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

Background

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

Starting Equipment

You also start with an amount of gold to buy equipment for, as well as some magic items. 2 consumables count as 1 magic item for this purpose:

Level	Starting Gold	Magic Items
1-4	Starting equipment	1 common
5-10	200+6d10*10 gp	1 uncommon 2 common
11-16	2.000+8d10*100 gp	1 rare 2 uncommon 2 common
17-20	10.000+10d10*300 gp	1 very rare 1 rare 2 uncommon 4 common

Additional Ability Score Improvements

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

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. Removing a potion from your own inventory is an object interaction, but removing a potion from someone else's is an 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.

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.

Initiative

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

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.

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).

Inspiration

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

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Mind Flayer Brain Extraction

When a mind flayer PC extracts a brain, roll 1d20 plus the Intelligence modifier of the creature being eaten to see what you learn:

D20+Int	Result
≤ 5	1 unimportant piece of information
6-10	2 unimportant pieces of information
11-15	1 important piece of information
16+	2 important pieces of information

On a natural 20, you may also learn a language that the creature knows that you don't.

Echo Knight Movement Clarification

An echo knight's shadow has the same movement speed as the knight, and movement expended before the shadow is summoned is also expended for the shadow.

Lycanthropes on a Full Moon

On a full moon, lycanthrope PCs will fight to stay in control of their transformed form. Roll a Wisdom saving throw, and consult the following table:

Wis Save	Result
≤ 5	You rampage and attack your party. You do not gain a long rest, and get a level of exhaustion.
6-10	You rampage without attacking your party. You do not gain a long rest, and get a level of exhausiton.
11-15	You rampage without attacking your friends. You're able to calm down after a few hours and gain a long rest.
16+	You're in full control. You gain a long rest.

Thrown Weapons

Thrown weapons, when thrown, count as ranged weapons for the purposes of Deflect Missiles, Sneak Attack, and the Skulker feat. They do not count as ranged weapons for the purposes of the Archery fighting style or the Sharpshooter feat.

Reincarnate Expanded Table

Race

When using the spell Reincarnate, this 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
53-58	Half-elf
59-62	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

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

D6	Astral
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

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

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

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

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

D4	Fey
1	Centaur
2	Changeling
3	Fairy
4	Satyr

D4	Race
1	Air
2	Earth
3	Fire
4	Water

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

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

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

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

D4	Shifter
1	Beasthide
2	Longtooth
3	Shiftstride
4	Wildhunt

D10	Tiefling
1	Asmodeus
2	Baalzebul
3	Dispater
4	Fierna
5	Glasya
6	Levistus
7	Mammon
8	Mephistopheles
9	Zariel
10	Rare Variant*

D4	Rare tiefling
1	Feral
2	Devil's Tongue
3	Hellfire
4	Winged