

# Character Creation and Advancement

## Custom Origin

You may use the rules for "Customizing Your Origin" from Tasha's Cauldron of Everything. You may also use custom lineage (TCoE) or variant human.

## Optional Class Features

You may use optional class features from Tasha's Cauldron of Everything.

## Stats

Stats are determined using a point buy system. You have **30 points** to buy stats on this table:

Ability Score	Point cost
5	-6
6	-5
7	-5
8	-4
9	-2
10	0
11	2
12	4
13	6
14	10
15	14
16	20

## Permitted Character Options

All races, classes, subclasses, spells, and feats published by WotC are permitted

## Additional Ability Score Improvements

You get an additional Ability Score Improvement at character levels 8 and 16. These cannot be used to gain feats.

## Background

You may choose a background from the books, or you may simply choose 2 skill proficiencies and 2 languages/tools.

## Hit Points

When leveling up, you roll for Hit Points. Any roll of 1 on the die is rerolled.

# Gameplay rules

## Advantage & Disadvantage

Advantage stacks. Double, triple etc. advantage/disadvantage exists.

## Natural 1 and 20

A natural 1 means you fail. A natural 20 means you succeed. A natural 20 may in some cases alter the world (e.g. a natural 20 on a perception check means you found something, even if there was originally nothing to find).

## Death Saves

Death saves are done in secret, whispered to the GM. You gain a level of exhaustion for going unconscious, as well as for each failed death save.

## Exhaustion

Expanding a long rest by 3 hours allows you to remove an additional level of exhaustion. This can be done multiple times for the same long rest.

## Spellcasting on Your Turn

The restrictions for casting multiple spells on your turn are lifted.

## Non-lethal Damage

Only bludgeoning and psychic damage may be used non-lethally.

## Potions

Drinking a potion, or pouring a potion into an unconscious person's mouth is a bonus action.

## Goodberries

Eating more than one goodberry in a single round only provides you with the effects of one.

## Variant Rules

We use the "Proficiency Dice", "Mixing Potions" and "Scroll Mishap" variant rules. We do not use the "Encumbrance" variant rule.

## Ammunition

Mundane ammunition is not tracked. This includes thrown items.

## Inspiration

Inspiration can be expended after any failed d20 roll rolled by any player to re-roll.

## Initiative

If you have not taken your turn in the current round of combat, you are allowed to reduce your initiative to any number between 0 and your current initiative. Your initiative cannot be raised again.

## Unseen Attack

An attack against a creature that cannot see the attacker has advantage if and only if the attacker is able to see the target.

## Readying Multiple Attacks

Extra attack and multiattack work as normal when readying the attack action.

## Rations

Your characters don't eat. Cause I can't be bothered tracking that.

## Spell List Changes

Revivify and Raise Dead are banned. You may still use Reincarnate (see page 3), Resurrection, True Resurrection and Wish to resurrect characters, and Reincarnate is added to the wizard and cleric spell lists. Leomund's Tiny Hut is banned.

## Ritual Spells

Paladins may cast prepared spells as a ritual, provided the spell has the ritual tag.

## Recognizing a Spell

Recognizing a spell while it is being cast can be done as a free action. It is done by rolling an intelligence (arcana) roll with a DC equal to the spellcasting DC of the caster.

## Counterspell

When casting Counterspell at 4th level or higher, decrease the DC of the check to succeed by 1 for each spell slot level above 3rd.

## Wild Magic

When a wild magic sorcerer casts a spell that does not require an attack roll, they still roll a d20. On a natural 1, a wild magic surge occurs.

## Absence

Barring a TPK, an absent player's character cannot die (There have been exceptions to this, but it's really a case-by-case thing).

# Reincarnate Expanded Table

When using the spell Reincarnate, the Race table is used instead of the one supplied in the spell description. The options with a \* mean you'll have to roll on the corresponding table.

D100	Race
01-02	Aasimar*
03	Astral Lineage*
04-09	Beastfolk Lineage*
10-11	Birdfolk Lineage*
12-16	Dragonborn*
17-25	Dwarf*
26-34	Elf*
35-36	Fey Lineage*
37-38	Firbolg
39-40	Genasi*
41-46	Gnome*
47-50	Goblinoid Lineage*
51-52	Goliath
53-56	Half-elf
57-62	Half-orc
63-68	Halfling*
69-88	Human
89-90	Kobold
91-92	Orc
93	Rare Lineage*
94	Shifter*
95-96	Tiefling*
97-98	Triton
99-00	Yuan-ti

D6	Birdfolk
1-2	Aarakocra
3-4	Kenku
5-6	Owlin

D10	Aasimar
1-2	Fallen
3-6	Protector
7-10	Scourge

D6	Astral Lin.
1	Giff
2	Githyanki
3	Githzerai
4	Hadozee
5	Plasmoid
6	Thri-kreen

D10	Beastfolk
1	Grung
2	Harengon
3	Leonin
4	Lizardfolk
5	Locathah
6	Loxodon
7	Minotaur
8	Tabaxi
9	Tabaxi (Cat)
10	Tortle

D10	Dwarf
1-2	Duergar
3-6	Hill
7-10	Mountain

D100	Dragonborn	
01-07	Chromatic	Black
08-14		Blue
15-21		Green
22-28		Red
29-35		White
36-41	Gem	Amethyst
42-47		Crystal
48-53		Emerald
54-59		Sapphire
60-65		Topaz
66-72	Metallic	Brass
73-79		Bronze
80-86		Copper
87-93		Gold
94-00		Silver

D20	Elf
1	Astral
2-4	Dark (Drow)
5	Eladrin
6-11	High
12	Pallid
13	Sea
14	Shadar-kai
15-20	Wood

D10	Gnome
1-2	Deep
3-6	Forest
7-10	Rock

D10	Halfling
1-2	Ghostwise
3-6	Lightfoot
7-10	Stout

D4	Shifter
1	Beasthide
2	Longtooth
3	Shiftstride
4	Wildhunt

D100	Tiefling
1-20	Asmodeus (Non-variant)
21-28	Baalzebul
29-36	Dispater
37-44	Fierna
45-52	Glasya
53-60	Levistus
61-68	Mammon
69-76	Mephistopheles
77-84	Zariel
85-89	Feral
90-94	Devil's Tongue
95-99	Hellfire
00	Winged

D4	Fey Lin.
1	Centaur
2	Changeling
3	Fairy
4	Satyr

D4	Genasi
1	Air
2	Earth
3	Fire
4	Water

D6	Goblinoid Lin.
1-2	Bugbear
3-4	Goblin
5-6	Hobgoblin

D6	Rare Lin.
1-2	Kalashtar
3-4	Simic Hybrid
5-6	Verdalken