being shaken.
- If a shaken creature is subjected by an effect that makes it become shaken again, it becomes stunned (if the source of damage or force) or frightened (if the source is fear and the creature is not immune to fear).

FRIGHTENED

- If a frightened creature is subjected by an effect that causes it to become frightened again, the creature must make a Wisdom saving throw at DC 8 + proficiency bonus + Charisma modifier of the source of the effect. If it fails the save, it becomes Panicked.

PANICKED

An unspeakable dread can break the will of weaker creatures and send them running for their lives.

- A panicked creature remains panicked as long as it is frightened. If it is no longer frightened, it stops panicking.
- A panicked creature must Disengage or Dash with all its movement speed from the source of its fear, as well as any other dangers it encounters, along a random path. The creature uses the Dodge action anytime it can, and will attack or interact with obstacles, use special abilities including spells as means to escape. If cornered, a panicked creature cowers and does not attack.
- At the start of its turn, a panicking creature must make a Wisdom saving throw at DC 8 + proficiency bonus + Charisma modifier of the source of the fear. If it succeeds, it is no longer panicked. It may continue to fake out panicking to surprise any pursuers.
- Creatures immune to fear are also immune to the Panicked condition.

PAIN-WRACKED

The creature is experiencing excruciating pain that inhibits its ability to maintain control over its actions. It can suffer Pain-Wracked condition along with ongoing damage due to burning alive, dissolving into acid, being eaten by swarm of bugs or rats, extreme torture or surgery without anesthesia, or when its mind is crushed by a powerful psychic entity.

- Pain-wracked creature suffers disadvantage to all skill checks and attack rolls, and its movement speed is decreased by 10.
- Pain-wracked creature does not benefit from Dexterity and Shield bonus to AC.
- At the start of its turn, a pain-wracked creature must make a DC 15 Wisdom saving throw. If it fails the saving throw, it must use its action to attempt to cancel the ongoing damage, and cannot use its bonus action or reaction until the start of its next turn. If it fails by 5 or more, it also can only use its movement to flee in a direction away from the source of pain and drops prone if it enters difficult terrain or obstacles. If it fails by 10 or more, it always drops prone after using its movement action.
- The action required to cancel the ongoing damage must be a saving throw with appropriate attribute: Strength (to open a bear trap), Dexterity (to remove burning clothes), Constitution (to withstand dissolving flesh), Intelligence (defend against psychic intrusion), Wisdom (brace for the pain during surgery), or Charisma (let out your anguish as the pain engulfs you). The DC is either Trap or Poison DC, a creature's Save or Spellcasting DC or if nothing else applies, either 15 or half the damage taken since the end of the previous turn, whichever is higher.
- If a creature manages to remove the source of pain or the ongoing damage effect ends, it is no longer pain-wracked.
- Pain-wracked creature that drops unconscious or dying cannot be stabilized unless it is no longer pain-wracked.
- Creatures immune to pain are also immune to the Pain-wracked condition, such as undead and constructs.

NAUSEATED

Nauseated is a lesser variant of Poisoned condition. It can be caused by consumption of spoiled food or water or exposure to toxic conditions without direct contact with poisons.

- Nauseated creatures suffer disadvantage to all Strength, Dexterity and Constitution saving throws.
- At the end of each turn a nauseated creature can make a DC 10 Constitution saving throw to end the Nauseated condition.

POISONED

- When a poisoned creature takes poison damage equal or more than its Constitution modifier (minimum of one), its hit points maximum is reduced by 1d6.
- While poisoned creature's hit points maximum is reduced below half its normal amount, it suffers disadvantage to Dexterity and Constitution saving throws and movement speed is reduced by 10. This effect persists even if the creature is no longer Poisoned, as long as its hit dice maximum is reduced below half.
- While poisoned creature's hit points maximum is reduced below quarter of its normal amount, it suffers the effect of the Stunned condition and can speak weakly and is vaguely aware of the surroundings. This effect persists even if the creature is no longer Poisoned, as long as its hit dice maximum is reduced below quarter.
- When a creature with damaged hit points maximum takes any rest without the Poisoned condition, using hit dice and magical means of recovering hit points also recover the same amount in hit point maximum.

RESILIENCE

Resilience is the lesser variant of the Damage Resistance and Condition Immunity. While standard rules for Resistance and Immunity work great for supernatural beasts and monsters, most realistic humanoids can only benefit from genetic or trained resilience.

- When a creature resilient to a damage type takes damage of the same type, the damage taken is reduced by an amount equal to twice its Constitution modifier, up to half the total damage dealt.
- When a creature resilient to a condition is targeted by effect or spell that inflicts the condition, it must make a DC 12 Constitution (for physical conditions) or Wisdom (for mental conditions) saving throw to avoid suffering the condition.
- When a creature resilient to damage type or condition receives another resilience to the same damage type or condition, it gains Resistance to the damage type or Immunity to the condition.

USING THE NEW CONDITIONS

You can make fantasy player races and classes fit a realistic campaign by changing all references of Resistance and Immunity to Resilience.

When players save against fear or fail against fear they have resisted before, you can apply the milder Shaken condition instead.

Any ongoing effect that does on average more than 10 damage per round and over 3 or more rounds will also cause the Pain-wracked condition.



RESTING AND RECOVERY

BREATHER

Taking a breather is a short period of rest, at least 5 minutes long, after a strenuous activity. During that time you may rest, slake your thirst and hunger, or check on a single wound and bandage it.

During a breather, you may spend one Hit Die for healing or removing a Wound. If a Hit Die is spent to heal, you roll the die and add your Constitution modifier to it. You regain hit points equal to the total.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which you do nothing more strenuous than light activity like eating, drinking, reading, and tending to wounds.

You can spend Hit Dice at the end of a short rest for recovery or removing a Wound, up to $1 + \text{Constitution modifier}$ (minimum of 1). For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You regain hit points equal to the total. If you have exactly 1 level of Exhaustion, you can remove that level.

You can't benefit from more than two short rest in a 24-hour period, and you must have at least 1 hit point at the start of the rest to gain its benefits.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity - at least 1 hour of walking, fighting, casting spells, or similar adventuring activity - you must begin the rest again to gain any benefit.

During a long rest, you must be able to sleep with some comfort and consume at least 2 pints of water and a ration. If you can provide both, you reduce 1 level of Exhaustion. If you cannot provide one or both, you gain 1 level of Exhaustion.

At the end of a long rest, your hit points remain unchanged. However, you regain up to half of your total number of Hit Dice, rounded down. Any Hit Dice above the maximum amount for your level must be spent during the long rest for recovery or removing Wounds, otherwise they are lost.

You can't benefit from more than one long rest in a 24-hour period, and you must have at least 1 hit point at the start of the rest to gain its benefits.

FULL REST

A full rest is a period of downtime, at least 24 hours long, during which you sleep at least 6 hours, and perform light activity or nonstrenuous physical or mental labor for up to 2 hours.

A full rest cannot be attempted while in the wilderness, while sleeping on dirt or stone, or while wearing armor. You must be in a safe location where you do not feel the need to keep watch or constantly be on guard. You must also consume at least 3 pints of water and 2 rations. If you can provide all of the above, you lose up to 2 levels of Exhaustion. For each source of life sustenance you cannot provide, you gain 1 level of Exhaustion.

At the end of a full rest, you recover all lost hit points and regain all spent Hit Dice. A full rest also counts towards recovery for any serious Injuries. You must have at least 1 hit point at the start of the rest to gain its benefits.

REALISTIC GOING ON WITHOUT REST

Xanathar's Guide to Everything (pg. 78) establishes simple rules for going on without any sleep.

To improve realism, assume that Constitution checks and Exhaustion kicks in not after 24 hours but after 48 hours of no sleep. Also, if going on without sleep makes you get to second level of Exhaustion, you automatically progress to third level of Exhaustion.

COMBAT ACTIONS

Combat Actions are common martial techniques available to anyone of any class. You can use one Combat Action in your turn, using weapon with one of the properties listed next to its name, and you must be proficient with it.

Actions marked with  icon take your whole Action, while with  replace one of your Attacks. Actions with  use your Movement. Actions marked with  can be used anytime you can use your reaction.

MELEE ACTIONS

POWER ATTACK (HEAVY)

Before you make an attack with a heavy melee weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll and attempt to put more of your raw strength behind a blow that deals extra damage.

If the attack hits, you add 2 + your Strength modifier (minimum 1) to the attack's damage. While you are raging, you may instead add twice your Rage damage.

STAGGER (BLUDGEONING WEAPON)

Before you make an bludgeoning attack with a melee weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll and try to disrupt the movement of your target while attacking.

If the attack hits, the target's movement speed is reduced by 10 until the end of its next turn. If its speed is reduced to 0 this way, it immediately drops prone. Until the target recovers its movement speed to full it cannot use the Dash, Disengage and Dodge actions.

FEINT (LIGHT OR FINESSE)

Before you make an attack with a light or finesse melee weapon that you are proficient with, you can use your reaction and perform a feint to fake out your opponent.

Make a Charisma (Sleight of Hand) check contested by the target's Wisdom (Insight) or Intelligence (Perception) check (the target chooses the ability to use). If you succeed, you have advantage on that attack. If you fail you have disadvantage on the attack roll and you cannot succeed a Feint against this target for the rest of this combat.

DEFLECT (NOT LIGHT NOR FINESSE)

When a hostile creature that you can see declares a melee attack against you and it has disadvantage on the attack roll, you may use your reaction to attempt to deflect the attack. You can attempt to deflect so only before damage is rolled.

If you do and you are proficient with the weapon that you are currently wielding, roll your weapon damage dice without any modifiers. The attack damage is reduced by that result.

Riposte. If your weapon has Parry property and your Deflect result negates all attack damage and your weapon has Parry property, you can follow up with a single melee attack against the same target.

COUNTER (FINESSE OR PARRY)

When a creature misses you with a melee attack by 10 or more and you have advantage against that creature, you may use your reaction to perform a single melee attack against that creature.

REALISTIC STAND FROM PRONE

Rising from a throw or fall is a difficult thing in the heat of battle. It takes training and skill to do so very quickly and even more so when faced with an aggressive adversary.

You must spend half your movement to stand from prone. When threatened, you can attempt to stand up by making a Dexterity (Acrobatics) or Strength (Athletics) skill check at DC 10 + 2 for each enemy engaged with you. Failure provokes an attack of opportunity reaction from all opponents in reach. If any opportunity attack roll beats your AC by 10 or more, you remain prone.

If you beat the Stand from Prone DC by 5 or more, you may also choose to tumble 5 feet in occupied space and stand up there.

TRIP (REACH)

While wielding a melee weapon with reach, you can use your weapon to perform the Shove a Creature action (see *Player's Handbook* pg. 195) but you can use your Attack roll instead of skill check.

This action has the same reach as your weapon but since you are using your weapon to perform the action, you are open to retaliation. Any hostile creatures that have reach with you may take an opportunity attack against you.

RAISE SHIELD

If you are wielding a shield and you are hit by an attack roll that is equal to or only one greater than your AC, you may interpose your shield between yourself and the attack. The attack deals you no damage, but your shield is damaged in the process. It suffers a -1 penalty to its AC each time you block in this fashion. If your shield's AC reaches 0, it is destroyed.

Magical shields self repair AC equal to the AC bonus granted by the enchantment each long rest and may block critical hits that meet the above criteria.

SUNDER (HEAVY OR SEVERING)

Before you make a melee attack with a heavy weapon against a target creature with which you have advantage, you can instead declare that you wish to attack that target's armor.

If the attack hits and deals damage equal to or greater than the target's AC, excluding any bonuses from the target's Dexterity modifier, a piece of armor of your choice suffers a -1 penalty to its AC. The creature wearing the armor takes half damage from this attack.

A single piece of equipment cannot have its AC reduced in this way by more than 3. If that piece of equipment's AC drops to 0, excluding any bonus from the target's Dexterity modifier, it is destroyed.

The target creature must be wearing non-magical armor, does not effect natural armor, and must not be receiving an AC buff through magical means, such as the *Shield* spell.



RANGED ACTIONS

AIM ✂ (RANGED WEAPON)

If your target hasn't moved during its previous turn, you can spend your movement to stand still, hold your breath and aim with a ranged weapon. Until the end of this turn, your next ranged attack against that target has advantage.

Aiming requires concentration. If you maintain spells requiring Concentration, Aiming causes them to end.

MOVEMENT ACTIONS

CHARGE 🐾

When you take the Dash action, you may declare to dash a charge. You must move in a straight line towards a target creature that is at least 10 feet away. You must have a clear path toward your target, and nothing should hinder your path (such as difficult terrain or obstacles). If you finish a Charge within reach with your target, you may follow it with one of these options:

Strike. You can make a single melee attack. The attack deals additional damage equal to the distance you charged divided by 5, up to your Strength or Constitution modifier (your choice, minimum of 1). You may also reroll one of the weapon dice and choose between the two results.

Slam. You provoke an attack of opportunity from your target. Then perform a Shove a Creature action (*Player's Handbook*, pg. 195). If you succeed, the creature is shoved twice the normal distance, or shoved as normal then knocked prone. You may choose to move up to five feet in the direction you are shoving your target.

Tackle. You can make a single unarmed strike attack. If it fails, you provoke an attack of opportunity from your target and your Tackle fails. If you hit, the attack deals normal damage and you make an opposed Grapple check with your target. If your target is the same size as you, you have advantage to the Grapple check. If the Grapple succeeds, both you and your opponent are knocked prone and your target is subjected to the grappled condition. If you are size greater than your target, the target is also restrained. If the Grapple fails, you are knocked Prone and your target is unaffected.

BRACE 🗡

You use one of your Attacks and focus on setting yourself up in a steady stance or bracing yourself against a solid object for additional support. Until the start of your next turn, you make any Strength checks or Strength saving throws with advantage.

You lose the benefit of Brace if you move more than 5 feet or if you are knocked prone.

GIVE GROUND ✂

When you are hit with a melee attack and you have advantage to attacks against that creature, you can use your reaction to move 5 feet away from the creature, reducing the damage you take by 1d4 points (minimum of 1), as long as your movement speed is greater than 0. This movement does not provoke an opportunity attack from the attacking creature, though it may provoke opportunity attacks from other enemies.

You may also use this reaction in response to a successful Shove attack that would otherwise knock you prone, choosing instead to move 5 feet away from the attacker.

DRIVE BACK ✂

Using one of your Attacks, you can make a special melee weapon attack to try to force back a standing creature that has disadvantage to melee attacks against you.

The target must be no larger than you in size and must be within your reach. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If you win the contest, the target backs away from you by 5 feet step. As part of this attack, you can move 5 feet in the direction of the target. If you lose the contest instead, you provoke an attack of opportunity from the target and may choose to use its reaction to perform a Drive Back action.

LUNGE ✂ (PIERCING WEAPON, NOT HEAVY)

Using the Attack action, you can make a special melee weapon attack using a piercing weapon with which you are proficient, extending the reach of your weapon by 5 feet.

You can only perform a Lunge if you have advantage to your melee attacks against your target. When you make a lunge attack, you provoke opportunity attacks from enemies within 5 feet of you.

GRAPPLE ACTIONS

OPPORTUNITY GRAPPLE ✂ (FREE HAND)

When your opponent provokes an attack of opportunity with a melee attack that neither has Light nor Finesse property, you can use your reaction to perform an opposed Grapple check at a disadvantage.

If you succeed, you grapple the target and manage to avoid all damage from the attack that you reacted to, otherwise, the attack you reacted to becomes a critical hit.

BODY-SHIELD ✂ (RESTRAINED TARGET)

While a creature is grappled or restrained by you, you may use half your movement to make an opposed Grapple check against that creature in order to position it in such a way that it shields you from one or more hostile creatures that you are aware of. If the creature is of your size it provides half cover, +2 AC, or, if the creature is one size larger than yourself, three-quarters cover, +5 AC.

If the creature you shield with is stunned, paralyzed or unconscious, instead make a Strength (Athletics) check at DC 12 plus 5 for each size category above yours.

DIRTY FIGHTING ✂ (FREE HAND)

Dirty fighting is a catch-all name for many socially rejected grappling techniques that exploit the opponent.

Before you make an attack that you have advantage on, you can change it into a dirty move from the list below. Engage in a contested Grapple check with your target. If you fail, you provoke an attack of opportunity or opportunity grapple from your opponent. If you succeed, apply the dirty move effect.

Restrained. The target is grappled and restrained by you.

Headlock. The target is grappled by you and suffocating (*Player's Handbook*, pg. 183) until the grapple is broken.

Eyejab. The target is Blinded until the end of its next turn. You may also Shove the creature as part of the Dirty Trick, but at disadvantage.

Groin shot. The target is Stunned until the end of its next turn. You may also Shove the creature as part of the Dirty Trick, but at disadvantage.



STEALTH ACTIONS

DISTRACTION

While you are hidden from a creature, you throw a pebble or make a sound meant to confuse and distract it. You must be aware of the creature's approximate location or direction of movement. Make a Dexterity (Sleight of Hand) or Charisma (Performance) check depending on your distraction method, contested by Wisdom (Insight) or Intelligence (Investigation) check (the targets choose the ability to use). If the creatures are alert, Passive Insight or Passive Investigation applies.

If you succeed, the creatures are Distracted until the end of its next turn. Distracted creatures have disadvantage to Wisdom (Perception) skill checks and cannot use their Passive Perception. You have advantage on grapple checks against any Distracted creature, and if grappled while Distracted it is Surprised until the end of its next turn.

If you fail, you provoke a Wisdom (Perception) check with advantage from your targets opposed by your Dexterity (Stealth) skill. Your Passive Stealth (pg. 20) does not apply.

STEALTH GRAPPLE

While you are hidden from your target, as long as your Stealth check total or Passive Stealth are above the Passive Perception of all nearby targets, you can come out of stealth and perform an opposed Grapple check with advantage. If you succeed, you may use your reaction to follow it with one of the following moves. If you fail, you provoke an attack of opportunity or grapple of opportunity from your target.

The move effect applies as long as the stealth grapple is maintained. While maintaining it, creatures other than your target have advantage on attack rolls against you, and you have disadvantage on Dexterity saving throws.

Gag. You attempt to gag the target's mouth to prevent it from making any sound. Make another opposed Grapple check with your target. On a success, the target is gagged until the grapple ends. A gagged creature cannot cast spells with verbal components and its speech is muffled and difficult to understand.

Choke Hold. You try to grab the creature by the throat and prevent it from breathing. Make another opposed Grapple check with your target with a disadvantage. On a success, the target is also gagged and suffocating until the grapple ends. (*Player's Handbook*, pg. 183).

Silent Takedown. If your target is already grappled and gagged, you may attempt to strike it with a weapon with Silent property. Make an opposed Grapple check to maintain the hold on your target. If you succeed, you can make a single special melee attack. Your target has vulnerability towards the damage dealt by that attack.

STEALTH DRAG

While you are grappling a creature that is unable to speak, you may attempt to return to stealth. The Stealth check is made at disadvantage. On a success, the movement speed penalty from dragging a grappled creature does not apply.

COUP DE GRACE

When you make an attack that qualifies as an automatic critical hit against a defenseless target, roll a regular Attack roll. If you hit the target's AC minus Dexterity modifier, the creature takes damage equal to its current HP and is dying.

If you do not hit, the creature instead takes damage equal to half its current HP.



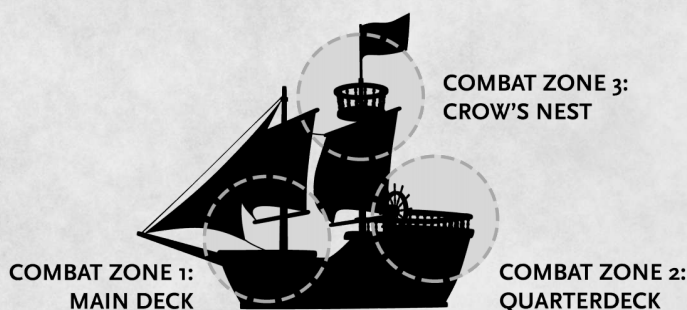
MAPLESS COMBAT

Theatre of the Mind combat are intense, exciting and very fast. They can bring a lot of emotion to your most violent encounters, without the use of grid or miniatures.

RANGES

In Theatre of the Mind there are only two ranges to keep track of: **Near** and **Far**.

The **Near** range comprises everything that you can reach by using a single Move Action of approximately 30 feet. All creatures and things that are Near to each other comprise a Combat Zone. A pirate ship, for example, could be divided into multiple Combat Zones.



Beyond that, everything is considered to be in the **Far** range, without the need to measure exact distances between them. Each Combat Zone is considered to be Far from the rest.

FREEDOM OF MOVEMENT

During your turn, you can move anywhere within Near range. In order to move Far and enter another Combat Zone you must spend an Action to Dash.

Combat Zones that are very distant from each other can be described by DM as **Very Far**. For each adverb **Very** attached to it, an additional Dash action is needed to reach that zone.

RULES OF ENGAGEMENT

In order to attack a creature with melee weapon, it must be Near and you must **Engage** that creature. You must use your Move action to approach that creature and declare that you become Engaged with each other in combat. When you do so, it instantly becomes Engaged with you. While Engaged with a creature in combat, you can perform melee attacks against it and impose disadvantage to ranged attacks and spells.

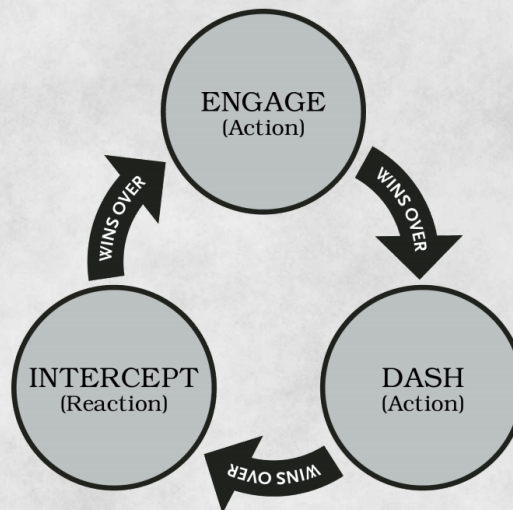
You also end up Engaged with multiple creatures if these creatures decide to become Engaged with you as part of their movement, in their turn.

If you're already Engaged, attempting to become Engaged with another creature will break your current engagements. You also break your current engagements when you Dash to exit the Combat Zone or Engage another creature. Doing so provokes Opportunity Attacks against you from the creatures you were Engaged with, unless you Disengage them first.

While Engaged, you're still free to move around as you wish, without that affecting any of your engagements. The creature you're Engaged with can track you around and maintain engagement, if they choose so.

TACTICAL MOVEMENT

During Theatre of the Mind combat, you can perform three different types of actions: Engage, Dash and Intercept. With the exception of Dash, all other actions in combat work as described in the *Player's Handbook* (pg. 192).



ENGAGE (MOVE OPTION)

While not engaged, you can Engage a creature by simply Moving into it and declaring engagement. If you are Engaged, you can use a bonus action and become Engaged with an additional Near creature of your choice, without breaking your current engagements. However, this engagement attempt can be Intercepted by another unengaged creature.

DASH (FULL ACTION)

You need to Dash in order to move Far. If you do so, you can become Engaged with a creature from another Combat Zone as part of your Dashing, but this attempt can be Intercepted normally.

You can also Dash into a Near creature to become Engaged with it without the opportunity of being Intercepted by any of its Near allies.

When you Dash, you break all your current engagements, and provoke Opportunity Attacks from all Engaged creatures. Unless otherwise stated, a successful hit from an Opportunity Attack doesn't stop your Dash.

INTERCEPT (REACTION)

If you are unengaged and any Near creature tries to become Engaged with one of your Near allies, you can immediately use a Reaction to Intercept, forcing it to become Engaged with you instead.

You can still make Opportunity Attacks against a creature that you Intercepted, if it breaks the engagement with you on the same turn.

If you are Engaged with a creature and it Disengages, you cannot Intercept it until the end of its turn. You also won't be able to Intercept an engagement attempt if a creature Dashes into one of your Near allies.

TERRAIN AND COVER

In order to interact with terrain or objects and activate or disrupt their effects (e.g. opening Doors, operating Trap Devices, or getting into Cover), you must become Engaged with them. Being Engaged with Cover grants the usual bonuses to Armor Class until you break the engagement.

If a creature attempts to Engage with a terrain feature, it can be Intercepted as usual, unless the creature Dashes.

MOVE ADVANTAGE & DISADVANTAGE

Every core Race is considered to have the same movement range while in combat. If you have any Class Feature that increases your movement speed (e.g. Monk's *Unarmored Movement*, Barbarian's *Fast Movement* and Druid's *Wild Shape* as a Wolf) or other effects that raise your movement speed temporarily (e.g. Haste Spell, Potion of Speed) grant you the benefits of **Movement Advantage**. Having Movement Advantage also allows you to Dash as a Bonus Action. Multiple Class Features that increase your movement speed, such as gained through multiclassing, don't ever stack.

If you already have a Class Feature that allows you to Dash as a Bonus Action, and yet you also get the benefits of Movement Advantage, they stack: You're now able to Dash once per turn for free as part of your normal movement, Dash again as a Bonus Action, and Dash once more as an Action.

Effects that reduce your movement speed temporarily (e.g. *Difficult Terrain*, *Prone*) impose **Movement Disadvantage**. Having Movement Disadvantage means you cannot Dash at all. Only if you have a Class Feature that specifically allows you to Dash as a Bonus Action, you're still able to Dash normally by using an Action instead. You can still move Far by spending your entire turn moving, and you cannot become Engaged with anything as part of this movement.

WEAPON RANGE & REACH

If Engaged creature attempts a melee attack against another armed with weapon with wider reach, it must spend a bonus action to step forward, or attack with disadvantage.

The range of weapons should be converted from their value in feet into Near and Far. If the original range of a weapon is 30 feet or less, it can only affect Near targets. If the range is beyond that, it can also affect Far targets. It's up to the DM to decide if something is too far to be hit. For example: a dagger range is 20/60, so it can be thrown at Near creatures, and also thrown at Far creatures with disadvantage.

A creature with a reach weapon (or natural reach) can perform Opportunity Attacks with advantage against other Near creatures.

SPELL RANGE & AREA OF EFFECT

The range of spells should be converted following the same method used for ranged weapons. There is one caveat: if the range is listed as Self, followed by parentheses and area of effect, the range of the spell will be defined by the size of this area instead.

Example spells: *Shocking Grasp* range is listed as Touch, so it can affect only Near creatures. *Fireball* range is listed as 150 feet, so it can affect Near or Far creatures. *Lightning Bolt* range is listed as Self (100-foot line). Since the area size is beyond 30 feet, it can affect either Near or Far creatures.



ADJUDICATING AREAS OF EFFECT

Area spells (and some Class Features and Feats) list their area shape and size in the description. To better adjudicate this, the area should be converted into the number of targets the spell can affect. All targets must be within a single Combat Zone.

When casting a spell, the caster simply chooses which targets are affected, within range. To convert the spell area into the number of targets that it can affect, consult the table below (from *Dungeon Masters' Guide*, pg. 249).

TARGETS IN AREAS OF EFFECT

Area	Number of Targets
Line	Length / 30 (round up)
Cone	Size / 10 (round up)
Cube or Square	Size / 5 (round up)
Sphere or Circle	Radius / 5 (round up)
Cylinder	Radius / 5 (round up)

A creature that is Engaged with one or more of your allies counts as 2 targets when targeted by an area spell. This extra cost can be avoided if any one of those Engaged allies (at the caster's choice) is included in the area of effect as well. Allies included in the area of effect suffer the full effects of the spell, unless they are protected by the *Evoker's Sculpt* spell or another similar feature.

Area spells range should be written down with the reach of the spell and how many targets it can affect.

- *Thunderwave*: Near 3
- *Fireball*: Far 4

Example spell: *Zone of Truth* range is listed as 60 feet and its area is listed as a 15-foot radius sphere. Firstly, the spell can affect either Near or Far creatures. Secondly, consulting the table shows that a 15-foot radius sphere affects up to three targets. So it should be written down as Far 3.

CASTING WHILE ENGAGED

When you spend your Action to cast a spell while Engaged by one or more opponents, all opponents get advantage on their next melee attack against you. This does not affect spells cast using your Bonus Action.

FLANKING WHILE ENGAGED

This rule overrides the Flanking rules in *Dungeon Master's Guide* (pg. 251). If you are Engaged with an opponent that is also Engaged with at least one other creature friendly to you, you may spend your Move action and declare that you are Flanking the opponent until the start of your next turn.

When any creature friendly to you makes a melee attack at the opponent you are Flanking, they can spend their Move action and get advantage to their melee Attacks until the end of their turn.

DISARMING WHILE ENGAGED

This rule complements the Disarm rules present in *Dungeon Master's Guide* (pg. 271). When you succeed at Disarming an opponent, the weapon becomes an object within the Combat Zone. The opponent can attempt to take their weapon only if they disengage first (either by Disengage or the Dash action) from all creatures they are currently Engaging.

When you succeed at Disarming an opponent and you are also Grappling them, you may attempt to grab their weapon off their hand. Doing so breaks the Grapple and you must make a Dexterity (Sleight of Hand) skill check opposed by opponent's Strength (Athletics) skill. If you succeed, you take the weapon with the same free hand used for grappling. If you fail, the opponent is still disarmed but you fail to grab their weapon.



STEALTH

PASSIVE PERCEPTION

Your innate ability to automatically notice important things in your surroundings without a skill roll can act as a minimum result to your Active Perception rolls. For that to happen, you must declare that you are "Alert for...", followed by descriptor of what you are actively looking for: enemies, secret doors, peculiar behavior in a crowd, or others things. While you are Alert, if the DM requests a Perception skill check he may allow you to take minimum value of 10 if the die rolls lower. The DM also must reveal information below the Perception DC if it matches the Alert descriptor.

In order to remain Alert you must not engage in activities that require concentration such as talking (except simple commands), working, fighting, casting or maintaining a spell. Some DM may want to enforce a rule that distracted players engaged in small talk during play lose the Alert state of their characters, or even get disadvantage on their roll.

Having special senses (such as heedsense or tremorsight) that complement Perception add +3 to Passive Perception for each applicable sense. This is separate from advantage (+5) or disadvantage (-5) modifiers to Passive Perception.

ENEMY ALERTNESS

Enemy creatures have various levels of Alertness that affect their Passive Perception. High Alert creatures know they are in a dangerous situation and enemies could be nearby. Low Alert creatures guard their close vicinity but do not expect immediate threat. Unaware creatures consider themselves completely safe in their environment.

When enemy creatures engage in activities that requires concentration such as talking, eating, taking a leak, etc. they lower temporarily their Alertness level to Unaware.

CREATURE ALERTNESS

State	Passive Perception
High Alert	10 + Wisdom modifier + Proficiency, even if they are not proficient in Perception
Low Alert	10 + Wisdom modifier + Proficiency if they are proficient in Perception
Unaware	10 + Wisdom modifier. Modifier value can't be higher than 0, unless they are proficient in Perception

HIDING CLARIFICATION

To attempt a Hide action, you must declare one or several targets you are hiding from, and your targets must not be able to see you clearly.

You cannot hide from undefined targets such as enemies that might appear later. You must be able to see or sense your targets' location at all times. If you are unable to locate your targets, your Dexterity (Stealth) checks are at disadvantage.

Your targets can see you clearly when you or any opponent you are Engaged with is in clear line of sight, and you are not Engaged with a cover or inside a lightly (dim light) or heavily (darkness) obscured area.

HIDING WHILE INVISIBLE

While Invisible, you can forego your Movement action and gain advantage to Dexterity (Stealth) check to Hide. Also, you can use your Action to keep still and hold your breath. If you do, you can increase your Dexterity (Stealth) check total with your Proficiency value. You must keep spending your Action to maintain this increase.

MAINTAINING STEALTH

When you take the Move action at more than half your speed, or attempt to use an item (such as picking a lock) the DM may require a new Dexterity (Stealth) check that supersedes the previous Stealth value and is immediately compared to the Passive Perception of all enemy creatures. If you take the Dash action, or your movement happens in a lightly or highly obscured area, you don't have to make the check.

While hiding you can Engage with covers that let you benefit from Passive Stealth value. Passive Stealth serves as a minimum result to your Dexterity (Stealth) check. If you are asked to reroll, you can choose between the check total or the Passive Stealth value of the cover you are engaging as part of the Movement or Dash action. The table provides example Passive Stealth values that the DM can use.

PASSIVE STEALTH

Value Examples

- 8 *Half cover.* Low wall, a large piece of furniture, a narrow column or a tree trunk, or a creature of a size larger than yours, whether enemy or friend.
- 12 *Three-quarters cover.* Portcullis, an arrow slit, or a thick tree trunk. Small group of creatures, whether enemy or friends, such as few people gathering.
- 16 *Total-cover.* A large wall, massive statue, dense foliage. Large group of creatures, whether enemy or friends, such as busy street.

You can use your Action to keep still and hold your breath while hiding behind a cover. If you do so, you can add your Proficiency to the Passive Stealth value. You need to keep spending your Action to hold still to benefit from this increase.

If your cover is a moving object such as a street crowd, you must match its movement speed and direction. If you do, you remain Engaged with the cover and you do not provoke a new Dexterity (Stealth) check. The DM may require a Charisma (Persuasion or Deception) check to convince the crowd to not react to your presence, or Wisdom (Animal Handling) to not scare off animals.

PASSIVE STEALTH MODIFIERS

Similar to Passive Perception, situational factors such as dim light or loud sounds increase cover's Passive Stealth with an advantage (+5) modifier. Alternatively, having two or more enemy creatures located in opposite sides of the cover decrease its Passive Stealth with a disadvantage (-5) modifier.

REALISTIC ARMOR

WARNING! MEDIEVAL REALISM
These expanded rules are intended to accurately replicate medieval armor. Only use them if players prefer historical accuracy and customization over fantasy.

LIGHT ARMOR COMPONENTS

Armor	AC	Layer	Frame	Qualities	Strength	Wt	Price
Aketon	+1	Underlay	Jack	Concealed, Damage Reduction: 1	—	1 lbs	5 gp
Jack of Plate	+1	Overlay	Jack	Concealed	—	4 lbs	50 gp
Coat of Plate	+2	Overlay	Hauberk	Concealed	≥ 9	8 lbs	200 gp
Brigandine	+3	Overlay	Cuirass	Concealed, Heavy	≥ 11	10 lbs	350 gp
Padded Coif	—	Supplemental (Head)	Jack	Coverage 2 from missiles	—	1 lbs	25 gp
Padded Limb Guards	—	Supplemental (Hands)	Jack	Coverage 2 from melee	—	2 lbs	40 gp

HEAVY ARMOR COMPONENTS

Armor	AC	Layer	Frame	Qualities	Strength	Wt	Price
Gambeson	+2	Underlay	Hauberk	Concealed, Damage Reduction: 2	≥ 9	6 lbs	15 gp
Breastplate	+2	Overlay	Jack	—	≥ 9	11 lbs	75 gp
Half Plate	+3	Overlay	Hauberk	Heavy, Noisy	≥ 11	33 lbs	750 gp
Full Plate	+5	Overlay	Cuirass	Resistance: Slashing, Heavy, Noisy	≥ 15	44 lbs	1500 gp
Helm & Bevor	—	Supplemental (Head)	Cuirass	Visor, Coverage 2	—	2 lbs	75 gp
Gardbraces & Faulds	—	Supplemental (Hands)	Cuirass	Coverage 4, Noisy	≥ 9	3 lbs	100 gp

MAIL COMPONENTS

Armor	AC	Layer	Frame	Qualities	Strength	Wt	Price
Ring Mail	+1	Mesolay	Hauberk	Damage Resistance: Slashing, Noisy	≥ 9	3 lbs	300 gp
Scale Mail	+1	Mesolay	Hauberk	Damage Resistance: Piercing, Noisy	≥ 9	3 lbs	300 gp
Splint Mail	+1	Mesolay	Hauberk	Damage Resistance: Bludgeoning, Noisy	≥ 9	3 lbs	300 gp
Banded Mail	+3 vs slashing, +2 vs nonslashing, +1 vs ranged	Overlay	Jack	Heavy, Noisy	≥ 11	20 lbs	150 gp
Plate Mail	+3 vs melee, +2 vs ranged	Overlay	Hauberk	Heavy, Noisy	≥ 13	30 lbs	450 gp
Loricated Mail	+5 vs melee, +3 vs ranged	Overlay	Cuirass	Heavy, Noisy	≥ 15	35 lbs	900 gp
Buff Coat	+2 vs ranged	Mesolay	Jack	Concealed, Missile Damage Reduction: 2	—	1 lbs	400 gp

HIDE ARMOR COMPONENTS

Armor	AC	Layer	Frame	Qualities	Strength	Wt	Price
Hide Armor	+2	—	Hauberk	Damage Reduction: 1	—	—	8 gp
Hide Hood	—	Supplemental (Head)	Jack	Coverage 2 from missiles	—	1 lbs	15 gp
Hide Pads	—	Supplemental (Hands)	Jack	Coverage 2 from melee	—	2 lbs	30 gp

ARMOR FRAME

An armor's frame determines its core materials and the user's mobility while wearing it. When wearing multiple armor components from different frames, the rules regarding the most rigid frame apply to your entire character.

Jack: This armor is flexible and easy to move in. Most are made of canvas or leather, often stiffened and reinforced in places. When you wear a jack, add your Dexterity modifier to your Armor Class. Requires Light Armor proficiency.

Hauberk: A hauberk is a shirt of armor that is still flexible enough to dodge blows, but restricts the wearer's agility. The most common hauberk is made of interlocking links of steel or iron chain. When you wear a hauberk, its Dexterity bonus is limited to +2 even if your Dexterity modifier is higher. Requires Medium Armor proficiency.

Cuirass: The most formidable armor is built around a rigid carapace protecting the wearer's vital organs. This chestplate is augmented with additional protection over the wearer's extremities. When you wear a cuirass, do not add your Dexterity bonus to your Armor Class. However you must deduct your Dexterity penalty, if your Dexterity is below 10. Requires Heavy Armor proficiency.

OPTION: FITTING ARMOR

Cuirass armor components have restrictive designs tailored to specific body proportions, such as height and bulk. Typically, fitted armor is made by special order and requires an armorsmith to make it usable for other wearers.

There are three distinctive body proportions and the armor fitting depends on its previous wearer or is decided by rolling a 1d6: tall and lean (1-2), short and heavy (3-4), and broad and strong (5-6). If wearer and armor's fit differ by one proportion step, the wearer takes disadvantage to all attack rolls, as well as Dexterity checks and saving throws. If the wearer and armor's fit differ by two steps, it cannot be worn at all.

ARMOR LAYERS

Medieval armor consists of several protective layers combined, that provide the Armor Class as well as additional qualities to their wearer. You may wear one armor component on each of the three layers, and up to 2 supplemental components: one for your head and one for your hands.

Underlay is the worn protection directly in contact with the body. It is usually soft and thick clothing that protects the skin from weapon materials. These components are easy to conceal under civil clothing and may even soak some damage.

Mesolay is the worn protection on top of the *Underlay* that is used to mitigate much of the damage from a blow that penetrates the *Overlay*. These components provide resistance to specific types of melee damage and are considered the most important part of a warrior's armor set.

Overlay is the worn protection on the outside, what a layman with no training would call armor. An *Overlay* serves as an impenetrable carapace that stops much of the strength of a blow. However, it is not infallible and enemies try to find gaps and weak spots where the pieces connect. Only *Overlay* components can provide magical properties.

Supplemental components are intended to protect your head and limbs. They provide a tiny bit of protection that mostly helps against called shots.

Your Armor Class is equal to 10 plus the AC provided by every worn armor component. If armor components provide additional bonuses against missiles, write down a separate AC vs missiles to use when attacked with ranged weapons.

ARMOR & SHIELD PROPERTIES

CONCEALED

This armor consists of protective reinforcement sewn into otherwise ordinary looking clothing. The wearer appears unarmored, unless an observer succeeds on a DC 15 Wisdom (Perception) check. If the observer has physical contact with the wearer, this check is made with advantage.

COVERAGE

When rolling for Wound Risk at the end of combat turn from all or specific attacks, decrease the DC by 2 or 4 for each armor component providing Coverage.

DAMAGE REDUCTION

After damage is calculated and damage resistance (if any) is applied, reduce the damage taken by the amount of Damage Reduction. Magical weapons ignore damage reduction.

DAMAGE RESISTANCE

After damage is calculated, halve the damage amount if your Mesolay component provides Damage Resistance to the same damage type. Magical weapons ignore resistance.

HEAVY

Heavy armor has Strength score requirement of 11 or more. Heavy armor is usually bulky and exposed and may draw attention or intimidate others, or provoke the use of *Heat Metal* spell from hostile spellcasters.

Heavy armor impedes your initiative in combat. When you roll for Initiative, you must decrease by 2 the total for each component of Heavy armor you wear. Heavy Armor also increases the chance of losing Concentration when dealt damage. When you roll for maintain Concentration after taking damage, the DC is increased by 2 for each component of Heavy armor you wear.

HIDE ARMOR

Hide Armor is made of stitched animal furs and cured leather, and can only be worn with other Hide components.

NOISY

This type of armor reduces your ability to move quietly, due to metal components striking against each other. When you wear noisy armor, you take disadvantage on any Dexterity (Stealth) checks that you make to move silently. Other situations, such as hiding without movement or magical silence, are up to the DM.

VISOR

Helmets with protective visor provide additional protection to the face. The visor is optional and can be raised or lowered as a bonus action.

While the visor is lowered, you benefit from additional +1 to AC. However the visor limits the effective field of view. You suffer -2 to AC when attacked by creatures that you are not directly looking at, or did not attack or target with abilities and spells during your last combat turn.

You also suffer disadvantage to all Wisdom (Perception) skill checks to notice things out of your direct field of view.

REALISTIC WEAPONS

UNARMED GEAR

Name	Cost	Damage	Weight	Properties
Weighted Knuckles	1 gp	1d4 bludgeoning	½ lbs.	Concealed, free-handed, light, nonlethal
Hand Razor	5 gp	1d4 slashing	½ lbs.	Close, concealed, deadly, free-handed, light
Cestus	2 gp	1d4 bludgeoning	1 lbs.	Beatdown(1), free-handed, light, nonlethal, worn
Glove, armored	3 gp	1d4 bludgeoning	1 ls.	Beatdown(1d4), free-handed, light, nonlethal, worn
Glove, spiked armor	6 gp	1d4 piercing	1 ls.	Beatdown(1d4), free-handed, light, worn

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Boar Spear	15 gp	1d6 piercing	5 lb.	Special, versatile (1d8)
Club	1 sp	1d4 bludgeoning	2 lbs.	Light, nonlethal, silent
Crook	5 sp	1d8 bludgeoning	4 lbs.	Tripping, two-handed
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, prone fighting, silent, thrown (20/60)
Dagger, punch	10 gp	1d4 piercing	1 lb.	Close, concealed, deadly, finesse, finisher, light, silent
Goedendag / Plançon	5 sp	1d4 bludgeoning/piercing	3 lbs.	Finisher, sundering(1)
Greatclub	2 sp	2d4 bludgeoning	10 lb.	Heavy, nonlethal, status, two-handed
Hammer, light	2 gp	1d4 bludgeoning	2 lb.	Light, severing, thrown (20/60)
Handaxe	5 gp	1d6 slashing	2 lb.	Thrown (25/75)
Hatchet	2 gp	1d4 slashing	1 lb.	Light, thrown (20/60)
Hook, prosthetic	4 gp	1d3 piercing	½ lb.	Disarming
Javelin	5 sp	1d6 piercing	2 lb.	Fragile(2), threatening, thrown (30/120)
Knobkerrie	4 sp	1d4 bludgeoning	3 lbs.	Light, nonlethal, throwing (10/20)
Mace	5 gp	1d6 bludgeoning	4 lb.	Sundering(1)
Peasant Flail	2 gp	1d8 bludgeoning	5 lb.	Bypass, ensnaring, two-handed
Pick, light	3 gp	1d4 piercing	2 lb.	Sharp(1)
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Defensive (+1 AC), nonlethal, versatile (2d4)
Sap	4 gp	1d4 bludgeoning	2 lb.	Concealed, light, nonlethal, silent
Scourge	3 gp	1d6 slashing	3 lb.	Bypass, finesse
Scythe	2 gp	1d8 slashing	3 lb.	Fragile(1), slow, tripping, two-handed
Scythe, war	4 gp	2d4 slashing	5 lb.	Heavy, long, reach, slow, sweeping, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Fragile(1), light, severing
Spear, short	5 sp	1d6 piercing/slashing	3 lb.	Finisher, thrown (10/60), versatile (1d8)
Spear, long	1 gp	1d6 piercing	4 lb.	Reach, threatening, thrown (20/60), versatile (1d8)
Stake, wooden	1 cp	1d3 piercing	1 lb.	Light, finisher
Stiletto	5 gp	1d3 piercing	1 lb.	Finesse, light, silent, sundering(1)
Torch	10 cp	1 fire (when lit)	1 lb.	Light, special

SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Atlatl	1 gp	—	2 lbs.	Slow, special
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammo (80/320), loading, prone fighting, two-handed
Crossbow, double	50 gp	1d8 piercing	8 lb.	Ammo (80/320), loading(1), mag(2), two-handed
Crossbow, pellets	25 gp	1d6 bludgeoning	5 lb.	Ammo (40/160), loading, pellets, prone fighting, two-handed
Crossbow, repeating	125 gp	1d8 piercing	5 lb.	Ammo (40/160), loading(5), mag(6), special, two-handed

WARNING! TACTICAL OPTION
These expanded weapon rules are intended for advanced players looking for tactical depth. Using them increases the lethality of melee and ranged weapons.

SIMPLE RANGED WEAPONS (CONT.)

Name	Cost	Damage	Weight	Properties
Dagger, throwing	4 sp	1d4 piercing	¼ lb.	Finesse, special, thrown (20/60)
Dart	5 cp	1d4 piercing	¼ lb.	Finesse, thrown (20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammo (80/320), two-handed
Shortbow, composite	70 gp	1d6 piercing	3 lb.	Ammo (100/400), strongbow, two-handed
Shortbow, pellet	25 gp	1d5 bludgeoning	2 lb.	Ammo (40/160), pellets, two-handed
Sling	1 sp	1d4 bludgeoning	¼ lb.	Ammo (30/120), light, pellets

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Aklys	2 gp	1d4 bludgeoning	2 lb.	Light, stable, thrown (10/15)
Ankus	6 gp	1d6 piercing	2 lb.	Light, prone fighting, tripping
Battleaxe	10 gp	1d8 slashing	4 lb.	Severing, sweeping, versatile (1d10)
Bhuj	25 gp	1d8 piercing/slashing	4 lb.	Threatening, versatile (1d10)
Boarding gaff	5 gp	1d8 slashing	5 lb.	Heavy, long, tripping, two-handed
Clawed Gauntlet	6 gp	1d4 slashing	2 lb.	Deadly, free-handed, finesse, light, worn
Dagger, parrying	6 gp	1d4 piercing	½ lb.	Finesse, light, parrying, prone fighting
Flail	10 gp	1d8 bludgeoning/piercing	2 lb.	Bypass, ensnaring, wind-up
Flail, staff	12 gp	1d8 bludgeoning/piercing	4 lb.	Reach, Bypass, ensnaring, two-handed
Flail, twin	16 gp	2d4 bludgeoning/piercing	3 lb.	Bypass, heavy, wind-up
Garotte Wire	5 gp	1d6 slashing	¼ lb.	Finesse, light, silent, special, two-handed
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, sweeping, two-handed
Greataxe	30 gp	1d12 slashing	9 lb.	Heavy, finisher, severing, two-handed
Guisarme	5 gp	1d10 piercing	8 lb.	Heavy, long, reach, threatening, tripping, two-handed
Gythka	25 gp	1d8 slashing	4 lb.	Heavy, reach, severing, two-handed
Hammer, great	25 gp	1d12 bludgeoning	8 lb.	Finisher, sundering(1), two-handed
Harpoon	6 gp	1d6 percing	2 lb.	Grappling(5), limit(underwater), thrown (30/60)
Halberd	20 gp	1d10 piercing/slashing	7 lb.	Heavy, long, reach, severing, threatening, two-handed
Kukri	5 gp	1d4 slashing	1 lb.	Deadly, prone fighting, light
Lance, combat	10 gp	1d12 piercing	6 lb.	Reach, long, severing
Lance, combat light	8 gp	1d10 piercing	6 lb.	Reach, special
Lance, great	35 gp	2d8 piercing	15 lb.	Deadly, heavy, limit(mounted), long(10ft), reach, severing
Lance, jousting	10 gp	1d8 bludgeoning	6 lb.	Limit(mounted), long, reach, special
Lucerne	20 gp	1d10 bludgeoning/piercing	7 lb.	Heavy, reach, sundering(1), two-handed
Mace, heavy	7 gp	1d8 bludgeoning	6 lb.	Heavy, sundering(1)
Maul	10 gp	2d6 bludgeoning	12 lb.	Heavy, severing, sundering(1), two-handed
Maulaxe	30 gp	1d8 slashing	6 lb.	Heavy, sundering(1), versatile(1d10)
Morningstar	15 gp	1d8 bludgeoning/piercing	4 lb.	Severing, finisher
Pike	5 gp	1d10 piercing	18 lb.	Heavy, long, reach, threatening, two-handed, wind-up
Pincer staff	50 gp	1d6 piercing	7 lb.	Disarming, heavy, long, reach, tripping, two-handed
Pollaxe	35 gp	1d10 slashing	10 lb.	Heavy, long, special, severing, two-handed
Quadrens	8 gp	1d3 piercing	2 lb.	Disarming, light, sharp(1)
Ranseur	25 gp	1d10 piercing/slashing	8 lb.	Heavy, reach, two-handed, winged
Scissor	8 gp	1d4 slashing	3 lb.	Defensive(+1 AC), light, stable, worn
Scissor, extended	14 gp	1d4 slashing	5 lb.	Deadly, defensive(+1 AC), stable, worn

MARTIAL MELEE WEAPONS (CONT.)

Name	Cost	Damage	Weight	Properties
Slingshot	1 gp	1d4 bludgeoning	2 lb.	Disarming, light, tripping
Spear, hooked	2 sp	1d4 piercing	2 lb.	Finisher, tripping, versatile (1d6)
Spear, weighted	7 sp	1d6 piercing	4 lb.	Sharp(1), thrown (15/45), versatile (1d8)
Spiked Chain	20 gp	1d8 slashing	4 lb.	Bypass, heavy, ongoing(1), reach, tripping, two-handed
Sword, bastard	25 gp	2d4 slashing	4 lb.	Severing, sweeping, versatile (2d5)
Sword, broad	10 gp	2d4 slashing	4 lb.	Stable, sweeping
Sword, butterfly	10 gp	1d5 slashing	3 lb.	Defensive(+1 AC), light
Sword, claymore	60 gp	1d12 slashing	7 lb.	Finisher, heavy, severing, sweeping, two-handed
Sword, cutlass	15 gp	1d6 slashing	3 lb.	Defensive(+1 AC), heavy, sharp(1)
Sword, epee	30 gp	1d6 piercing	2 lb.	Defensive(+1 AC), finesse
Sword, estoc	20 gp	1d8 piercing	2 lb.	Finesse, parry, sundering(1)
Sword, falchion	18 gp	2d4 piercing	5 lb.	Deadly, heavy
Sword, falcata	15 gp	1d6 slashing	5 lb.	Deadly, sweeping
Sword, flamberge	35 gp	1d10 slashing	5 lb.	Deadly, heavy, sharp(1), two-handed
Sword, gladius	12 gp	1d8 piercing/slashing	3 lb.	Finisher, light
Sword, great	50 gp	2d6 piercing/slashing	7 lb.	Heavy, severing, sweeping, two-handed
Sword, katana	100 gp	1d8 slashing	3 lb.	Critical, finesse, severing, versatile(1d10)
Sword, khopesh	15 gp	1d6 slashing	2 lb.	Deadly, tripping
Sword, long	15 gp	1d10 piercing/slashing	3 lb.	Parry, severing, two-handed
Sword, maca	20 gp	1d8 bludgeoning/slashing	2 lb.	Deadly, heavy, severing
Sword, nagamaki	75 gp	1d10 slashing	4 lb.	Critical, severing, sweeping, two-handed
Sword, nodachi	125 gp	1d12 slashing	5 lb.	Critical, finisher, heavy, sweeping, two-handed
Sword, rapier	25 gp	1d8 piercing	2 lb.	Finesse, parry, severing
Sword, sabre	25 gp	1d6 slashing	2 lb.	Defensive(+1 AC), finesse, severing
Sword, scimitar	20 gp	1d6 slashing	3 lb.	Light, finesse, severing
Sword, short	10 gp	1d6 piercing	2 lb.	Finesse, light
Sword, shotel	20 gp	1d6 piercing/slashing	3 lb.	Light, sweeping, tripping
Sword, sword cane	35 gp	1d6 piercing	2 lb.	Concealed, finesse, light
Sword, talwar	20 gp	1d8 slashing	3 lb.	Finesse, sweeping
Sword, tegha	60 gp	1d10 slashing	5 lb.	Deadly, finesse, sweeping
Sword, wakizashi	75 gp	1d6 slashing	3 lb.	Deadly, light
Talon spear	5 gp	1d6 piercing	4 lb.	Disarming, finisher, thrown(15/45), versatile(1d8)
Tail spikes	4 gp	1d3 piercing	1 lb.	Limit(beast), finesse, light, worn
Tongi	10 gp	1d6 slashing	4 lb.	Severing, sharp(1), versatile (1d8)
Trident	5 gp	1d6 piercing	4 lb.	Disarming, finisher, threatening, thrown (20/60), versatile (1d8)
Trident, great	12 gp	2d4 piercing	4 lb.	Disarming, finisher, threatening, thrown (15/45), two-handed
Waraxe	20 gp	2d4 slashing	5 lb.	Deadly, heavy, severing, sweeping, versatile (2d5)
Warhammer	15 gp	1d8 bludgeoning	3 lb.	Finisher, sundering(1), versatile (1d10)
War pick, horseman	5 gp	1d6 piercing	2 lb.	Sharp(1), versatile (1d8)
War pick, footman	5 gp	1d8 piercing	2 lb.	Severing, sundering(1)
Whip	2 gp	1d4 slashing	3 lb.	Bypass, ensnaring, finesse, reach
Whip, basic	1 sp	1d2 slashing	3 lb.	Bypass, disarming, ensnaring, finesse, weak, nonlethal
Yklwa	1 gp	1d8 piercing	2 lb.	Thrown(10/30)

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Blowgun	10 gp	1 piercing	1 lb.	Ammo (25/100), loading
Blowgun, larger	15 gp	1 piercing	2 lb.	Ammo (30/120), loading
Bolas	4 gp	-	2 lb.	Entangling, Finesse, thrown (20/60)
Boomerang	1 gp	1d4 bludgeoning	2 lb.	Finesse, thrown (20/60)
Chatkcha	2 gp	1d6 slashing	1 lb.	Finesse, thrown (30/120)
Crossbow, blade	300 gp	1d4 slashing	19 lb.	Ammo (50/200), caliber(3), loading, two-handed
Crossbow, polybolos	550 gp	2d8 piercing	41 lb.	Ammo (150/600), loading(10), mag(12), limit(tripod), two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammo (30/120), light, loading, prone fighting
Crossbow, hand repeating	375 gp	1d6 piercing	4 lb.	Ammo (30/120), light, loading(5), mag(6), prone fighting
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammo (100/400), heavy, loading, two-handed
Crossbow, heavy double	100 gp	1d10 piercing	22 lb.	Ammo (75/300), heavy, loading(1), mag(2), two-handed
Crossbow, heavy repeating	250 gp	1d10 piercing	20 lb.	Ammo (50/200), heavy, loading(7), mag(6), two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammo (150/600), heavy, two-handed
Longbow, composite	50 gp	1d8 piercing	2 lb.	Ammo (150/600), heavy, strongbow, two-handed
Longbow, recurve	105 gp	1d8 piercing	3 lb.	Ammo (125/500), finesse, heavy, two-handed
Net	1 gp	-	3 lb.	Entangling, thrown (5/15)
Net, barbed	10 gp	-	3 lb.	Entangling, ongoing(1), thrown (5/15)

SHIELDS

Name	Cost	+AC	Weight	Properties
Buckler	12 gp	+1	2 lb.	Bashing(1d3 bludgeoning), free-handed, light, parry, worn
Shield	10 gp	+2	6 lb.	Bashing(1d6 bludgeoning), nonlethal
Shield, spiked	30 gp	+2	6 lb.	Bashing(1d6 piercing)
Tower Shield	50 gp	+2/+3	20 lb.	Heavy, mobile cover($\frac{3}{4}$), noisy, special



REALISTIC FIREARMS

MEDIEVAL FIREARMS

All Medieval Firearms have the Misfire(2) and Sundering(2) properties in addition to those listed below.

Name	Cost	Damage	Weight Properties
Handgonne	240 gp	2d12 piercing 7 lb.	Ammo (150/600), loading(4), two-handed
Two-Faced Gonne	370 gp	2d12 piercing 11 lb.	Ammo (150/600), loading(8), heavy, mag(2), two-handed
Ten-Eyed Gonne	920 gp	2d12 piercing 27 lb.	Ammo (15/45), buckshot(5), heavy, loading(40), mag(2), two-handed

RENAISSANCE FIREARMS

All Renaissance Firearms have the Deadly, Misfire(1) and Sundering(3) properties in addition to those listed below. All Renaissance Firearms with Light property also have the Prone Fighting property.

Name	Cost	Damage	Weight Properties
Wheellock Pistol	400 gp	1d10 piercing 3 lb.	Ammo (200/800), loading(3), light, point blank
Pocket Pistol	380 gp	1d8 piercing ½ lb.	Ammo (80/320), concealed, light, loading(3), point blank
Flintlock Pistol	400 gp	2d10 piercing 3 lb.	Ammo (200/800), light, loading(3), point blank
Duck's Foot Pistol	550 gp	1d8 piercing 2 lb.	Ammo (30/90), buckshot(4), light, loading(12)
Snaphaunce Pistol	250 gp	1d8 piercing 1 lb.	Ammo (125/500), light, loading(3), point blank
Tantsutsu	350 gp	1d12 piercing 5 lb.	Ammo (125/500), light, loading(7), point blank
Arquebus	300 gp	2d10 piercing 10 lb.	Ammo(200/800), loading(9), two-handed
Caliver	270 gp	2d10 piercing 7 lb.	Ammo(250/1000), caliber(1), loading(9), two-handed
Carbine	580 gp	2d12 piercing 7 lb.	Ammo(250/1000), caliber(1), loading(6), two-handed
Flintlock Carbine	490 gp	2d12 piercing 4 lb.	Ammo(200/800), loading(6), two-handed
Fusil Ordinaire	300 gp	2d12 piercing 7 lb.	Ammo(200/800), caliber(1), loading(6), two-handed
Matchlock Musket	350 gp	2d12 piercing 21 lb.	Ammo(300/1200), caliber(2), loading(9), two-handed
Flintlock Musket	400 gp	2d12 piercing 13 lb.	Ammo(300/1200), caliber(2), loading(2), two-handed
Puckle Gun	3600 gp	2d12 piercing 90 lb.	Ammo(150/600), limited(tripod), loading(14), mag(9), two-handed
Teppo	340 gp	1d10 piercing 9 lb.	Ammo(150/600), loading(9), two-handed
Wall Gun	850 gp	2d12 piercing 28 lb.	Ammo(300/1200), caliber(3), limited(tripod), loading(6), two-handed
Winged Tiger Gun	440 gp	2d10 piercing 7 lb.	Ammo(150/600), loading(27), mag(3), two-handed
Breechloading Carbine	540 gp	2d10 piercing 9 lb.	Ammo(150/1500), loading(1), two-handed
Jäger Rifle	600 gp	2d10 piercing 11 lb.	Ammo(200/2000), caliber(1), loading(9), two-handed
Jäger Rifle, Double	1000 gp	2d10 piercing 20 lb.	Ammo(200/2000), caliber(1), loading(18), mag(2), two-handed
Blunderbuss	330 gp	2d8 piercing 11 lb.	Ammo(30/90), buckshot(3), loading(2), two-handed
Fowling Piece, Single	270 gp	1d6 piercing 10 lb.	Ammo(30/90), buckshot(5), loading(6), two-handed
Fowling Piece, Double	340 gp	1d6 piercing 17 lb.	Ammo(30/90), buckshot(5), loading(12), mag(2), two-handed

INDUSTRIAL FIREARMS

All Industrial Firearms have the Sundering(3) and Velocity properties in addition to those listed below. All Industrial Firearms with Light property also have the Prone Fighting property.

Name	Cost	Damage	Weight Properties
Derringer	400 gp	1d10 piercing ½ lb.	Ammo(200/2000), concealed, loading(1), light, mag(2), point blank
Revolver	600 gp	2d8 piercing 2½ lb.	Ammo(400/4000), loading(2), light, mag(6), point blank
Rifle-Musket	600 gp	2d10 piercing 9 lb.	Ammo(2000/6000), caliber(2), loading(2), two-handed
Cartridge Rifle	800 gp	2d10 piercing 6 lb.	Ammo(2000/6000), caliber(3), loading, two-handed
Lever-Action Carbine	2400 gp	2d8 piercing 7 lb.	Ammo(1500/9000), caliber(3), loading(3), mag(7), two-handed
Double-Barreled Shotgun	1800 gp	2d8 piercing 10 lb.	Ammo(30/90), buckshot(5), heavy, loading(1), mag(2), two-handed

WARNING! BALLISTIC REALISM
These firearm rules are focused on realism. Most early firearms took long time to reload and were not reloaded during close combat.

AMMUNITION

Name	Cost	Weight	Weapon	Properties
Sling pellet	1/5 cp	1 oz.	Sling	–
Blowgun needle	2 cp	1 oz.	Blowgun	–
Quarrel	5 cp	1 oz.	Crossbow	–
Field arrow	5 cp	1 oz.	Bow	–
Bodkin arrow	20 cp	1 oz.	Bow	Sundering(1)
Broadhead arrow	20 cp	1 oz.	Bow	Slashing damage, severing
Bullet	10 cp	3 oz.	Gun	–
Buckshot shells	30 cp	3 oz.	Gun	Used by ranged weapons with Buckshot property

FIREARM ACCESSORIES

In the Renaissance period, ingenious armorers start to produce handy gadgets for users of small arms and artillery.

BANDOLIER (GUNWIELDER'S KIT) – 50 GP, 5 LBS

A leather strap, worn over one shoulder and crossing to the opposite side of the torso, that holds the essential supplies for using a firearm: a dozen flasks for powder charges, a flask of priming powder, a small oilcan, a bullet pouch, a pouch of cleaning patches, and for matchlocks, a yard of slow match.

When using a Bandolier, you can decrease the required attacks to load your firearm weapon by 1 for each 5 points of Loading value of the firearm.

BELT HOOK – 10 GP, 0.25 LB.

Belt pistols, especially aboard ship, may have a metal hook attached to the side to prevent their slipping through a sash or belt. While attached to a Belt Hook, a firearm with Light property cannot be disarmed or removed from your body.

SADDLE HOLSTERS – 30 GP, 5 LBS.

In the Renaissance era, holsters were horse furniture, made to hang from a saddle. They're sold in pairs, one for each side of the horse, so that the rider can have two pistols available.

While mounted, firearms in a Saddle Holster count as extra Prepared Item (see Inventory, pg. 45) even if they are not small items.

BULLET-MOLDING GEAR – 50 GP, 2 LBS.

Gun calibers aren't standardized, and balls can't be mass-produced. Gun owners need equipment for casting their own balls: an iron or bronze crucible for melting lead, tongs for handling it, and a set of bullet molds.

Molding Gear is a variant of Tinker's tools and uses the same proficiency. It resembles a large pair of needle-nose pliers with several round hollows of the proper size; they can be closed, clamped shut, and then opened when the balls have cooled. A campfire produces enough heat to melt lead; casting 20 balls takes 30 minutes. Armies carry lead ingots with them; if this runs out, a lead ingot can be purchased for 5 sp per lb.

During a long rest or anytime during downtime, you may consume 0.2 lb of metal and make a Bullet-Molding Gear roll at DC 12. You produce 20 ammunitions, minus 2 for each point you miss the DC or plus 1 for each point you beat the DC. If you roll natural 20, add extra 10 to the total. If you roll natural 1, you botch the process and produce nothing usable.

GUN-CLEANING KIT – 50 GP, 0.5 LB.

Anyone who uses a firearm professionally needs equipment to clean it. This includes nipple key, vent pricker, oil bottle, screwdriver, double-pronged worm for cleaning, and tools for extracting jammed bullets. It also contains spare parts for 5 repairs.

During a long rest if you spend at least 30 minutes to disassemble and clean up your firearm, you can ignore the first Misfire it suffers when used. Also, when repairing a broken firearm using Tinker's Tools (see Misfire, pg. 30), you may spend one use of repair parts from the Gun-Cleaning Kit and lower the DC by 2.

MATCH COVER – 10 GP, 0.5 LB.

This detachable cover fits over the lock of a matchlock gun, keeping the rain off. It was invented in Japan, which experienced frequent rainstorms. A secondary benefit is that it conceals the glowing match, keeping it from revealing the arquebusier's location at night.

When you take long rest in humid or raining conditions, firearms with Misfire(1) property suffer the Misfire(3) property instead until the next long rest. This effect can be ignored if you use a Match Cover on the firearm.

MUSKET REST – 10 GP, 2 LBS.

A pole with a forked upper end designed to be driven into the ground so that it can support the barrel. You can spend an action to set up a Musket Rest and put a two-handed firearm on it. You benefit from +1 to attack roll while resting on the Musket Rest.

SHOOTING STICK – 5 GP, 1 LB.

A prop for a long arm, made from crossed sticks strapped together with cord or leather. A sitting marksman may treat a gun supported by shooting sticks as braced. While prone, you can spend an action to set up a Shooting Stick and put a two-handed firearm on it. You benefit from +1 to attack roll and the firearm benefits from the prone fighting property while resting on the Shooting Stick.

SLING – 10 GP, 1 LB.

A sling is standard with the fusil grenadier, but other long arms can be adapted to use one. It allows the gunman to use two hands while keeping his shoulder arm close. A sling also lets a shooter brace even when he has nothing to prop on.

While wearing Sling, you can spend your bonus action to benefit from +1 to attack roll with a two-handed firearm.

MARTIAL STYLE PROPERTIES
Similar to Combat Actions (pg 9-12), some weapon properties have , , and  icons. You can use the actions or reactions only if you are proficient with the weapon.

WEAPON PROPERTIES

AMMUNITION (AMMO)

The weapon can make a ranged attack, only if its user has units of Ammunition to fire from it.

Each time you attack with the weapon, you expend one unit of Ammunition. Unless the weapon has the Loading property, drawing a unit of Ammunition from a quiver, case, or other container is part of the attack, but you need a free hand to load a one-handed weapon. At the end of combat, you can recover half your expended Ammunition by taking a minute to search the battlefield, except bullets and pellets.

If you use a weapon that has the Ammunition property to make a melee attack, you treat the weapon as an Improvised Weapon. A sling must be loaded to deal any damage when used in this way.

BASHING

When you make a Shove a Creature action, you may have your shield with a Bashing property deal damage to your target, equal to the damage dice shown in parenthesis.

BEATDOWN

You can use one of your attacks to make a special unarmed attack beating down on a defenseless target. If your target is either restrained, or is both grappled and prone, you may choose to beat it down with a special melee attack that deals additional damage of the same type as shown in parenthesis.

BUCKSHOT

A ranged weapon with Buckshot property spreads multiple fragments in a scatter cone in short range. Both the weapon and the ammunition used must have Buckshot property.

If the target is within the normal range increment you can select number of secondary targets within 5 feet of the primary target up to the value in parenthesis. The primary target cannot be selected as secondary target. Secondary targets behind the primary target or behind another secondary target cannot be selected. Make one attack and damage roll to apply to all targets.

If the target is within 5 feet reach instead of selecting secondary targets, the primary target takes additional damage rolls equal to the value in parenthesis.

Buckshot attacks with this weapon do not add your ability modifier to damage unless the modifier is negative.

BYPASS

Flexible weapons with the Bypass property are unaffected by blocking the strength of the blow. These weapons ignore the AC bonus from non-magical shields and Defensive weapons.

CALIBER

Ranged weapons with the Caliber property deals additional damage when you shoot from an advantageous position. The following conditions allow you to add extra damage dice of the same damage type up to the value shown in parenthesis.

- If your target is within 15 feet distance from you, the attack deals 1 additional damage die
- For each 3 points you beat the target's AC, the attack deals 1 additional damage die.

CLOSE

Weapons with the Close property have such small range that you need to move further into opponent's reach to attack them. Unless your target is grappled by you, attacks against that target provoke an opportunity attack or grapple from them.

CONCEALED

Weapons with the Concealed property can be hidden from plain sight until wielded or used. You can use your Dexterity (Sleight of Hand) to hide the weapon, and can benefit from Passive Sleight of Hand.

If the weapon does not have the Light property, anyone who uses Wisdom (Perception) check to detect the weapon may benefit from Passive Perception.

CRITICAL

Weapons with a Critical property deal maximum damage with each of its damage dice when you roll an exceptional or critical hit.

DEADLY

If a weapon with a Deadly property deals damage, you may reroll one of the weapon dice if it rolls a value of 1.

DEFENSIVE

While wielding a weapon with this property and as long as you are not benefiting from Dodge action or bonus AC from a shield, if another creature hits you with a melee attack you can use your reaction to add a bonus to AC as shown in parenthesis. The bonus applies for that attack only, potentially causing the attack to miss you.

If you are wielding multiple weapons with this property, the AC bonus does not stack. Versatile or two handed weapons grant this bonus only if they are held in two hands.

DISARMING

When your attack is exceptional or critical hit, you may use your bonus action to perform a Disarm combat action.

ENSNARING

When you hit with a melee attack against a target you have advantage against, you may choose to deal no damage and instead attempt an opposed Grapple contest. You must use your weapon attack roll, and the target must use Dexterity (Acrobatics) skill.

While your weapon is Grappling the target and you are holding on your ensnaring weapon, on your turn you may spend an attack to deal damage equal to your Strength modifier without rolling to attack. You may also use your Action to attempt an opposed Grapple check using your Attack roll instead of the Strength (Athletics) skill to either knock the target prone, or take a disadvantage on the skill check and attempt to disarm it.

To escape, the entangled enemy must spend an action and succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against DC 8 + your proficiency + your Strength modifier. The target has advantage if it is larger than you.

FINESSE

When making an attack with a Finesse weapon, you may choose to use either your Strength or Dexterity modifier for both the attack and damage rolls.

Melee weapons with this property that do not also have the Light property require Strength 11 or higher to use Dexterity in this way.

FINISHER

The weapon is particularly adept at making the most of the advantageous situation, when an enemy is at your mercy.

When the weapon is used to attack a prone creature in the *beaten* state, roll an additional weapon damage die on a hit. Also, Coup de Grace action (pg. 16) benefits from advantage on the attack roll with this weapon.

FRAGILE

When making a damage roll with this thrown weapon or ammunition, on result equal or lower than the number showed by the Fragile property on the weapon chart, the weapon or ammunition breaks immediately after the attack and can no longer be used or recovered after combat.

FREE-HANDED

Weapons and shields with this property attach to the arm, but the hand remains unoccupied. You can use it to hold an item or another weapon with Versatile or Two-handed property.

GRAPPLING

Weapons with the Grappling property can become lodged into a target if they do enough damage. If you roll damage equal or higher than the value in parenthesis, the weapon attaches to the target. As long as you hold grip on the weapon, the target is considered grappled by you.

To dislodge the weapon, you need to use one of your attacks and make a DC 12 Strength check. If you succeed, you also deal damage to the target equal to the number of points above the DC (up to the weapon dice maximum value).

HEAVY

The weapon is larger and more weighty than a standard weapon, lending it unique advantages and challenges.

A Heavy weapon can be used to make only one attack per turn, unless it is being wielded by a character with a Strength score of 13 or more. For small creatures, there's no disadvantage but requirement is Strength score of 19 or more. A Heavy weapon uses a bonus action to draw or stow.

Any attempt to disarm the wielder of a heavy weapon is made at disadvantage.

LIGHT

The weapon is small and easy to handle, making it ideal for fighting with two weapons or for Small characters.

Additionally, if you have Strength 11 or higher, opportunity attacks made against you are made with disadvantage while you are wielding this weapon with a shield.

It is also possible to conceal light weapon, requiring DC 10 or 15 Perception check to find, depending on circumstance.

LIMIT

Weapons with the Limit property can be used to attack only in the environment or in a specific way as described in parenthesis, such as only mounted, or only set stationary.

LOADING

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Some weapons take longer to reload and you must spend a number of attacks to reload equal to the value in parenthesis.

LONG

Weapons with the Long property impose a disadvantage to attacks within 5 feet or as shown in parenthesis. You can also cannot attempt any combat actions or special melee attacks with this weapon at any target within that range.

MAG

When you reload a ranged weapon with Mag property, a number of Ammunitions are placed in it ready to be fired. You must have the ammunition in a quiver, case or another container. As long as there is ammunition in the weapon, you can ignore the Loading property of the weapon.

MISFIRE

Whenever you make an attack roll with a ranged weapon with the Misfire property and the attack roll is equal to or lower than the weapon's Misfire value, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and clean or repair it.

To repair a firearm, you must make a successful Tinker's Tools check (DC equal to 8 + Misfire score). If your check fails, the weapon is unusable until the end of combat and may need to be mended out of combat at a quarter of the cost of the firearm (up to DM's discretion). Creatures who use a firearm without being proficient increase the weapon's Misfire score by 1.

MISSILE

Ranged weapons with Missile property shoot rocks or cannon balls that deal damage in area around their target.

After the primary target takes damage, all nearby targets take scatter damage dice with the weapon's dice size and damage type, equal to the value in parenthesis and decreased by one for each 10 feet distance increments from the primary target. Nearby creatures that benefit from three quarters cover make Dexterity Saving throw vs 10 + Missile weapon's attack bonus. On a fail, they take half scatter damage.

MOBILE COVER

Shields with the Mobile Cover property are larger than normal and can be stationed upright and used as cover.

You can use your bonus action to position your shield as an object that you or others may engage with. If you do so, you receive the benefits of cover as shown in the parenthesis.

NONLETHAL

The weapon is designed to incapacitate, or is otherwise capable of delivering a hit that does not kill the target.

All weapons may be used to deal Nonlethal strikes, but they deal Bludgeoning damage equal to 1 plus Strength instead of their typical value. Weapons with the Nonlethal property still deal their full damage. Improvised Weapons have this property, if they can deal Bludgeoning damage.

ONGOING

While a weapon with Ongoing property is in contact with its target, it deals damage in the beginning of each of its turns equal to the value shown in parenthesis.

PARRY ✂

The weapon has catching or deflecting feature, allowing it to be used to parry incoming attacks. It can use Deflect combat action (see pg. 13) even if the weapon has the Light or Finesse properties. However, if the weapon is not Light nor Finesse, you may also reroll one of the weapon dice once when using Deflect, and choose one of the results.

PELLETS

This weapon uses cheaper ammunition pellets intended for a sling, even if it's weapon type is not a sling.

POINT BLANK ✂

Ranged weapons with Point Blank property allow for exact precision when pointing at nearby targets. Attacks with ranged weapons that have this property do not suffer disadvantage when made within 5 feet of a hostile creature.

PRONE FIGHTING ✂

The weapon is able to be used just as effectively while laying on the ground or while standing. When you are prone and attack with this weapon, you do not suffer disadvantage.

RANGE

The weapon can be used to make attacks from a distance beyond melee reach. A Ranged weapon has two numbers in parentheses after the *Ammunition* or *Thrown* property. The first number is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you take disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

REACH

The weapon has an extended length. This weapon adds 5 feet to your Reach when you attack with it, and when determining your Reach for attacks of opportunity with it.

SEVERING ✂

The weapon is particularly potent in maximizing its unique damage type. When an attack roll with a Severing weapon exceeds the AC of the target by 10 or more, it will inflict an additional Severing effect based upon the type of damage dealt. A critical hit guarantees a Severing effect as well.

Slashing weapons can inflict gaping wounds and profuse bleeding. If your attack's damage causes a Wound Risk, the target Wound Confirmation DC increases by +2. Objects, Constructs, and Elementals are immune to this effect.

Bludgeoning weapons can hit with a singularly bone-shaking blow, stunning the target. If your attack's damage causes a Wound Risk, the target becomes Stunned until the end of its next turn.

Piercing weapons can punch holes in defenses or otherwise leave a target more vulnerable. If your attack's damage causes a Wound Risk, it also lowers the target's AC by 2 until the end of its next turn.

SHARP

Weapons with the Sharp property deal additional damage on a successful hit, as shown in parenthesis.

SILENT

Silent weapons make no noise and allow you to use the Silent Takedown (see pg. 16) combat action.

SLOW

Weapons with a Slow property consume your whole action to execute a single attack, even if you have multiple attacks.

STABLE

Weapons with the Stable property have a comfortable grip that prevents easy disarming. You have advantage on any save or check you make to avoid being disarmed.

STRONGBOW

Ranged weapon with a Strongbow property allows you to choose between Strength and Dexterity modifier when dealing damage.

SUNDERING ✂

The weapon has qualities that crush or pierce armor, making it more effective against targets that employ such defenses.

When you attack a target wearing cuirass frame armor (such as breastplate, half plate or heavy armor) or with natural armor, you gain a bonus to the attack roll equal to value in parenthesis. Your attack also ignores piercing or slashing resistance when applying damage.

SWEEPING ✂

The weapon makes attacks in broad, sweeping motions. You must declare a Sweeping attack. If damage from a Sweeping attack reduces a creature to 0 hit points, you may deal the weapon dice in damage to another creature adjacent to you.

If there are multiple walls, friendly characters size Medium or larger, or other such obstructions adjacent to you, a Sweeping attack is made at disadvantage.

THREATENING ✂

You can spend your reaction to perform an opportunity attack against any opponent that enters your weapon's reach.

TRIPPING 🌀

Weapons with Tripping property have a curved end designed to catch target and put it off balance. When your attack is exceptional or critical hit, you may use your bonus action to perform a Trip combat action (pg. 13)

THROWN

The weapon itself can be thrown to make a Ranged attack.

Drawing a Thrown weapon is part of the attack, but you need a free hand. If the Thrown weapon is a melee weapon, you use the same ability modifier for its attack and damage rolls that you would use for a melee attack with the same weapon. You may use your bonus action to recover any Thrown weapon within your reach. At the end of combat, you can recover all undamaged Thrown weapons by taking a minute to *Search* the battlefield.

TWO-HANDED

The weapon is large or cumbersome and requires two hands to fight effectively with it. The weapon must be held in two hands to make an attack or to properly wield it. Attempts to disarm you are done at disadvantage.

VERSATILE

The weapon can be wielded in either a one-handed or two-handed stance. This weapon can be used with one or two hands. This weapon has a number in parentheses after the *Versatile* property, indicating the damage inflicted when this weapon is used with two hands for a melee attack.

VELOCITY

Advanced firearms shoot projectiles at higher velocity than all other ranged weapons. While causing less bleeding than arrows bullets deal more trauma and are very effective at killing quickly. When rolling for damage, roll one additional weapon die then remove the die with the lowest result.

When using weapons with Velocity property the target does not benefit from AC bonus from cuirass armor components (such as breastplate, half plate or heavy armor).

WEAK

Creatures that wear any Hauberk or Medium Armor have resistance to damage dealt by weapons with Weak property unless it is an exceptional or critical hit.

WIND-UP

The weapon can be used with extra time to prepare a more devastating attack than normal, or keep enemies away.

On your turn you can forgo one of your Attacks to begin a wind-up for a weapon attack, such as spinning a flail. For the next Attack with a wound-up weapon during the same turn, you can extend the critical hit range by 1 (from 20 to 19-20) and if it hits, double the Strength bonus applied to damage.

The weapon stops being wound-up at the end of your turn unless you spend one additional Attack. If you do so, the weapon remains wound-up until your next turn and retains the extended critical range and additional Strength bonus. You may also use your reaction to perform an opportunity attack when an enemy enters your range or attacks you. If the opportunity attack hits, the enemy is also Stunned until the end of its next turn.

If you receive a negative condition or you are knocked prone, the weapon is no longer wound-up.

WINGED

These weapons have specially-shaped heads that halt the movement of their target toward the user of the weapon, and can also be used to catch shields and weapons.

When you deal piercing damage against a creature no greater than one size larger than you with a winged weapon, that creature is grappled. While grappled in this way, that creature cannot move toward you but can move away. If you make another attack roll or move away from the target, the grapple ends as you remove weapon's head from the target's body. The target may also break the grapple, by moving away from you. When grappling a creature in this way, you may use one of your attacks to attempt to shove the target prone, using your weapon attack modifier in place of Strength (Athletics).

You may also replace one of your attacks with an attempt to disarm a target, using your weapon attack modifier in place of Strength (Athletics). This special attack breaks the grapple with the winged weapon.

WORN

Weapons with the Worn property are equipped in a way similar to armor, by strapping it firmly to the body. It takes 1 minute to don or doff the weapon or shield, and you can do it as part of doning or doffing an armor. The DM may allow you to skip the required time if you ignore the Worn property of the weapon or shield.

While the weapon or shield benefit from the Worn property, it cannot be disarmed unless the attack or skill check is an exceptional or critical hit.

WEAPON BALANCE

Weapons in this section are modelled over their real world properties and fighting style and thus some may be clearly better choice than others while also cheaper. These rules do not account for weapon rarity or difficulty of mastering them.

If your players are worried about game balance, you can ignore this section and use weapons from *Player's Handbook* instead.



SPECIAL WEAPON PROPERTIES

ATLATL

Atlatl is a tool that extends the effective reach of the thrower's arm, allowing for weapons with the Throwing property to be hurled to greater distance. An atlatl is comprised of a handle with a cup or spur at the end into which a dart, greater trident, harpoon, javelin, spear, trident, or yklwa may be set, either at its butt or at a notched point on the shaft.

When such a weapon is launched from an atlatl, both its range increments are increased by a distance equal to the weapon's normal range increment. Alternately, the atlatl can be used to throw grenades or vials, doubling their ranges.

Using an atlatl requires two hands. Because of the time required to attach the thrown weapon to this device, you can throw only one projectile with it when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make.

BLOWGUN

Ammunition for this weapon is made up of small, fine needles that are especially potent when paired with a poison coating.

You cannot score a critical hit with this weapon as a result of your attack roll. When you perform a ranged attack with a weapon with this property while hidden, your position is not automatically revealed if you hit the target.

When applying poison to Blowgun needles as Ammunition for this weapon, the dose of poison can cover 10 units of Ammunition instead of the usual 3.

BOAR SPEAR

These versatile spears are designed to hunt very large animals, and are often equipped with either a special shaped spearhead or a set of lugs to prevent the target from sliding up the haft and closer to their attacker. When held in two hands, Boar Spears have the Reach property.

After hitting a target with this weapon, it is unable to move toward you until you make an attack roll against another target. While holding a creature this way, you can use an Attack to attempt to Shove it or knock it prone.

BOLA

As an Action, you can throw the bola at a creature in attempt to trip it. Make a ranged attack against a creature within 20 feet of you, treating the bola as an improvised weapon. On a hit, a Medium or smaller creature has their movement reduced to 0 until freed. If the creature used its movement in its turn before it was hit by this attack, it also falls prone.

A bola has no effect on creatures that are formless, or are larger than Medium. A creature may spend their action to free themselves or another creature from a bola.

GAROTTE WIRE

Garrote Wire can only be used on a creature the same size or smaller than you, and only when you have advantage against them. On a hit, the target is automatically grappled by the weapon. Until the weapon is grappling the target and you hold on the weapon, the target is also Suffocating.

To escape, the enemy must use an action to succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against DC equal to 8 + your proficiency + your Strength modifier. The target has advantage if it is larger than you.

LANCE

A Lance requires two hands to wield, when you aren't mounted. You have disadvantage when you use a Lance to attack a target within 5 feet of you.

NET

A creature hit by a Net is also restrained until it is freed. A Net has no effect on formless creatures, nor creatures that are Huge or larger. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 Slashing damage to the net (AC 10) frees the creature without harming it, ends the restrained effect, and destroys the Net.

When you use an action, bonus action, or reaction to free yourself from a net, you can make only one attack regardless of the number of attacks you can normally make.

POLLAXE

The head of this weapon is enormously versatile, possessing an axe blade, a hammer, and a large spike. With a Pollaxe, you may inflict bludgeoning, piercing, or slashing damage on any single attack. You must decide the damage type before the roll is made.

REPEATING CROSSBOW

This weapon uses a lever mechanism to quickly draw and fire bolts from a top-loaded, integrated magazine. The magazine can hold 6 bolts and requires a bonus action to reload.

Due to the rapid but somewhat imprecise nature of this weapon, you cannot ignore 1/2 or 3/4 cover when firing it, even with the *Sharpshooter* feat.

TORCH

While wielding a lit torch, you may attempt to hit and hold your torch against the opponent's body that could catch fire and burn. You must spend your movement and action to perform an attack at disadvantage. If you hit and the target has flammable surface, the target starts Burning.

A Burning target takes 1d4 fire damage at the start of each of its turns. The target must spend its action and succeed DC 12 Constitution check to stop burning, or succeed DC 12 Dexterity check to remove the burning surface from its body.

Out of combat Burning does 3d4 fire damage per minute, and is stopped with DC 10 Dexterity or Constitution check.

TOWER SHIELD

To wield a tower shield, a creature must be medium or larger and have at least 13 Strength, and must have a Strength score of at least 15 or have their movement speed reduced by 10 feet, as with heavy armor. Using the shield requires ongoing concentration. The shield provides +2 to AC, and extra +3 AC vs ranged if you don't Attack until next turn.

This enormous shield can be planted into the ground, creating additional cover for you and your allies. As a reaction, you can plant the shield. The shield now provides 3/4 cover (+5) from effects that require a Dexterity saving throw, such as Fireball spell, as well as half cover (+2) for one 5-foot square immediately adjacent to the shield wielder.

WEAPON DEGRADATION

Like any means of war weapons dull and break. When used normally, weapons only take minimal damage compensated by cleaning or sharpening them as part of long or full rest.

You can also push your weapon beyond its limit to achieve great effect, damaging it in the process. At any time you can choose from the actions below and your weapon suffers a level of degradation.

- When your attack roll is an exceptional success, you may choose to degrade your weapon to make the attack deliver critical hit. You may still reroll one damage die.
- When your attack hits, you may choose to degrade your weapon and deal one additional weapon die of damage. If your attack has advantage you may choose to degrade your weapon by two degrees and add two additional weapon dice of damage instead.
- As long as you don't have disadvantage on your attack roll and an attack against you hits, you may choose to degrade your weapon and use your reaction to increase your AC by 2 (3 if weapon is held in two hands) potentially causing the attack to miss.
- When you must make Strength or Dexterity saving throw against a threat, you may choose to degrade your weapon and gain advantage on the saving throw by bracing or stopping the threat with your weapon, if DM allows.
- You may propose an unorthodox use of your weapon (as a lever to lift fallen rocks or a bar to hold a door). The DM may allow it if you choose to degrade the weapon.

Weapon degradation has negative effect to damage rolls and increased risk of weapon breaking. The weapon also no longer benefits from listed weapon properties until it is repaired. Like with Exhaustion, degradation effects stack.

MELEE

Degree	Condition
1	Dulled
2	Chipped
3	Cracked
4	Splintered
5	Broken

RANGED

Degree	Condition
1	String Fray
2	String Snap
3	Frame Decay
4	Broken

Nonmagical weapons always suffer degradation. Magical weapons can attempt to resist by rolling a d20 every time you choose to degrade the weapon. If the result is equal or less than 5 plus 2 for each point of magic enhancement bonus, the weapon resists the degradation; otherwise it degrades as normal.

DEGRADATION DUE TO DAMAGE

The DM may also rule that when you take more than 25 acid, fire, lightning or thunder damage, any wielded weapon also degrades.

The threshold varies between materials (10 bone, 15 stone, 40 for adamantium, etc.)

MELEE WEAPON CONDITIONS

DULLED

The weapon's edge has lost its sharpness or its bludgeoning head has worn off. When a damage die rolls maximum value, you must reroll the die. The weapon loses the Critical, Deadly and Sharp properties if it has them until repaired.

The weapon can be fully repaired using a whetstone for 10 minutes and a successful DC 10 Smith's tools check.

CHIPPED

The weapon has lost small bits in combat, its edge or surface is ragged and uneven. Weapon's damage die decreases its size by a category (d6 handaxe deals d4 damage if chipped). The weapon loses the Finisher and Severing properties if it has them until repaired.

The weapon can still be fully repaired using blacksmith's sharpening wheel for 1 hour and a DC 12 Smith's tools check

CRACKED

The weapon has spiderline cracks within it, making it nearly unusable without breaking. When rolling damage, roll the weapon dice twice and take the lower result. When you have disadvantage on the attack roll and you roll a natural 1, the cracked weapon breaks. The weapon loses the Bypass and Defending properties if it has them until repaired.

The weapons cannot be repaired unless made of malleable material such as metal and requires half day of smith work and a successful DC 15 Smith's tools check.

SPLINTERED

The weapon's handle has been damaged or parts of the blade or head are coming loose, subjecting the wielder to potential injury upon weapon breaking. When you roll 10 or less on the attack roll, the weapon breaks. If you use any Combat Action or Weapon Property that uses your action, attack or reaction, the weapon breaks after the effect. When a splintered weapon breaks, you take one weapon die in damage.

The weapons cannot be repaired unless made of malleable material such as metal and requires a full day of smith work, materials for a new handle or blade (DM's choice) and a successful DC 15 Smith's tools check.

BROKEN

A broken weapon is rendered useless in its current function, either snapping in half, at the handle, or is shattered. It can only be used as an improvised weapon.

A broken weapon cannot be repaired and can only be salvaged for material for a new weapon.

LOOT AND DEGRADATION

No weapons left for years unattended will be found in pristine condition. Most nonmagical weapons found as loot may suffer the Dulled condition.

Weapons affected from rust and environmental damage come as Chipped or Cracked.



RANGED WEAPON CONDITIONS

STRING FRAY

The bow string of this weapon has been frayed from long use. The weapon gains the Misfire(2) weapon property. If the weapon misfires, the bow string snaps and the weapon is broken until the string is replaced. The weapon is unable to deal critical damage or reroll damage dice from exceptional success or Combat Actions while the string is frayed.

The weapon can be fully repaired if you replace the string. If you are unable to do so, you must wax the string for 10 minutes and make a DC 10 Carpenter's tools check during each long rest. If you fail, the Misfire value increases by 1.

STRING SNAP

The bow string of this weapon is in critical condition with many strain points ready to snap. The weapon gains the Misfire(5) weapon property. If the weapon misfires, the bow string snaps and the weapon is broken until the string is replaced. Ranged attacks outside weapon's near range fail automatically.

The weapon can be fully repaired if you replace the string. If you are unable to do so, you must wax the string for 10 minutes and make a DC 12 Carpenter's tools check during each long rest. If you fail, the Misfire value increases by 2.

FRAME DECAY

The fine grain of the weapon has gathered hairline cracks and heavy decay from being loaded and handled hastily. When you have disadvantage on the attack roll and you roll 10 or less on the attack roll, the bow frame or the crossbow mechanism breaks.

The weapon can be fully repaired using replacing the frame or repairing the crossbow mechanism using spare parts for 10 minutes and a DC 15 Carpenter's tools check.

BROKEN

A broken weapon is rendered useless, either its bow string snapped, the frame cracked or the crossbow mechanism is broken. It can only be used as an improvised weapon.

A broken weapon cannot be repaired and can only be salvaged for material for a new weapon.

PERMANENT DEGRADATION

When you make an attempt to repair a degraded weapon and you fail on the tool check, the weapon becomes permanently degraded to its current state and further maintenance cannot improve its condition above the permanent damage.

You may attempt to retry the failed check again but the check DC increases by 2 with each retry. Alternatively the DM may allow that once during week of downtime the damaged weapon can undergo extensive repairs by a blacksmith or a bowmaker. During such repair the failed tool check can be retried without any DC increase.

If the weapon is magical and you risk to permanently degrade the weapon due to failed check, you may choose to permanently decrease its magical enhancement bonus by 1 or decrease magical extra damage dealt by 1 die (your choice) to automatically succeed on a failed repair check.

SKILLS

In *Dungeons and Dragons 5th Edition*, skills are intentionally vague and simple to appeal to new players. This section lets you add depth and customization to Skills in a meaningful way related to your character's background and training.

SKILL FOCUS

Skill Focus is a narrow domain of knowledge and mastery that further refines a Skill. You can develop a Focus only in Skills you are proficient in. Skill Focus lets you benefit from bonus to skill check depending on its level of mastery.

Expert and Master levels of Skill Focus also let you reroll your skill check if the d20 result is within the Reroll range. You may reroll only once and you must use the new value.

Focus Level	Benefit	Training Points
Trained	+2	50
Expert	+4, Reroll (1-2)	200
Master	+6, Reroll (1-5)	1000

STARTING SKILL FOCUS

When starting a new character, you may choose a number of Trained Foci from this section equal to your proficiency. New Foci and advancement to Expert and Master level can only be gained through training or studying.

You can also remove one skill proficiency to gain Trained Skill Focus in two separate skills you are proficient in.

SKILL FOCUS TRAINING

Gaining new Skill Foci or advancing existing to Expert and Master level requires downtime and access to a teacher or source of knowledge. For example, the DM may suggest that Arcane Spell Lore cannot be learned by someone trained in its basic skill (Arcana) or the same Spell Focus (Arcane Spell Lore), or access to a library with books that cover the Focus.

During a day of downtime with at least 4 hours of training or studying, you can make a skill check using the basic skill category of the Focus. If you are trained by someone who has the same Skill Focus at a higher level than yours, you have advantage on the check. Depending on your result you earn a number of training points and once you acquire enough your Skill Focus advances to the next level.

In campaigns where downtime is not possible, players can spend 100 XP to make a training roll during a long rest as long as they spend 1 hour training or studying.

Check	Benefit
0-10	No Points
10-14	1 point
15-19	2 points
20-24	3 points
25-29	5 points
30+	8 points

ROUTINE CHECK (TAKE 8)

Anytime you are not threatened, distracted or pressured, you may choose to do a Routine Check. You make a skill check and if you roll 7 or less, you take 8 as your result.

Distractions or threats (such as combat) or suffering disadvantage to the skill check make it impossible to do Routine Check. Routine checks requires three times the time needed to complete the task because you check for possible mistakes.

If you have advantage on the roll, instead of rolling two dice and taking the higher result you add +5 to the roll.



STRENGTH

ATHLETICS

Athletics is broken down into four foci: Climbing, Jumping, Mining and Swimming.

CLIMBING

Scaling cliffsides or reaching rooftops, few players have lasting careers without the use of climbing out of trouble.

JUMPING

Jumping allows players to leap in great bounds horizontally, or try to attain great heights vertically. You can add your Focus bonus to your Strength score when calculating long and high jump distance.

MINING

Extracting minerals and metals from the ground is a staple in worlds where iron and steel see kingdoms rise and fall. This is a new use of the Athletics skill. DMs should set DCs based on how long or difficult it would take to extract valuables. Failure results in half yields.

SWIMMING

Crossing rapid streams, delving into the lair of a black dragon, or communing with mermaids, few are the players who stay dry forever.

DEXTERITY

ACROBATICS

Acrobatics is broken down into five foci: Balance, Diving, Escapology, Aerobatics and Tumbling.

BALANCE

Crossing narrow bridges, riding choppy seas, or running across ice, most players actively avoid trying to fall prone.

DIVING

Sometimes a belly flop is fine, but most players want to avoid taking damage when falling into water. Slipping unnoticed into water to evade a dock guard might come in handy for port rogues.

ESCAPOLOGY

Between spider webs and bounty hunter manacles, a quick Escape is sometimes the better part of valor.

AEROBATICS

Tumbling and swimming are great for players darting around foes on the ground and underwater, but Aerobatics helps airborne players do the same. DMs should set DCs similar to those skills for flying creatures.

TUMBLING

Avoiding damage from a big fall or sliding through an opponents legs, mobile players can often find a need to tumble.

SLEIGHT OF HAND

Sleight of Hand is broken down into three foci: Concealment, Juggling and Pickpocketing.

CONCEALMENT

While pickpocketing is great for liberating things from less observant targets, Concealment is great for making sure perceptive individuals aren't going to notice objects you've hidden. The DM should set the DC based on the size of the object and how difficult it would be to hide.

JUGGLING

Whether catching something to prevent it from falling or entertaining a crowd, it's not an uncommon skill for those with quick reflexes to pick up.

PICKPOCKETING

Planting evidence or filling your pockets with the possessions of others, Pickpocketing is a staple in every major city.

STEALTH

Stealth is broken down into two expertises: Camouflage and Tailing. While both are used for hiding in different situations (staying still vs moving) the usual rules for stealth still apply as per page 177 in the Player's Handbook.

CAMOUFLAGE

Hiding in place like a great cat stalking prey, Camouflage is a great tool for staking out targets or keeping your party hidden while resting.

TAILING

Wanting to move and not be noticed isn't just for Rogues. Keepers of Law or Bounty Hunters can find it useful for tracking targets. Either way, if you plan to move and be hidden Tailing is a useful skill to know.

CONSTITUTION

NEW SKILL: ENDURANCE

Endurance is a completely new main skill based on Constitution. It is optional and can only be picked by characters that choose one or more of its expertises. The Barbarian, Druid, Fighter, Monk, and Paladin classes can add Endurance to the list of skills they can choose from. Endurance checks are made when your character needs to push their bodies beyond normal limits. Holding your breath, marching for days, going without sleep or food, and resisting the effects of alcohol are all times when one would roll an Endurance check.

Endurance can be broken down into three skill foci: Environmental Adaptation, Pain Tolerance, and Running.

ENVIRONMENTAL ADAPTATION

Over time, your body and mind have adapted to an environment. When using your Endurance skill to resist the naturally occurring effects of that terrain, you can use adaptation instead. For example, in a desert, you could use it to resist lack of water or overwhelming heat.

When picking this expertise, select one type of terrain or environment. You can take this expertise multiple times, selecting one new environment each time. The terrain available to Rangers via the Natural Explorer trait (*Player's Handbook*, pg. 91) are the options you can choose from, each time you take Environmental Adaptation expertise.

- Arctic
- Coast
- Desert
- Forest
- Grassland
- Mountain
- Nautical
- Swamp
- Underdark
- Nautical

PAIN TOLERANCE

Information is power, and to that end torturers consider information extraction an art. Pain Tolerance allows you to resist their craft. The DM should use Endurance or Pain Tolerance as the skill to resist Torture.

DISTANCE RUNNING

Sprinting short distances is fine, but sometimes players need to cover vast distances without rest. Distance Running allows you to maintain your pace. DMs should use Distance Running to allow players to cover greater distances overland than usual, with failure resulting in exhaustion.

INTELLIGENCE

ARCANA

Arcana is broken down into five foci: Abberation Lore, Construct Lore, Elemental Lore, Monstrosity Lore and Arcane Spell Lore.

ABERRATION LORE

Aberrations are the strange and unusual creatures of the far realms. Experts can spend decades learning about these creatures but often end up going insane from picking up forbidden knowledge.

CONSTRUCT LORE

Wizards are often considered fragile or frail, their strength in the arcane leads them to have powerful bodyguards made of stone, iron, or flesh. These constructed guardians will fight to the death for their masters.

ELEMENTAL LORE

Airy assassins, powerful efreeti, and alien gem-eating mounds of rock, the elemental planes spit out all manner of unusual creature. But their long history and ties to the creation of existence make them a well studied group.

MONSTROSITY LORE

While natural creatures like wolves and bears are well known to all, there are rarer beings like hydras and centaurs that inhabit the lands. With unusual abilities like turning players to stone from a paralyzing gaze or dissolving metals with only a touch, it's the wise hero who knows about these beasts.

ARCANE SPELL LORE

A wizard pulls out a pinch of sulfur and bat guano. Woe to the hero who doesn't identify a fireball spell before experiencing it firsthand.

LORE

The lore skills defined below allow you to know lots about things in the world. Functionally they are all the same, although the information they provide is quite varied. Below is a guide on how DMs can set their DCs, using dragons as an example.

- **Very Easy (DC 5)** - Very common knowledge. *Dragons are dangerous, have breath weapons and fly.*
- **Easy (DC 10)** - Common knowledge. *The color of a dragon determines its breath weapon element.*
- **Moderate (DC 15)** - Uncommon knowledge that most people don't know. *The color of a dragon also determines their resistance or immunity to the same element. Sometimes dragons are spellcasters.*
- **Hard (DC 20)** - Rare knowledge. *Dragons of specific color have been documented to use specific spells, or specific legendary actions.*
- **Very Hard (DC 25)** - Very rare knowledge. *Elder dragons have these legendary lair actions when encountered inside their lairs.*

Obviously it's up to the DM to determine how rare information is for their world, but here is a good rule of thumb. Commoners know stuff DC 5-10. Educated individuals know 10-15. Scholars know things 15-20 and Experts (people who focus on that area of expertise) know things DC 20+

HISTORY

History is broken down into 10 expertises: Humanoid Lore, Giant Lore, Dragon Lore, Regional Lore, Ancient Lore, Appraising, Bureaucracy, Heraldry, and Law.

REGIONAL LORE

How old is Waterdeep? What are the laws regarding open magic in Sembia? Who is the consulate from Thay in Damara? Only a fool would go into a country without knowing anything about it.

When picking this skill, select a region from the Lore Regions sidebar. You can take this skill multiple times, selecting one new region each time.

LORE REGIONS

The 'default' setting for *Dungeons and Dragons 5th Edition* is Faerun. Below are the regions we suggest for the use of History, but you can adapt this to any world. Generally, if your world has only a few regions (such as Ravenloft), each one would get an appropriate skill. If you have a great many regions, try grouping them. For example, in Faerun exists the Bloodstone Lands. That covers Vaasa, Damara, and a little of the surrounding areas.

- **The Sword Coast:** Waterdeep down to Amn.
- **The Frozen North:** The Ten Towns of Icewind Dale down to Neverwinter and across to Netheril.
- **Netheril:** The former desert of Netheril.
- **The Shining South:** The Snowflake Mountains across to Chessenta, from the Sea of Fallen Stars down to Halruaa.
- **The Caliphate of Calim:** Tethyr, the country of Calim and Velen
- **The Jungles of Chult:** Everything on the south side of the Shining Sea, over to Halruaa.
- **Old Empires of the East:** Unther, Mulhorand, Murghom and Thay
- **The Bloodstone Lands:** Vaasa, Damara and Narfel
- **The Moonsea:** The Dalelands, Impiltur, Cormanthor and the region between Vaasa and Netheril.
- **The Sea of Fallen Stars:** Turmish, Sembia, Cormyr, Thesk, Aglarond and Chessenta
- **The Sea of Swords:** Moonshae Islands, Lantan and all the islands of the Sword Coast.

These are just a few detailed suggestions. If you want fewer regions, you could say the map is split into West, Central and Eastern Faerun.

HUMANOID LORE

Humans, Elves, Dwarves and the other races of the world have raised empires, toppled kingdoms, forged alliances, and broken them with each other.

ANCIENT LORE

Is that statue historically relevant to the people who made the dungeon you're in, or is it something that was added in a later age? Knowing who built things and why can give greater insight into how they can help you now.

GIANT LORE

Uncertain which giant sitting in a circle is the leader? Can't tell a Storm and a Cloud giant apart? Perhaps picking up the Giant Lore skill would help your hero avoid these confusions.

DRAGON LORE

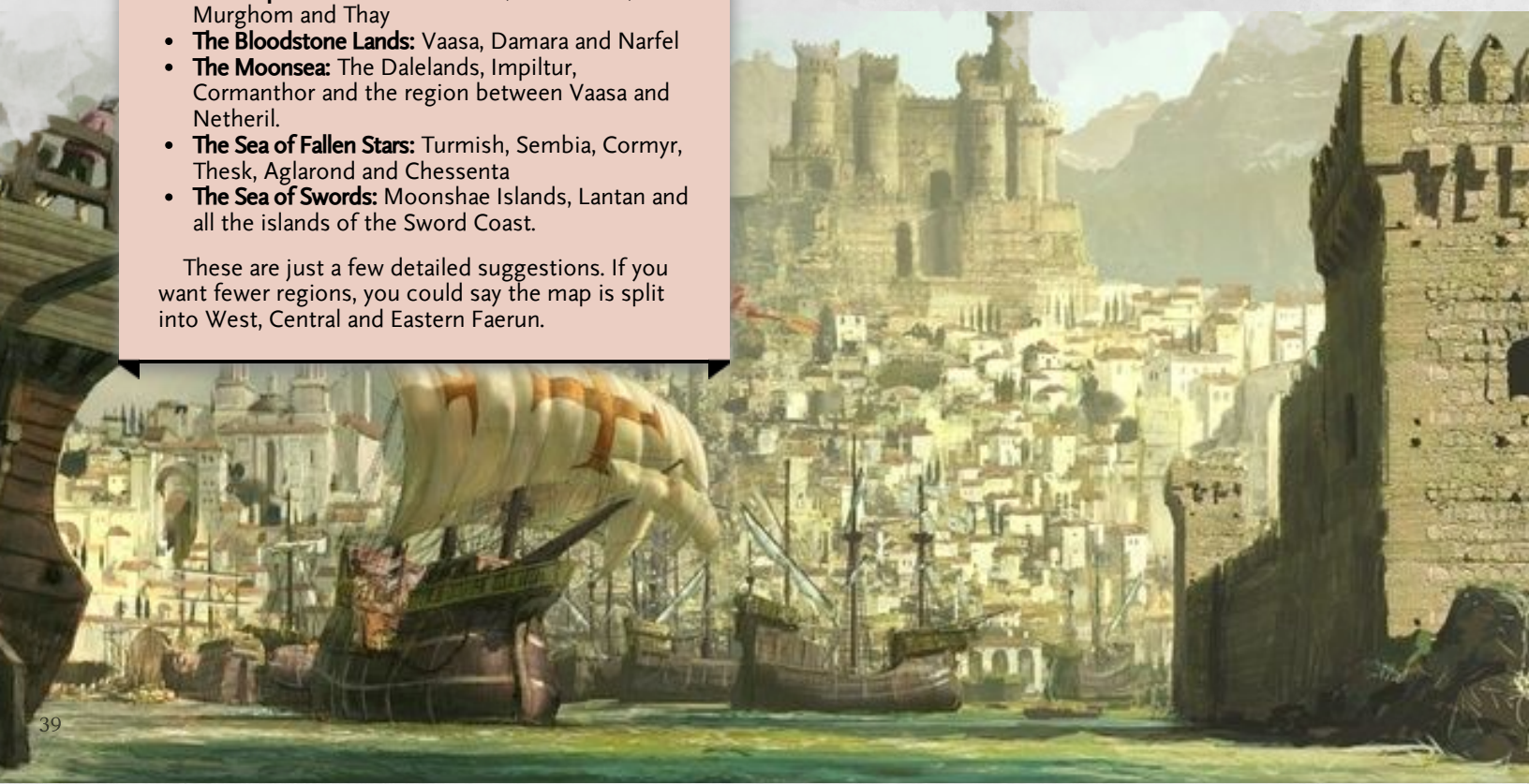
Everyone thinks they know all about dragons, but the creatures are so prolific and create so many half-breeds that filtering fact from fiction is difficult. A smart hero would want to study them.

APPRAISING

Knowing the cut of a gem, the difficulty in casting a bronze statue, or the elegance of a wooden box, allows you to understand exactly how ripped off you're going to get from the merchants in town.

BUREAUCRACY

A hero gains understanding of the ins and outs of governments, politics, and those who pull the strings behind the scenes. Players who train in bureaucracy long for the safety of dungeons.





HERALDRY

You see a shield emblazoned *Party per pale or and vert, a dragon segreant sable*. Does it belong to the evil baron from the next county or the benevolent king in your debt? Knowing means the difference between being celebrated or captured.

LAW

Knowledge of the rules and regulations, and the consequences that will happen when your party members break them.

INVESTIGATION

Investigation is broken down into three foci: Cryptography, Information Gathering, and Deduction.

CRYPTOGRAPHY

Cryptography is used when someone wants to hide information inside something else. Players can pick up the hidden meaning in a story, a password drawn into a painting, or a message left for a member of a hidden society.

INFORMATION GATHERING

Walking around town, picking up rumors, is a common adventurer past time. Plying locals with booze to get secrets out of them is a great cover for getting drunk in town.

DEDUCTION

The ability to see connections between seemingly random facts, and the process of reaching a decision or answer by evaluating known facts.

NATURE

Nature is broken down into 9 foci: Beast Lore, Fey Lore, Ooze Lore, Plant Lore, Botany, Cartography, Geography, Geology, and Poison.

BEAST LORE

Lions, Tigers and Bears. And Giant Rats. And Dinosaurs. Prepared players are ready for all of these horrors nature decided to throw at them.

FEY LORE

The Seelie and Unseelie courts are something no rational character will want to delve into, but rarely do you interact with these strange beings of your own volition.

OOZE LORE

One would think that Oozes don't have much lore behind them but the Oozeologists of the worlds disagree. These creatures have a tendency to inhabit exactly the places which players need to go.

PLANT LORE

While farmers grow wheat and rotting wood grows new mushrooms, there are more mobile threats to the world.

BOTANY

If it's not walking, talking and thinking but it's still a plant, those trained in botany know all about it. Farmers, cooks, rangers, and scholars tend to fill out their ranks.

CARTOGRAPHY

There's a big difference between being able to read the lay of the land in person, and reading a map. Knowing how to create and read maps is especially important for adventurers wanting to explore new lands.

GEOGRAPHY

Knowing how and why mountains form, what rocks lay under the ocean and which side of trees moss tends to are all skills useful to those who trek through the wilds. You can read the lay of the land faster than any map.

GEOLOGY

No dwarf worth their salt would be caught dead not knowing the differences between rock types. If you plan on delving through caves or even the Underdark, it's advised you listen to their knowledge.

POISON

Is a substance safe to touch? To breathe? To apply to your weapon? Not all poisons are created equal and their dangerous nature means understanding them makes you much safer.

RELIGION

Religion is broken down into seven foci: Celestial Lore, Fiend Lore, Undead Lore, Ceremony, Divine Spell Lore, Prophecy Lore, and Zeal.

CELESTIAL LORE

Angels are powerful creatures and it's an old hero's adage: don't anger anyone who can vaporize you in a beam of concentrated holy light.

FIEND LORE

Devils? Demons? It's inadvised to trust either, but knowing which one sticks to their word and which doesn't will save your life.

UNDEAD LORE

A skeleton stands before you, a few strands of hair clinging to the dome of its skull. A quick check will tell you if you should rush a disposable guardian or if you're about to be disintegrated by a powerful lich.

CEREMONY

Watching a priest perform a ritual in the center of town is something most wouldn't consider unusual. Those keen of eye and armed with the knowledge of the hidden rituals of Tamoachan would know something evil is afoot.

DIVINE SPELL LORE

A priest raises their hands, calling out for a powerful being to lend them power. With your hefty knowledge of divine spells, you'll know if they're summoning a fiendish weasel or casting a magical darkness.

PROPHECY LORE

Players deal with prophecies regularly, but it usually involves seeking out wise old mountain dwellers for their knowledge. Cut out the middle prophet by learning about them yourself.

ZEAL

A priest needs to communicate with the followers of their God. Zeal allows them to pass religious messages along with their sermons, similar to Bards using the Perform skill with an audience.

WISDOM

ANIMAL HANDLING

Animal Handling is broken down into five foci: Entomology, Falconry, Horsemanship, Kenneling, and Shepherding.

ENTOMOLOGY

Favoured by the drow, your knowledge of insects and arachnids allows you to identify the small ones and convince the big ones to let you ride them.

FALCONRY

Working with majestic birds, you can train them to send messages to other cities, find food, or if your sizes allow, ride them.

HORSEMANSHIP

Many an adventurer has swung a sword from horseback, but these creatures need to be trained to wade into battle. Understanding your mount will go a long way towards keeping it from flinging you off.

KENNELING

While others know how to deal with animals and even ride them, learning kenneling will allow you to keep and breed them. Many lords will have large kennels of canines with which to hunt.

SHEPHERDING

While not as glamorous as a giant spider, eagle, wolf or horse, the shepherd deals with herding groups of animals. A rider can calm a horse, but a shepherd can calm a whole herd of cows, sheep or goats.

INSIGHT

Insight is broken into two foci: Empathy and Combat Sense.

EMPATHY

A bard might understand how to make others see their point of view with a silvered tongue. Empathy will let you understand how someone else is feeling without having to press them as forcibly. A more subtle art, certainly.

COMBAT SENSE

Everyone knows to take the high ground, but there are hundreds of battlefield strategies that can keep adventurers alive. Likewise, understanding that your opponent also knows these tricks is an equally useful tool.

MEDICINE

Medicine is broken down into four foci: Apothecary, Massage, Forensics, and Veterinary.

APOTHECARY

Ointments, medicines and unguents are all different ways of solving what ails the common man who can't afford to down a healing potion whenever they get a headache. Being trained in the skill allows you to separate real cures from snake oil.

MASSAGE THERAPY

Physical therapy is not only a useful skill medically, but many a powerful ruler has had their ear swayed when they were in good moods during a skilled massage.

FORENSICS

Looking at a battlefield and being able to determine which side won, where the victors went and who might have survived takes as sharp a wit as being able to look at a corpse and determine the cause of death. Such a skill can help keep the same fate from befalling the players.

VETERINARY

While many medicines apply in a general way between humans and horses, understanding the specific differences between the two can help you apply medicine to animals.

PERCEPTION

Perception is broken into three foci: Eavesdropping, Guarding, and Tasting.

EAVESDROPPING

Listening through a door, from a distance, or around a corner is not an easy task. Another one of those skills that urban adventurers find useful.

GUARDING

You have an ever-watchful eye that can spot movement or any other irregularities around you. You keep a perfect watch, able to tell friend from foe and patiently guard your surroundings.

TASTING

Wow, you can really taste the poison! Every lord, king, or emperor will be glad they have royal tasters specially trained in picking out the dangers lurking within their food.

SURVIVAL

Survival is broken down into 10 foci: Find Water, Fire Mastery, Fishing, Foraging, Regional Navigation, Rope Mastery, Skinning, Tracking, Trapping, and Weather Sense.

FIND WATER

It's recommended players take time to drink a few times in an adventuring day. In some of the more dangerous regions of the world that can be hard to do. Being trained to find water can help mitigate this risk.

FIRE MASTERY

Something even children are taught and one of the basics of survival, you know how to start, stop, or enlarge a fire. Also, you can easily determine how long a fire has been burning.



FISHING

Let others eat berries. Find yourself some of that delicious flaky food. A staple in any port location, many adventurers will supplement their dried foods with fish.

FORAGING

No water nearby? Can't hunt because the animals in the forest belong to the king and his evil henchmen? If you're going to end up eating berries, it's a good idea to know the difference between the ones that will make you feel better and the ones that will leave you sick.

REGION NAVIGATION

Can't see the forest for the trees? Finding the Underdark keeps twisting around in circles? An ocean all around you and no idea where you are? Take some time to learn how to navigate the world and never feel lost again. When picking this skill, select a region from the Regional Lore expertise. You can take this skill multiple times, selecting a new region each time.

ROPE MASTERY

You might not want to kill your foes, but they certainly can't be allowed to walk around freely. Why not tie them up with a rope? Or tie off a rope as an impromptu ladder for those times you're in the dungeon and a ladder cannot be found.

SKINNING

Animals need to be skinned before becoming the leather armor that ends up protecting your more lightly armored friends and warming more northern peoples. It is recommended for DMs to set the DC based on how difficult removal is and to reward failures with lower yields.

TRACKING

Not everyone can be so lucky as to track foes through wet mud or snow. Being skilled in spotting the tell-tale signs of your prey through the best and worst of conditions is useful to most adventuring groups.

TRAPPING

If the whole 'slowly chase animals and shoot them with arrows' thing isn't working for you, try luring them with some bait into a trap! It is advised that the DM sets the DC based on how plentiful creatures are in the area.

WEATHER SENSE

Storm's a brewin' and you can tell! Know what the weather will be like in a few hours or even a few days, if you're really good at it.

CHARISMA

DECEPTION

Deception is broken into five foci: Acting, Boasting, Disguise, Fast Talking, and Mimicry.

ACTING

From impressing audiences in amphitheaters of large cities to tricking mob bosses in sewer lairs, the skill of Acting can be plied widely across the land.

BOASTING

Drunks from taverns across the world, trained or otherwise, flood the ears of passers by with the Boasting skill. Of course, every single boasted tale is absolutely factual as well!

DISGUISE

This is the ability to apply pigments, makeup, and prosthetics to literally make someone look unlike themselves. The DM should set the DC according to how difficult it would be to make the target look like something else.

FAST-TALK

Your lips are just as quick as your wits, and combining both throws people off of the intent of your words and directly where you want them (provided they don't notice your duplicity).

MIMICRY

Calling out to a goblin tribe, mimicking their war boss, and having them let prisoners loose is a great test of your Mimicry skill. Of course, sounding like someone isn't enough to convince people you are them but it's a start.

INTIMIDATION

Intimidation is broken into two foci: Torture and Savagery.

TORTURE

Extracting information from a source by force. The DM should use a Constitution or an Endurance (Pain Tolerance) roll to set the DC for using this skill.

SAVAGERY

Talking to barbarians, tribal creatures, and other so-called 'uncivilized' societies requires a different set of skills from playing around in a court. The Savagery skill is used in the same way that Etiquette is used in civilized places or Zeal in locations of faith.

PERFORMANCE

Performance is broken down into seven foci: Comedy, Dancing, Instrument Mastery, Pantomime, Oratory, Poetry, and Singing.

INSTRUMENT MASTERY

When picking this skill, select a musical instrument. You can take this skill multiple times, selecting one new instrument each time. A master of an instrument gains advantage on rolls, when using other instruments in the same group.

You can add your Focus bonus to any performance with a musical instrument you are proficient with.

- **Brass** - Trumpets or Horns
- **Keyed** - Pianos or Gnomish Steam Organs
- **String** - Guitar, Harp, or Violin
- **Woodwind** - Bagpipes, Clarinet or Flute
- **Percussion** - Drums, Triangle, or Xylophone

COMEDY

What's the deal with Orcs subjugating other races? Comedy is a great way to endear yourself to your audience. Of course the wrong joke to the right crowd could end very poorly.



DANCING

Dancing is a universal sign of civilization. From the smallest Halflings to the largest Giants, every race seems to have their own culturally significant way to cut a rug.

PANTOMIME

This is the ability to pantomime actions and have others understand what you're conveying, such as communicating with party members without resorting to whispering. The DM should set the DC according to how difficult that action would be to convey without any other items.

ORATORY

A booming voice, echoing through a large room, catches the attention of all. The oratory skill lets you say what needs to be said with a significant amount of panache.

POETRY

It's not for everyone but to the right target, Poetry is like the Massage skill for the soul.

SINGING

Functionally similar to playing an instrument but requiring an entirely different set of skills, singing is oft said to be one of the most difficult instruments to perfect.

PERSUASION

Persuasion is broken down into six foci: Bargaining, Debate, Etiquette, Leadership, Provocation, and Seduction

BARGAINING

Honest merchants prefer a fair bargain versus a cunning tongue. The best deals are the ones which benefit everyone.

DEBATE

You might be right, and they might be wrong, but if you don't understand the best way to express that then you'll truly have your work cut out for you.

ETIQUETTE

While your usual skills of persuasion will work with the commoners, nobles and gentry will require a much more refined touch. That's when it's time to break out your Etiquette skills to impress.

LEADERSHIP

Anyone can send a troupe of soldiers into battle. A leader will be there to inspire them to stay on the battlefield when the going gets tough, or to ignore their exhaustion when they're tired. The DM should set the DC based on how loyal that group is to the leader as well as what the leader is asking of that group.

PROVOCATION

Your cunning words cut deeper than your sword, and it is a fair reason to make anyone react angrily, violently, or emotionally against their best interests.

SEDUCTION

If you've got it, flaunt it. Of course there's no promise that you are what your target is looking for, but nothing ventured, nothing gained.

INVENTORY

ITEM BULK

Instead of precise weight, every item has bulk value based on its approximate size and mass. Add the size value and mass modifier to get the final bulk value.

Players and the DM can easily classify every item using the suggested examples from the table below. Most adventuring items fall into the Medium size category. Most quest items are either Tiny or Small.

ITEM SIZES

Bulk Category Examples for Medium size characters

–	Tiny	Very small (smaller than your palm). Hold many in one hand. More fit in a pocket. Coins, pebbles, keys, rings, small gems.
0	Small	Short length (up to a handspan / 9 inches). Held comfortably in one hand. Can fit one in a pocket that visibly bulges. A dagger, a potion, a scroll, a pocket-sized book.
1	Medium	Medium length (up to an arms-length / 2 ft). Held with one hand. Cannot fit in a pocket, but can be attached to a belt or strap. A sword, a set of tools, a spell book, a healing kit, a lantern, quiver of arrows.
2	Large	Long length (longer than arm). Requires one hand to hold or two hands to use. All weapons with Reach or Two-Handed. All Hauberk or Cuirass overlay armor. A long sword, a large sack, small furniture.

ITEM MASS

Bulk Category Examples

–1	Light	The item is very light for its size. You can hold several in your hand if the DM allows. All weapons with Light property.
0	Normal	The item is easy to carry in one hand.
+1	Heavy	The item is heavy, and if Medium or Large requires two hands to carry. All weapons and armor with the Heavy property.

BULK CAPACITY

Your maximum carrying capacity is based on your body Size category and your Strength modifier. If you exceed your carrying capacity, you become Encumbered.

CAPACITY BY SIZE CATEGORY

Size	Maximum Capacity
Tiny	Str Modifier / 2, rounded down (min 0)
Small	2 + Str modifier (min 1)
Medium	8 + Str modifier (min 5)
Large	10 + 2x Str modifier (min 7)
Huge	20 + 5x Str modifier (min 15)
Gargantuan	30 + 10x Str modifier (min 20)

CONTAINERS

Your hands are your natural containers. You can only hold up to one Medium or Large item in each hand, or one Heavy Medium or Heavy Large item in both your hands.

You can also use Containers to store items. A container's Size category is a limit on the largest item you can place inside it. The Storage value defines how much total bulk can be stored inside it. When carried, the container's weight is the sum of all item bulk inside it.

CONTAINERS

Container	Size	Storage
Pocket. Your clothing may have 2 or more pockets.	Small	0
Quiver	Small	1
Small Sack	Medium	2
Messenger Bag	Medium	3
Large Sack	Medium	5
Backpack	Large	7
Traveling Backpack	Large	10

FREE CONTAINERS

In addition to containers, characters can freely carry one ration box, one waterskin, and one purse. These don't occupy inventory space or bulk, and can store a small amount of basic supplies.

- **Ration box:** Stores up to five basic rations.
- **Waterskin:** Holds enough water for five drinks.
- **Purse:** Holds 100 coins.

A character's basic clothes do not occupy any inventory space or bulk, when wearing them.

PREPARED ITEMS

You may have a number of Small items prepared for quick access during combat, up to a number equal to half your Proficiency, rounded down. This includes potions, holy symbols, material spell components and such.

During combat, you may access and draw a Prepared item as a free action. You can also use any hand that is occupied by an item that is also wielded by another hand (such as a two-handed weapon) without dropping that item.

PLAYER'S HANDBOOK COMPATIBILITY

All heavy armor from the *Player's Handbook* are Heavy Large items according to these rules.

When you must decide how much you can carry based on weight (such as gold from a dungeon), divide your free bulk by your maximum capacity and then multiply your *Player's Handbook* carrying capacity by that percentage.



ECONOMY

SILVER STANDARD ECONOMY

Players interested in Medieval life and alternative historical settings may find *Dungeons & Dragons* prices and treasure based on gold to be very generous. Playing poor characters that struggle in remote areas is also made impossible by the ease of attaining gold. To improve the level of realism in your game, you may want to switch to the Silver Standard instead.

The Silver Standard is a simple conversion of all official rulebook prices of nonmagical goods, weapons and armor from gold to silver. If a longsword costs 15gp in *Player's Handbook*, it now costs 15sp; a 1sp club costs only 1cp. This makes silver the basis of your game economy and copper is now a meaningful exchange unit for small transactions. Any treasure in the form of gold and platinum is suddenly a stuff of legend and a life-changing opportunity to become rich.

Players creating new characters don't need to convert while choosing their starting equipment. Once done any remaining money are converted from silver to copper, and from gold to silver.

Depending on your setting, you may want to keep certain prices in gold. In settings with low magic, magical items are expensive and should retain their price in gold. In settings where knowledge and skill are highly valued, mercenaries might retain their hire price in gold. In settings with politics and merchants, all international trade is done in gold.

MASTERWORK WEAPONS

In medieval and alternative historical settings where magic may not exist players do not have access to magical weapons as presented in *Dungeon Master's Guide*. The following rules allow DM to provide Masterwork items, created by few master craftsmen, using rare materials or forged with secret smithing techniques.

Masterwork weapons still have bonus properties but they only apply to damage. For example, a +1 longsword will only add +1 to damage but not +1 to attack. Masterwork weapons cannot have their damage die or bonus impaired by effects, such as Rust Monster's touch.

Masterwork weapons and armor are not magical and rules regarding magical items do not apply to them. If a spell is used to enchant the weapon to a magical weapon with both attack and damage bonus property, the Masterwork item gains bonus to attack up to its bonus to damage.

When deciding the price of any Masterwork weapon or armor, use 40% of the price provided in *Dungeon Master's Handbook* or other supplements. Unlike normal weapons, Masterwork gear retain their value. If you want to sell your normal used weapons or armor, DM may have traders pay a third of their listed value while Masterwork weapons always retain at least 80% of their listed value. If you use Silver Standard and access to high quality equipment is reserved for nobility and kings only, you may retain its price in gold.

MAGIC

HIDING SPELL CASTING

In some situations you may attempt to hide the act of casting spells, cast them in a non-threatening manner, or disguise the use of specific components as part of the spell casting from prying eyes.

If a spell has a Verbal component, you must roll Intelligence, Wisdom or Charisma (Stealth) opposed by Passive Perception if you are not actively observed, or Perception Roll if observed. Loud background noise give advantage to the your roll. If the observer suspects that you are spell caster, they have advantage to the Perception Roll.

If a spell has a Somatic component, you must roll Dexterity (Stealth) opposed by Passive Perception if you are not actively observed, or Perception Roll if observed. Lots of nearby movement (such as a crowd) give advantage to your roll. If the observer knows you are able to use magic, they have advantage to the Perception Roll.

If a spell has a Material component, you must roll Dexterity (Sleight of Hand) opposed by Passive Perception if you are not actively observed, or Perception Roll if observed. If the observer is trained to recognize spell components, he has advantage to the Perception Roll.

If a spell has multiple components, you must roll separate for each. Failure to one roll reveals only suspicious activity unless the observer can recognize magic use. Failure to two or more rolls reveals unmistakable evidence of casting magic.

COST OF MAGICAL SERVICES

When you seek magical assistance from individuals who ask fair payment for their services, use the following formula to calculate the cost of the service. The Base Cost depends on the relationship with the caster, availability, legal issues and living standards in the region.

- Base Cost of 5, when you have established contact with preferential price, the service is legal and widely available and there is high competition providing it, or the living standards of the location are very low
- Base Cost of 10, when you contact an independent organization providing the service, the service is legal but only few in the region provide it, and the living standards of the location are standard
- Base Cost of 15 or more, when you are being fleeced, the service is considered illegal, only one person in vast region provides it, and the living standards of the location are very high

$$\text{SPELL COST} = (\text{SPELL LEVEL} \times \text{SPELL LEVEL}) \times \text{BASE COST} + (\text{CONSUMED MATERIALS} \times 2) + (\text{NONCONSUMED MATERIALS} \times 0.1)$$



REALISTIC OPPONENTS

Dungeon Master's Guide (pg. 274) offers loose guidelines on how to create a monster for your adventures. While sufficient for fantasy monsters, realistic humanoids must have physical limitations and abilities that should closely resemble those of player characters to remain believable. This section contains additional rules to improve realistic opponent design.

CONCEPT

When creating realistic opponents, start by selecting official, third party or homebrew classes, subclasses and feats. You will be using class hit die and its abilities for your opponent.

ATTRIBUTES

You can set arbitrary values between -5 and +5 to each of the six attributes, or roll them using a mix of 3d6 and "4d6, drop the lowest" methods.

Ordinary, mediocre opponents roll five times "3d6" and one time "4d6, drop the lowest" values and distribute them. Competent opponents roll three times "3d6" and three times "4d6, drop the lowest" values. Heroic and highly competent opponents roll six times "4d6, drop the lowest" like player characters in *Player's Handbook*.

HIT POINTS

At CR 1, realistic opponents should start with 6 hit dice of its corresponding size category (usually d8 for humanoids).

For each category below CR 1, subtract 1 hit die except at CR 0 where the opponent must have exactly 1 hit die.

For each category above CR 1, add one hit die of its size category and two hit dice of its chosen class.

Realistic humans reach peak health condition at 30 hit dice. You can assign different values to other races, such as 25 to elves, 35 to half-orcs and 40 to dwarves.

As your opponent ages, their hit dice total will decline. As opponent passes its prime, the hit dice maximum decreases by 10%, rounded down. If opponent is old or venerable, the hit dice maximum is decreased by 30%, rounded down. Life of deprivation or disease would decrease hit dice further.

DAMAGE PER ROUND

Damage per Round must be distributed into one or several attacks. Without multiple attacks, your opponent will either deal all or no damage at all against players with high AC. By distributing damage into multiple attacks, you improve their odds to deal at least some damage.

For each 10 points of the Damage per Round total allow for a separate attack after the first, up to five attacks. Each attack must deal roughly equal share of the total. Subtract the Strength (melee) and Dexterity (ranged) modifier from each attack, and compare the remaining damage with the average weapon dice value of a desired weapon.

ATTACKS

Even if your opponent can make only one attack per round, it is good practice to prepare several different attack options for various situations. If you are expecting players with very high AC, you should prepare a Grapple or Ability Saving Throw-based attack to challenge them.

Your opponent may be particularly proficient with specific attacks. You may distribute up to two points of Attack Bonus from one attack to another. The improved attack Recharges on 5-6, and on a failed Recharge the opponent must use the weakened attack.

You may use Combat Actions and Weapon Properties in this supplement as attacks, if your players are actively using them too. Put a Recharge 5-6 requirement on them to make sure your opponent is not overusing them.

CONDITIONAL DAMAGE

High offensive CR allows for more damage than a realistic opponent can fit within five attacks. If your opponent must deal 80 damage per round, but weapon attacks can deal up to 50, you have to distribute the remaining 30 elsewhere. Always distribute equally between attacks.

You can assign extra damage to attacks when certain conditions are met, or when the target fails a saving throw with appropriate Save DC for the opponent's CR. The extra damage uses the same damage type as the main attack and is included in it when checking for Wound Risk (pg. 6).

You can convert 5 damage per round into simple combat condition instead of extra damage. You can come up with new conditions such as Bleeding, Burning and others. The condition must be one that the target can end on its turn (such as standing from prone, or Dexterity saving throw to remove burning clothes), or ends at the end of its next turn (such as stunned or poisoned). The target must make a saving throw at appropriate Save DC for the opponent's CR to avoid the condition.

You can convert 10 damage per round into guaranteed Wound Risk. The target automatically suffers an extra Wound Risk even if the attack damage doesn't exceed the threshold of 12 + Constitution modifier. The target must make a saving throw at appropriate Save DC, decreased by 2, to avoid the guaranteed Wound Risk.

When creating multiple conditions on different attacks, avoid creating self-sufficient synergies. Allow different opponents to play as a team and complement each other.

Example Actions

Quarterstaff. +5 to attack, 1d8+3 bludgeoning damage. If the target is prone, your attack deals 2d8 extra damage.

Knife. +2 to attack, 1d4+2 bludgeoning damage. The target must make a DC 13 Dexterity check or take 3d4 extra damage.

Knee Strike. +3 to attack, 1d4+1 bludgeoning damage. If you have advantage on your attack roll, the target must make a DC 13 Constitution check or drop prone. [Converts 5 damage in a condition].

Heart Pierce. +5 to attack, 1d6+5 bludgeoning damage. The target must make a DC 11 (13, minus 2) Dexterity check or take a guaranteed Wound Risk. [Converts 10 damage in guaranteed Wound Risk].

ABILITIES

Realistic opponents have class and subclass just like players do and use the same abilities. The table below lists what class and subclass abilities are available to the opponent based on its CR.

Player abilities may increase your opponent's effective CR compared to a monster CR from other sources. The increase modifier is listed as CR increase in the table.

Challenge Rating	Class Abilities	Subclass Abilities	CR Increase
1/2+	Level 1-5	—	—
2+	Level 1-11	Level 1-7	+1
5+	Level 1-17	Level 1-15	+2
8+	Level 1-20	Level 1-20	+3

You may substitute features and abilities from player class and subclass with feats or monster abilities from *Monster Manual* or other sources. Make sure you substitute features important to combat encounters, not flavor or skill abilities.

If you want your opponent to multiclass, you can replace any class or subclass ability available on its CR for another from another class or subclass, as long as the new ability is of the same type (class or subclass) and is gained on a level tier lower than the ability that is being replaced.

It is possible but not advised to multiclass with abilities that unlock new mechanics, resources or lists of options (such as list of Battlemaster techniques or Ki points).

SPELLCASTING

Spellcasting is a feature inherent to some player classes or subclasses, and some monster types. Its choice of spells and spellcasting ability are determined by its class.

Realistic opponents of CR 1 count as 2nd level spellcaster. Each 2 CR above, the spellcasting level increases by 1.

The choice of spells also affects opponent's CR. If it wields destructive magic, check its highest spells damage output as alternative to its attacks' total Damage per Round to calculate the opponent's offensive CR.

LEGENDARY ACTIONS

Realistic opponents with high CR make legendary champions or memorable villains that players will try to challenge as a group. Against experienced players and without any support, a villain will be easily overwhelmed.

You can balance such encounters and utilize extra damage by giving your opponent access to Legendary Actions. The table below defines four power tiers with descriptor you may attach to their creature type, number of Legendary Actions per turn, increase to opponent's effective CR and extra Hit Dice based on their chosen class.

When calculating the effective CR of Legendary opponent, consider any creature of CR 1/2 or lower as having a CR of 0 for the purpose of this calculation.

Power Descriptor	CR Increase	Legendary Actions	Extra Hit Dice
Elite	+1	1	+1 class
Boss	+2	2	+2 class
Legendary	+3	3	+3 class
Epic	+4	4	+4 class

Opponents can perform Legendary Actions after another creature's turn, provided they can "pay" the action cost for them. For example, an Elite opponent will not be able to perform Legendary Actions that cost 2 actions because they can only take 1 such action per round. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The opponent regains all spent Legendary Actions at the start of its turn.

The list below contains Legendary Actions that represent extraordinary skill or combat insight.

Legendary Actions

Attack. The opponent makes a single melee or ranged attack.

Move. The opponent moves up to its speed without provoking attacks of opportunity.

Cast a Cantrip. The opponent casts a cantrip, provided it is able to cast spells.

Multiattack (Costs 2 Actions). The opponent uses its multiattack, provided it already has such an action option.

Special Ability (Costs 2 Actions). The opponent uses one of its special abilities that require an action, provided that it has such an ability.

Cast a Spell (Costs 2 Actions). The opponent casts a spell, provided it is able to cast spells.

All-Out (Costs 3 Actions). The opponent moves up to its speed without provoking attacks of opportunity and uses its multiattack, provided it already has such an action option.

In addition to Legendary Actions, opponents also gain access to same amount of Legendary Reactions. Unlike Actions, they do not recover at the start of opponent's next turn but at the dawn of the next day.

Legendary Reactions

Legendary Resistance. If the opponent fails a saving throw it can choose to succeed instead.

PART II

Options and Variants



ABOUT PART II: OPTIONS AND VARIANTS

Part II of *Grit and Glory* is a collection of various rules, options and variants focused on improving realism and medieval or historic accuracy, as well as advice on handling many rules included in this supplement. Once enough rules are collected and tested to form a new subject, they may be moved to their own set of pages in Part I.

HANDLING DAMAGE AND WOUNDS

Combat in *Dungeons & Dragons* is abstract. Attacks that deal hit point damage do not always cause serious damage - they either wear off the opponent or leave nonfatal scratches and bruises until one final attack makes the killing blow.

When you gain the Bruised, Bloodied or Beaten state (see Combat Conditions, pg. 8), the accumulated damage changes your appearance so others can recognize how close you are to dying. The DM and players must communicate when any creature reach these states, especially Bloodied and Beaten. Any creature with Intelligence score of 6 or more can pick on weaker or wounded targets based on their appearance.

When an opponent receives a Wound (see Wounds, pg. 6) the DM or players can describe a real grievous wound caused by a particularly strong attack. The wound may be nonfatal however it can be broken bones, exposed flesh and bleeding that can be used to trace a fleeting creature.

Players who receive Wounds are encouraged to treat them as real damage that causes them great pain and impediment. While Wounds have no lasting effect like Injuries, DM should recognize and reward with Inspiration Points the players who put effort in realistically portraying the nasty consequences of combat.

VARIANT: IMMEDIATE INJURIES

The Injuries (see pg. 6-7) rules come into play only after combat is over and surviving creatures assess the damages they have received. This keeps Injuries from interfering with combat that is already intense and dangerous. However if you as DM want to trigger Injuries immediately during combat, the following Variant is for you.

Every player has an Injury Risk score, starting from 0. Every time a player must receive Injury token, he increases his Injury Risk score by 2, and then rolls 20-sided die and adds his Injury Risk. When players receive Massive Damage, DM may increase their Injury Risk by 5 or more. Consult the table below for result.

IMMEDIATE INJURY RESULT

1d20+Risk Result

1-9 Roll on One Injury Token table

10-19 Roll on Two Injury Token table

20+ If your Injury Risk score is less than 10, roll on Three Injury Token table. If it is equal or higher than 10, roll on Four Injury Tokens table.

The Injury, if any, comes into effect immediately. The player then resets his Injury Risk to 0 unless he rolled a total of 17+ on the Random Injury tables and received a superficial Injury.

OPTION: REALISTIC BLEEDING

The Bleeding rules (see Wounds, pg. 6) are balanced towards low to medium level characters. At higher levels, the bleeding damage becomes a lesser factor and can be easily ignored by players. This option adds scaling to bleeding damage.

To improve realism, treat Bleeding as a value rather than count of Wounds received since start of combat. Creatures enters combat with no Bleeding damage. Each time a source of damage causes a Wound, increase your Bleeding value by your Proficiency minus 1. At the start of their turn, each creature loses hit points equal to their Bleeding value.

OPTION: BLEEDING OUT OF COMBAT

The Bleeding rules (see Wounds, pg. 6) prevent creatures from dying due to bleeding after combat ends.

To improve realism, creatures can bleed out of combat unless they take a DC 12 Wisdom (Medicine) skill check and spend one use of healer's kit or improvised equivalent (such as ripped tunic to make a bandage). For each five minutes (equal to a Breather rest), a bleeding creature loses 1 hp per Open Wound received since the start of last combat.

OPTION: FESTERING WOUNDS

When you take long or full rest (see pg. 12), if you have any open Wounds they risk festering. Make a Constitution saving throw at DC 12 + amount of open Wounds you have.

If you fail, at the end of the rest your maximum hit points decrease by your hit die maximum value. Your maximum hit points return to normal when you take a long or full rest with no open Wounds.

While your hit point maximum is decreased from Festering Wounds, your Death Save DC (see pg. 8) is increased by 2.

OPTION: CLOSED WOUNDS

The Wounds rules (see pg. 6) allow to use healing and magic to completely recover from Wounds. This allows fantasy characters to continue adventuring without accumulating physical attrition.

If you want to improve realism, when you remove an Open Wound using healing or magic you gain a Closed Wound. Track Closed Wounds separately on your sheet. When you accumulate Closed Wounds equal or more than two, three or four times your Level plus Constitution modifier, you gain a permanent level of Exhaustion that cannot be recovered with rest and recovers only when you lower your total of Closed Wounds.

Closed Wounds recover by 1 per day of Full Rest and a successful DC 15 Constitution check. If you miss the check, you do not recover a Closed Wound but the DC is lowered by 1 on the following day. When you spend a day doing anything but Full Rest or when you successfully recover a Closed Wound, the DC is reset to 15.

OPTION: COMBAT ENGAGEMENT LIMIT

Mapless Combat (see pg. 17-19) does not set a limit on number of creatures that can Engage at once with same opponent. In reality too many attackers tend to make it difficult for each other to attack, or impossible for new attackers to get within reach with the target.

Consult the table below for the maximum creatures that can Engage at once a single target. Once their number meets the Disadvantage limit, any additional Engaged creatures above that limit attack the target with disadvantage. Once their number meets the Maximum limit, additional creatures above that limit cannot Engage or attack the target.

When a target is Engaged with creatures equal or more than the Disadvantage limit, he is considered to have three-quarters cover from ranged attacks. When the target is Engaged with creatures equal to the Maximum limit, he is considered to have full cover from ranged attacks.

MAXIMUM ENGAGEMENTS PER TARGET

Target Size	Disadvantage	Maximum
Tiny	–	3
Small	2	4
Medium	3	5
Large	4	7
Huge	6	10
Gargantuan	10	No Limit

OPTION: COMBAT ZONE EFFECTS

Combat Zones (see Mapless Combat, pg. 17-19) can be assigned tags that describe effects that help the players and the DM make meaningful choices on the battlefield.

- **Debris** - moving inside this zone requires spending your bonus action in addition to taking the Move or Dash action
- **Deafening** - creatures in this zone are unable to communicate verbally with other Near creatures
- **Dim** - creatures in this zone have +2 AC against attackers without a means to see them clearly (ex. darkvision).
- **Hazard** - creatures in this zone can be pushed, pulled or otherwise maneuvered into a damaging effect (ie: a fire or chasm). Those that are take damage as set by the DM (ex. 1d6 fire damage from a nearby firepit).
- **Slippery** - whenever a creature attempts to Dash in or out of this zone, they must make a DC 12 Dexterity check or fall prone instead.
- **Unstable** - creatures in this zone must make a DC 12 Dexterity saving throw at the start of their turn or fall prone instead. They may take a -2 penalty to their AC until the start of their next turn. If they do, they automatically pass the Dexterity check.

OPTION: FIGHTING STYLES

Players may be overwhelmed by the amount of Combat and Stealth Actions (see pg. 13-16) in this supplement. To reduce confusion and choice paralysis during combat, you can help your players by asking them to create a Fighting Style.

Fighting Style is a set of 3 Combat Actions that a creature has been trained to use in combat. Players can choose those that fit their preferred weapons or role in combat. Once the Fighting Style is set, only included options can be used in combat. Anytime they level up, players can change one or several options in their Style. Few examples:

Brute: Power Attack, Charge, Sunder

Duelist: Feint, Deflect, Counterk

Bandit: Feint, Trip, Dirty Fighting

Assassin: Dirty Fighting, Silent Grapple, Distraction

To keep it fair, enemies and villains also get their Fighting Styles. Minions should be limited to 1 or 2 options, while important NPC and villains get 3 and more. Include the descriptions of the combat actions in your enemy statblock notes the way you would include creature abilities.

OPTION: ALTERNATE FOCUS USE

The contents of this section are associated with Chapter 10: Spellcasting in the *Player's Handbook*, starting on pg. 201.

Only full casters require an empty hand to perform the somatic components of a spell. Anyone who gains access to spellcasting via a subclass can use somatic components as Prepared item (see pg. 45) and access them as a free action.

In addition, the following rules apply depending on the type of the somatic component and your chosen class:

Arcane: For the arcane focus use the spellcasting focus rules as written in the *Player's Handbook*. Arcane focuses are used by Sorcerers, Warlocks and Wizards in place of a spell's material components, where able. Generally, these classes are heavily focused on spellcasting. As such, the requirement for an arcane focus to be held in a hand is not limiting to their core function.

Druidic: Instead of requiring the use of a hand, a druidic focus can instead be worn in contact with their skin. Rangers may also use druidic focuses, as by default they don't have access to any spellcasting focus. Some examples of hands free druidic focuses include; a flower necklace, a bone headdress or a wooden ring. This also includes tattoos using magical ink.

Holy: A holy symbol that is used as a spellcasting focus must directly relate to that character's faith and be on display on their personage. Some examples of the forms holy symbols can take are as follows; a wide variety of engravings on armor, weapons or jewelry, stitched designs on clothing, including gloves, masks and other external garments, or even tattoos can all be used as holy symbols.

CONFLICTS WITH ABILITIES AND MAGIC

Dungeons and Dragons is a game of strict wording and exceptions. Every rule applies until another rule overrides it. A complete rule overhaul such as *Grit and Glory* can easily contradict with a lot of D&D content such as races, classes and magic spells.

When it happens, any abilities and spells should always be applied as written even if they contradict with the rules in this supplement. The DM has the final judgement to restrict access to specific races, classes or spells if they are not compatible with the world he has created or the level of realism he aims for.

VARIANT: CUMULATIVE GROUP CHECKS

Group Checks (pg. 4) detail a skill check based on scoring multiple successes. This method rewards high attributes and proficiency and ignores players who rolled poorly. If you want to reward every player for contributing to the check, you can use this variant instead.

Decide on the check DC and decrease it by 1, then multiply the result by the number of players making the Group Check. This is your Group DC. If the sum of all player rolls exceeds the Group DC, the group has made the check and can receive the information. For each 10 points the group total exceeds the Group DC, the DM can reveal additional information.

If a player rolls a natural 20 on the die roll, he adds +10 to the total of the Group Check. If a player rolls a natural 1 on the die roll, he subtracts -10 from the Group Check.

OPTION: ARMOR ENCUMBRANCE

Some Armor components (pg. 21) have a minimum Strength score required to don or doff them. Check the requirement among all worn components in the following situations:

- **Running.** You must have minimum Strength of 2 above the armor requirement to run while wearing armor; or 3 to dash while wearing armor; or 4 to long or high jump.
- **Standing from Prone.** When using the Strength (Athletics) or Dexterity (Acrobatics) skill to stand, subtract 10 from your armor requirement and add the remaining value to the DC of the skill check (minimum of 0).
- **Marching.** You must have minimum Strength and Constitution of 1 above armor requirement to sustain a marching speed while wearing armor. Increase this requirement by 1 for every 4 hours of marching.
- **Withstanding Hazards.** When spending a long time in hot and humid weather or similar conditions, you must have Constitution score of 1 above armor requirement or suffer 1 level of Exhaustion every 6 hours until rest.
- **Crossing Difficult Terrain.** You must have minimum Strength of 3 above armor requirement to cross deep water, swamps and other terrain that could pose a major hazard to anyone wearing mail or plate.

OPTION: COMMITTING TO SELF-HARM

Personality Profile (pg. 5) gives you all the tools to resolve difficult choices that your character might face. The rules are explicit that the DM may suggest a roll but cannot force you to do it. However the DM must request a roll when you face a choice of self-harm such as putting your arm inside the open maw of a hostile dragon and watching it chew it off, or willingly walking into burning fire and exposing yourself to death by immolation. The roll is not needed if the self-harm will result in quick and painless death.

When you willingly subject yourself to excruciating pain or mutilation that is guaranteed to deal minimum damage equal or more than twice your Constitution score, the DM must request a Wisdom saving throw at DC 15. If you fail the roll, you are unable to force yourself into self-harm and must take action to prevent it. The DM may allow you to repeat the roll later after some mental preparation. If you succeed the roll, you can proceed with self-harm.

If the self-harm takes several combat turns and you have the option to cancel it, you must make a Wisdom saving throw at the beginning of each turn after the first one. The DC increases by 2 for each subsequent roll.

OPTION: LODGED BULLETS

When you take damage from a ranged weapon using bullet projectiles and it causes you to suffer Wound Risk (pg. 6) and then you also suffer a Wound at the end of the same combat turn, the whole bullet or a fragment of it remains lodged in your body. Normal bullets leave one fragment while Buckshot bullets (pg. 29) leave 1d4 fragments.

Having fragments of bullets in your body will elicit a foreign body reaction and become encapsulated by connective tissue unless removed. Until all fragments are removed, any time you have one or more open Wounds you always take minimum roll amount of healing from restorative abilities, magical healing or using hit dice during rest.

To remove all fragments left by bullets in your body, you or an ally must spend one use of Healer's Kit and make a Wisdom (Medicine) skill check at DC 10 + the number of fragments lodged in your body (maximum DC 20). If the check fails, you can still remove any amount of fragments but you lose 1 hit point for each fragment removed. The manipulation takes 1 minute per fragment removed.

If you do not have Healer's Kit available, you can use a blade or even your fingers to attempt to remove fragments lodged in your body. If you choose to do so the DC is 12 + the number of fragments lodged in your body (maximum DC 20) and if you fail, you can remove any number of fragments but you lose 1d4 hit points for each fragment removed. The manipulation takes 2 minutes per fragment removed.

INSPIRATION POINTS

Inspiration Points are earned by the whole party of players. The party can earn up to 3 points per session and store points up to the number of players in the group. The party must agree when and how to spend the Inspiration Points.

The party earns Inspiration Points at the end of session with:

- great roleplaying moments, deep storytelling with dramatic effect, rich detail in describing combat, or having appropriate fun
- working together as a team to overcome extraordinary odds, defeating difficult opponents, and progressing the story when it is not openly directed by the DM
- not having excessive small talk or phone use on the table (other than RP aids), actively listening or engaging with the DM, not distracting from the atmosphere of the game

The party can spend an Inspiration Point anytime to:

- increase one player's Initiative by +10 for one combat
- regain one use for an ability that recovers with any rest
- remove one failed Death Save or Injury Token
- reroll one already rolled Attack or Skill check by a player or DM and choose between the two results. If a failure is turned into success, it is a partial success that may carry complications. Saves and Death Saves cannot be affected.
- change the next Attack or Skill check by a player, if successful, to a critical success. If the roll is a failure, the Inspiration Point is wasted
- have the DM roll twice when rolling on a random effect table and the party chooses one of the possible results

PART III

Crits & Injuries



WEAPON ATTACK CRITICAL HIT

Roll %	Description	Effect
1	<i>You feel accomplished, but nothing remarkable happens.</i>	Regular critical hit.
2-5	<i>You feel it is imperative to press the advantage no matter the cost.</i>	You can choose to gain advantage on all attacks against your target until the end of your next turn, but if you do all enemies have advantage on their attack rolls against you until the end of your next turn.
6-9	<i>You feel it is imperative to press the advantage, but maintain awareness of your surroundings.</i>	You can choose to gain advantage on all attacks against your target next turn, your target has advantage on their attack rolls against you until the end of your next turn.
10-14	<i>You know how to press the advantage.</i>	You gain advantage on all attacks against your target until the end of your next turn.
15-19	<i>As you are fighting, you notice an effective route to escape danger.</i>	You are able to use the disengage action after your attack.
20-24	<i>You feel the eb and flow of the battle, and know where to make your next move.</i>	After your turn you move to the top of the initiative order.
25-29	<i>You begin to recognize patterns in your opponents fighting technique.</i>	You gain +2 to your AC against your target, and advantage on all savings throws from effects originating from your target until your next turn.
30-39	<i>You are able to maneuver towards your opponent while attacking, and attempt to harass them.</i>	After your attack you can choose to attempt to grapple your opponent if you have a free hand, or attempt to shove your opponent if both hands are in use.
40-49	<i>You are able to maneuver towards your opponent while attacking and harass them.</i>	After your attack you can choose to automatically succeed in grappling your opponent if you have a free hand, or shoving your opponent if both hands are in use.
50-59	<i>You attempt to disarm your opponent.</i>	You are able to take the disarm action after your attack
60-69	<i>You kick your target's weapon out of their hands.</i>	You are able to take the disarm action after your attack, and can steal your opponents weapon if you have a free hand. Otherwise you can knock it up to 20 feet away.
70-74	<i>Your senses heighten and you become aware of threats around the battlefield.</i>	You are able to use the dodge action after your attack.
75-79	<i>Your attack knocks your target over.</i>	Your target is knocked prone.
80-84	<i>Your strike surprises your opponent.</i>	Your target is surprised until the end of their next turn.
85-89	<i>You strike with great force.</i>	Roll an additional set of damage dice above and beyond your normal critical roll.
90-94	<i>You strike with extreme force.</i>	Roll an additional set of damage dice above and beyond your normal critical roll, and the target suffers one unit of exhaustion.
95-99	<i>You strike with debilitating force.</i>	Roll an additional set of damage dice above and beyond your normal critical roll, and the target suffers a permanent injury chosen by the DM. The permanent injury can be healed with extended rest of a length determined by the DM, but the attack leaves a scar.
100	<i>You strike with devastating force.</i>	Roll an additional set of damage dice above and beyond your normal critical roll, and the target suffers 1 unit of exhaustion, and the target suffers a permanent injury chosen by the DM. The permanent injury can be healed with extended rest of a length determined by the DM, but the attack leaves a scar.



CRITICAL FAILURE
When you roll natural 1 on an attack roll, roll 1d100 for a Critical Failure event.

WEAPON ATTACK CRITICAL FAILURE

Roll %	Description	Effect
1	<i>You are embarrassed by your poor showing, but nothing remarkable happens.</i>	You miss your attack.
2-5	<i>You lose your combat footing, exposing yourself to your target.</i>	Your target has advantage on their first attack roll against you next round.
6-9	<i>You lose your combat footing, exposing yourself to your enemies.</i>	Your enemies have advantage on their first attack roll against you next round.
10-14	<i>You lose your combat footing, and have difficulty recovering.</i>	Your enemies have advantage on their attack rolls against you until the end of your next turn.
15-19	Melee: <i>You get tangled with your enemy and fall over.</i> Ranged: <i>You spill your quiver.</i>	Melee: You are knocked prone and your movement is reduced to 0. Your target must succeed a DC 10 dexterity check or they are also knocked prone. Ranged: You must pick up arrows individually from the ground using your “environmental interaction”, or the “Use an Object” action to nock your bow.
20-29	<i>You lose your balance while attacking.</i>	You fall prone and your movement is reduced to 0.
30-39	<i>As you attack your opponent you begin to fear that they are the superior combatant.</i>	Disadvantage on your next attack roll against your target.
40-49	<i>You miss an attack and gaze upon the chaos of the battle, causing your confidence to falter.</i>	Disadvantage on your next attack roll against any target.
50-59	<i>You lose your grip as you attack.</i>	Roll a DC 10 Dexterity Check, on failure you drop your weapon at your feet.
60-69	Melee: <i>The weapon slips from your hand as you attack.</i> Ranged: <i>Your ammunition gets lodged in its container.</i>	Melee: Roll a DC 10 Dexterity Check, on failure you throw your weapon into your enemy’s space. DM determines where the item is thrown on large sized or greater creatures. Ranged: You must use an action to organize the ammunition in its case before you can make another ranged attack.
70-79	Melee: <i>You lunge past an enemy exposing yourself to his attack.</i> Ranged: <i>Your missile startles your allies near your target.</i>	Melee: Enemy you were attacking is able to use their reaction to perform an attack of opportunity. Ranged: the target can perform an opportunity attack on any ally within melee range.
80-84	<i>Missing what you thought was a critical blow causes you to panic.</i>	End your current turn and you are surprised until the end of your next turn.
85-89	<i>You attack wildly and lose track of the fight around you.</i>	End your turn and move to the bottom of the initiative order at the start of the next round.
90-94	<i>You lose your footing while attacking and fall to the ground bumping your head.</i>	You fall prone. Roll a DC 10 constitution save, on failure you take 1d6 damage and are knocked unconscious for 1 minute or until you receive damage from any source. On success take half damage and you remain conscious.
95-99	<i>You lose your footing while attacking and fall head first.</i>	You fall prone. Roll a DC 15 constitution save, on failure you take 2d6 damage and are knocked unconscious for 1 minute or until you receive damage from any source. On success take half damage and you remain conscious.
100	<i>You lose your footing while attacking and slam your head into the ground.</i>	You fall prone, take 3d6 damage, and become unconscious for 1 minute or until you receive damage from any source.

NPC FAILURE ONLY

Critical failure can put an abrupt end to any campaign. If you and your players are not ready for it, either ignore critical failure or apply to NPCs and monsters only.

SPELL ATTACK CRITICAL HIT

Roll %	Description	Effect
1	<i>You feel accomplished, but nothing remarkable happens.</i>	Regular spell critical hit.
2-5	<i>You feel it is imperative to press the advantage no matter the cost.</i>	You can choose to gain advantage on your next attack roll against your target, but all enemies have advantage on their attack rolls against you until the end of your next turn.
6-9	<i>You feel it is imperative to press the advantage, but maintain awareness of your surroundings.</i>	You can choose to gain advantage on your next attack roll against your target, your target has advantage on their attack rolls against you until the end of your next turn.
10-14	<i>As you are fighting, you notice an effective route to escape danger.</i>	You are able to use the disengage action after your attack.
15-19	<i>You feel the eb and flow of the battle, and know where to make your next move.</i>	After your turn you move to the top of the initiative order.
20-29	<i>Your spell cripples your opponent.</i>	Your target's movement speed is cut in half for their next 2 turns.
30-39	<i>Your spell attack knocks your target over.</i>	Your target is knocked prone.
40-49	<i>The light from your spell flashes near your target's eyes</i>	Your target is blinded until the end of their next turn.
50-59	<i>You blast the targets weapons out of their hands.</i>	Your target's weapon is flung 1d6*5 feet away in a random direction.
60-69	<i>The sight of your magic fills the target's heart with fear.</i>	Your target is frightened by you until you stop casting magic. You are able to discern the source of your targets fear.
70-74	<i>The force from your spell stuns your opponent.</i>	Your target is incapacitated until the end of their next turn.
75-79	<i>Your spell is incidentally infused with fey energy.</i>	Roll 10d8. If your targets current health is lower than the number rolled they fall asleep for 1 minute.
80-84	<i>Your spells strike surprises your opponent.</i>	Your target is surprised until the end of their next turn.
85-89	<i>Your spell strikes with great force.</i>	Roll an additional set of spell damage dice above and beyond your normal critical roll.
90-94	<i>Your spell strikes with extreme force.</i>	Roll an additional set of spell damage dice above and beyond your normal critical roll, and the target suffers one unit of exhaustion.
95-99	<i>Your spell strikes with debilitating force.</i>	Roll an additional set of spell damage dice above and beyond your normal critical roll, and the target suffers a permanent injury chose by the DM. The permanent injury can be healed with extended rest of a length determined by the DM, but the attack leaves a scar.
100	<i>Your spell strikes with devastating force.</i>	Roll an additional set of spell damage dice above and beyond your normal critical roll, and the target suffers 1 unit of exhaustion, and the target suffers a permanent injury chose by the DM. The permanent injury can be healed with extended rest of a length determined by the DM, but the attack leaves a scar.



CRITICAL FAILURE
When you roll natural 1 on an spell attack, roll 1d100 for a Critical Failure event.

SPELL ATTACK FAILURE

Roll %	Description	Effect
1	<i>You are embarassed by your poor showing, but nothing remarkable happens.</i>	You miss your attack.
2-5	<i>You get wrapped up in your spellcasting and forget to watch your target.</i>	Your target has advantage on their first attack roll against you next round.
6-9	<i>You get wrapped up in your spellcasting and forget to watch your surroundings.</i>	All enemies have advantage on their first attack roll against you next round.
10-14	<i>You are so wrapped up in your spellcasting that you forget you are fighting a battle.</i>	All enemies have advantage on their attack rolls against you until the end of your next turn.
15-19	<i>Your spell creates a large plume of smoke obscuring your location.</i>	The area in a 5 foot radius around your location becomes heavily obscured for 1 minute. A strong breeze can blow away the smoke in 1 round.
20-29	<i>Your spell misfires knocking you over.</i>	You are knocked prone.
30-39	<i>The spell fires in an unexpected manner, causing your confidence in your abilities to falter.</i>	You have disadvantage on any spell attacks, and enemies have advantage against your spell savings throws until the end of your next turn.
40-49	<i>The placement of your spell startles your allies near your target, causing them to drop their guard.</i>	Your target is able to use their reaction to take an attack of opportunity on one of your allies in melee range.
50-59	<i>You scramble the ingredients of your component pouch or your focus becomes overloaded with magical energy and temporarily stops working.</i>	You are unable to perform material components to cast spells until the end of your next turn.
60-69	<i>Your arm cramps as you cast.</i>	You are unable to perform somatic components to cast spells until the end of your next turn.
70-79	<i>You bite your tongue as you cast.</i>	You are unable to use verbal components to cast spells until the end of your next turn.
80-84	<i>Your spell misfires and dazes you, causing you to lose track of the fight.</i>	End your turn and move to the bottom of the initiative order at the start of the next round.
85-89	<i>Your spell misfires causing you to panic.</i>	End your current turn and you are surprised until the end of your next turn.
90-94	<i>Your spell backfires creating a small explosion causing you to fall and bump your head.</i>	You fall prone. Roll a DC 10 constitution save, on failure you take 1d6 bludgeoning damage and are knocked unconscious for 1 minute or until you receive damage from any source. On success take half damage and you remain conscious.
95-99	<i>Your spell backfires creating a large explosion causing you to fall and bump your head.</i>	You fall prone. Roll a DC 15 constitution save, on failure you take 1d6 bludgeoning damage, 1d6 thunder damage, and are knocked unconscious for 1 minute or until you receive damage from any source. On success take half damage and you remain conscious.
100	<i>Your spell completely backfires creating a large explosion causing you to fall and bump your head.</i>	You hit yourself with your spell. If the spell effect is instant you take the full effect. If the spell requires concentration the effect persists until the end of your next turn. You also fall prone, take 1d6 bludgeoning damage, 1d6 thunder damage, and become unconscious for 1 minute or until you receive damage from any source.

NPC FAILURE ONLY

Critical failure can put an abrupt end to any campaign. If you and your players are not ready for it, either ignore critical failure or apply to NPCs and monsters only.



ACID INJURY

Roll	Injury
1	Blindness. Your eyes are destroyed; you gain the blinded condition. Magic such as the regenerate spell can restore your sight.
2	Partial Blindness. Your eyes are damaged; you have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can heal the damage to your eyes. If you have already suffered partial blindness, you're blinded.
3	Destroyed Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
4	Destroyed Foot or Leg. Your speed on foot is halved, and you must use a crutch or cane to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the damaged appendage.
5-7	Major Neuralgia. You are in constant pain from nerve damage. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the neuralgia, or if you spend twenty days doing nothing but resting it resolves on its own.
8-10	Minor Neuralgia. This has the same effect as Major Neuralgia above, except that the save DC is 10, and it only takes ten days to resolve on its own.
11-13	Horrible Disfigurement. You have acid burns to the extent that the scars can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the acid burn scar.
14-16	Blisters. You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing. Alternatively, someone can tend to the blisters and make a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal.
17+	Minor Disfigurement. You have acid burn scars, but they don't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the acid burn scars.

BLUDGEONING INJURY

Use Bludgeoning Injury table when character gains Injury Token due to receiving excess Wounds. In such case, when you roll 1-3 on the table below, use 4 instead.

Roll	Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Broken leg. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. If your leg is splinted with a successful DC 15 Wisdom (Medicine) check, then magical healing of 6th level or higher, such as heal and regenerate, mends the broken leg, or it will heal naturally in 8 weeks. If it is not splinted before it's healed or allowed to heal, the effects remain until it is rebroken and splinted.
3	Broken arm. You can no longer hold anything with two hands, and you can hold only a single object at a time. If your arm is splinted with a successful DC 15 Wisdom (Medicine) check, then magical healing of 6th level or higher, such as heal and regenerate, mends the broken leg, or it will heal naturally in 8 weeks. If it is not splinted before it's healed or allowed to heal, the effects remain until it is rebroken and splinted.
4	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cure the injury, or if you spend ten days doing nothing but resting, it will heal naturally.
5-7	Broken Ribs. This has the same effect as Internal Injury above, except that the save DC is 10.
8-10	Major Concussion. You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration. Magical healing of 6th level or higher, such as heal and regenerate, cures the concussion. Alternately, it heals on its own in four weeks.
11-13	Minor Concussion. You have disadvantage on Intelligence checks. The concussion heals if you receive any magical healing; alternately it heals on its own in two weeks. If you already have a minor concussion, you suffer a major concussion.
14-16	Severe bruising. You suffer severe bruising over an extensive portion of your anatomy. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage. The bruising heals if you receive magical healing. Alternately, it heals on its own in 2 weeks.
17+	Broken Nose. Your broken nose is painful but doesn't have any adverse effect. Any magical healing mends your nose, although it may heal crooked if it is crooked when the healing is applied.

COLD INJURY

Roll	Injury
1	Ocular Damage. One of your corneas is damaged from frostbite. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the damaged cornea. If you have no corneas that remain undamaged after sustaining this injury, you're blinded.
2	Systemic Damage from Frostbite. You have disadvantage on Strength, Dexterity, and Constitution ability checks and Strength, Dexterity, and Constitution saving throws. Magic such as the regenerate spell cures this damage.
3	Gangrene of the Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the crushed appendage.
4	Gangrene of the Foot. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the crushed appendage.
5-7	Major Neuralgia. You have constant, painful nerve damage over a large portion of your body. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the neuralgia, or if you spend twenty days doing nothing but resting it resolves on its own.
8-10	Frostbitten Foot. Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing cures the frostbite. Alternately, your foot can be treated with a successful DC 15 Wisdom (Medicine) check, in which case it will heal naturally in 2 weeks.
11-13	Frostbitten hand. Randomly determine which hand has been frostbitten. In order to grasp or manipulate an object with that hand, you must succeed at a DC 15 Dexterity check. Magical healing cures the frostbite. Alternately, your hand can be treated with a successful DC 15 Wisdom (Medicine) check, in which case it will heal naturally in 2 weeks.
14-16	Minor Neuralgia. This has the same effect as Major Neuralgia above, except that the save DC is 10 and it only takes ten days to resolve on its own.
17+	Anosmia. You lose your sense of smell and taste. You automatically fail any ability checks that involve your sense of smell or taste. The condition heals if you receive any magical healing.

FIRE INJURY

Roll	Injury
1	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	Fourth Degree Burns. You have disadvantage on ability checks and Strength, Dexterity, and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. Magic such as the regenerate spell cures this damage. If you already have fourth degree burns, you must succeed at a DC 15 Constitution saving throw or die.
3	Third Degree Burns. You have disadvantage on ability checks and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. Magic such as the regenerate spell cures this damage. Alternatively, someone can tend to the burns and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the burns heal. If you already have third degree burns, you instead suffer fourth degree burns.
4	Second Degree Burns. You have disadvantage on Strength, Dexterity, and Constitution checks. Magic such as the regenerate spell cures this damage. Alternately, they will heal on their own in 4 weeks. If you already have second degree burns, you instead suffer third degree burns.
5-7	Major Neuralgia. You have constant, painful nerve damage over a large portion of your body. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the neuralgia, or if you spend twenty days doing nothing but resting, it resolves on its own.
8-10	Minor Neuralgia. This has the same effect as Major Neuralgia above, except that the save DC is 10, and it will resolve on its own in ten days.
11-13	Horrible Disfigurement. You have burn scars to the extent that can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the burn scars.
14-16	Blisters. You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing. Alternatively, someone can tend to the blisters and make a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal.
17+	First Degree Burns. You have superficial but painful burns. Whenever you take fire damage, you take an additional 1 point of damage. Magical healing cures the burns; alternately, they will heal on their own in 2 weeks. If you already have first degree burns, you instead suffer second degree burns.

LIGHTNING INJURY

Roll	Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Explosive Grounding of the Hand. You lose a hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
3	Explosive Grounding of the Foot. You lose a foot. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
4	Kidney Failure. When you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest. Magic such as the regenerate spell can cure your kidney failure. Alternatively, someone can tend to the kidney failure and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the kidney failure is resolved.
5-7	Arc Flash. Roll on the fire table.
8-10	Cardiac Injury. You gain a level of exhaustion which cannot be removed by normal means. If you fail a saving throw against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as the regenerate spell can heal your cardiac damage.
11-13	Skeletal Muscle Breakdown. You have disadvantage on Strength checks and Strength saving throws. Magic such as the regenerate spell can cure your muscle breakdown. Alternatively, it will resolve on its own in 6 weeks.
14-16	Muscle Spasms. You have disadvantage on Dexterity checks. Magical healing cures your muscle spasms. Alternatively, they will resolve on their own in 2 weeks.
17+	Flash Burns. You have superficial burns. You turn red as a lobster, but otherwise suffer no mechanical effects. Magical healing cures your flash burns. Alternatively, they will heal on their own in 2 weeks.

NECROTIC INJURY

Roll	Injury
1	Spiritual Injury. You are afflicted with intense apathy and depression. You have disadvantage on Intelligence, Wisdom, and Charisma ability checks and Intelligence, Wisdom, and Charisma saving throws. Magic such as the heal or regenerate spell can resolve your spiritual injury, but such spells must be cast by a cleric, druid, or other class that uses divine magic.
2	Withered Hand. You lose a hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
3	Withered Foot. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
4	Major Organ Necrosis. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the Major Organ Necrosis.
5-7	Minor Organ Necrosis. This has the same effect as Major Organ Necrosis above, except that the save DC is 10.
8-10	Necrotic Stench. You smell like rotting flesh. You have disadvantage on Charisma (Persuasion) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the smell.
11-13	Necrotizing Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
14-16	Inflammation. Your muscles are irritated and inflamed. You have disadvantage on strength checks. Magical healing resolves the inflammation. Alternately, it will resolve on its own in two weeks.
17+	Necrotic Discoloration. You get white and gray spots on your cheeks. The spots don't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the spots.

PIERCING/BLEEDING INJURY

Use Piercing Injury table when character gains Injury Token due to bleeding out to 0 hp (see Wounds, pg. 6). In such case, when you roll 1-3 on the table below, use 4 instead.

Roll	Injury
1	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	Throat Injury. You gain a level of exhaustion which cannot be removed by normal means. You also have disadvantage on constitution checks. Magic such as the regenerate spell can heal your throat injury.
3	Groin Injury. Your speed on foot is halved, and you must use a cane or crutch to move. You cannot take the Dash action. You are also sterile. Magic such as the regenerate spell can heal the groin injury.
4	Cardiac Injury. You gain a level of exhaustion which cannot be removed by normal means. If you fail a saving throw against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as the regenerate spell can heal your cardiac damage.
5-7	Organ Damage. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magic such as the regenerate spell can cure your organ damage. Alternatively, someone can tend to the organ damage and make a DC 15 Wisdom (Medicine) check once every day. After ten successes, the organ damage is resolved.
8-10	Pierced Stomach. When you complete a long rest, you must succeed at a Constitution saving throw DC 10 or gain the poisoned condition until you complete a long rest. Magical healing of 6th level or higher, such as heal and regenerate, heals the pierced stomach, or if you spend ten days doing nothing but resting, it heals on its own.
11-13	Horrible Scar. You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.
14-16	Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive any magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
17+	Minor Scar. The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.

POISON INJURY

Roll	Injury
1	Systemic Damage. You have disadvantage on Strength, Dexterity, and Constitution ability checks and Strength, Dexterity, and Constitution saving throws. Magic such as the regenerate spell cures this damage.
2	Major Liver Damage. When you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest. Additionally, whenever you take poison damage, you take an additional 3 (1d6) poison damage. Anytime you drink alcohol or take another drug, you take 3 (1d6) poison damage. Magic such as the regenerate spell can cure your liver failure.
3	Minor Liver Damage. When you complete a long rest, you must succeed at a Constitution saving throw DC 10 or gain the poisoned condition until you complete a long rest. Additionally, whenever you take poison damage, you take an additional 2 (1d4) poison damage. Anytime you drink alcohol or take another drug, you take 2 (1d4) poison damage. Magic such as the regenerate spell can cure your liver failure.
4	Major Kidney Failure. When you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest. Magic such as the regenerate spell can cure your kidney failure. Alternatively, someone can tend to the kidney failure and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the kidney failure is resolved.
5-7	Minor Kidney Failure. This has the same effect as Major Kidney Failure above, except that the save DC is 10 and only six Wisdom (Medicine) check successes are needed to resolve the Kidney Failure.
8-10	Cardiac Injury. You gain a level of exhaustion which cannot be removed by normal means. If you fail a saving throw against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as the regenerate spell can heal your cardiac damage.
11-13	Vertigo. You have disadvantage on Dexterity checks. Magic such as the regenerate spell can cure your vertigo. Alternatively, it will resolve on its own in 8 weeks.
14-16	Nausea. You have disadvantage on Constitution checks. Magical healing cures your nausea. Alternatively, it will resolve on its own in 4 weeks.
17+	Minor nausea. You must succeed at a DC 10 Constitution saving throw before you can consume food. Magical healing cures your nausea. Alternatively, it will resolve on its own in 1 week.

PSYCHIC INJURY

Roll	Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Indefinite Madness. Roll on the Indefinite Madness table in the Dungeon Masters Guide.
3	Severe headaches. You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can cure your severe headaches.
4	Phobia. You develop a debilitating fear of something in the situation from which you gained your injury. For example, if you were damaged by a mind flayer, you might have a fear of octopuses. The DM will decide. When you are confronted with your phobia, you have disadvantage on all ability checks and saving throws. Magic such as the regenerate spell can cure your phobia.
5-7	Long-term Madness. Roll on the Long-term Madness table in the Dungeon Masters Guide. Your madness lasts twice as long.
8-10	Weak Persona. You have suffered damage to your sense of self. You have disadvantage on Charisma checks. Magic such as the regenerate spell can heal your weak persona. Alternately, it will heal on its own in four weeks.
11-13	Minor headaches. You have disadvantage on Wisdom checks. Magical healing cures your minor headaches. Alternately, they will resolve on their own in two weeks.
14-16	Inappropriate Volume. You can't regulate your volume. You shout when you intend to whisper, and whisper when you intend to shout. Magical healing cures your inappropriate volume.
17+	Short-term Madness. Roll on the Short-term Madness table in the Dungeon Masters Guide. Your madness lasts twice as long.

RADIANT INJURY

Roll	Injury
1	Blindness. Your eyes are destroyed; you gain the blinded condition. Magic such as the regenerate spell can restore your sight.
2	Partial Blindness. Your retinas are damaged; you have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have already suffered partial blindness, you're blinded.
3	Third Degree Burns. You have disadvantage on ability checks and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. Magic such as the regenerate spell cures this damage. Alternatively, someone can tend to the burns and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the burns heal. If you already have third degree burns, you instead suffer fourth degree burns as per the Fire chart.
4	Second Degree Burns. You have disadvantage on Strength, Dexterity, and Constitution checks. Magic such as the regenerate spell cures this damage. Alternately, they will heal on their own in 4 weeks. If you already have second degree burns, you instead suffer third degree burns.
5-7	Large Skin Tumors. You develop several large, painful skin tumors. You have disadvantage on Charisma and Wisdom checks. Magic such as the regenerate spell cures your large skin tumors. If your large skin tumors are not cured within six months, you develop Systemic Damage as per the poison table.
8-10	Small Skin Tumors. You develop several small, painless skin tumor. You have disadvantage on Charisma checks. Magic such as the regenerate spell cures your small skin tumors. If your small skin tumors are not cured within one year, you develop Large Skin Tumors.
11-13	Blisters. You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing. Alternatively, someone can tend to the blisters and make a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal.
14-16	First Degree Burns. You have superficial but painful burns. Whenever you take fire damage, you take an additional 1 point of damage. Magical healing cures the burns; alternately, they will heal on their own in 2 weeks. If you already have first degree burns, you instead suffer second degree burns.
17+	Minor nausea. You must succeed at a DC 10 Constitution saving throw before you can consume food. Magical healing cures your nausea. Alternatively, it will resolve on its own in 1 week.

SLASHING INJURY

Roll	Injury
1	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	Lose an Arm or a Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
3	Lose a Foot or Leg. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
4	Hamstrung. Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magic such as the regenerate spell can cure your severed hamstring tendons.
5-7	Major Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, heals the internal injury; alternately, if you spend ten days doing nothing but resting, it heals on its own.
8-10	Minor Internal Injury. This has the same effect as Major Internal Injury above, except that the save DC is 10.
11-13	Horrible Scar. You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.
14-16	Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
17+	Minor Scar. The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.

THUNDER INJURY

Roll	Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Deafness. Your eardrums have been destroyed; you gain the deafened condition. Magic such as the regenerate spell can restore your hearing.
3	Partial Deafness. Your eardrums have been damaged; you are hard of hearing. You have disadvantage on any ability check that requires hearing. Magic such as the regenerate spell can restore your hearing.
4	Severe Headaches. You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can cure your severe headaches.
5-7	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the internal injury, or if you spend ten days doing nothing but resting, it heals on its own.
8-10	Major Concussion. You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration. Magical healing of 6th level or higher, such as heal and regenerate, cures the concussion. Alternately, it heals on its own in four weeks.
11-13	Minor Concussion. You have disadvantage on Intelligence checks. The concussion heals if you receive any magical healing; alternately it heals on its own in two weeks. If you already have a minor concussion, you suffer a major concussion.
14-16	Minor headaches. You have disadvantage on Wisdom checks. Magical healing of 6th level or higher, such as heal and regenerate, cures the headaches. Alternately, they will resolve on their own in two weeks.
17+	Severe bruising. You suffer severe bruising over an extensive portion of your anatomy. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage. The bruising heals if you receive magical healing. Alternately, it heals on its own in 2 week.

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This compendium is maintained by [Apostol Apostolov](#) for personal use with his group.

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