

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). A critical hit with a spell means you double the damage dice.

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.

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 allowed 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.

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
53-56	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

Aasimar

D10	Subrace (Celestial Revelation)
1-2	Fallen (Necrotic Shroud)
3-6	Protector (Radiant Shroud)
7-10	Scourge (Radiant Consumption)

Astral Lineage

D6	Race
1	Giff
2	Githyanki
3	Githzerai
4	Hadozee
5	Plasmoid
6	Thri-kreen

Beastfolk Lineage

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

Birdfolk Lineage

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

Dragonborn

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

Dwarf

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

Elf

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

Fey Lineage

D4	Race
1	Centaur
2	Changeling
3	Fairy
4	Satyr

Genasi

D4	Race
1	Air
2	Earth
3	Fire
4	Water

Gnome

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

Goblinoid Lineage

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

Halfling

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

Rare Lineage

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

Shifter

D4	Race
1	Beasthide
2	Longtooth
3	Shiftstride
4	Wildhunt

Tiefling

D10	Race
1	Asmodeus (Non-variant)
2	Baalzebul
3	Dispater
4	Fierna
5	Glasya
6	Levistus
7	Mammon
8	Mephistopheles
9	Zariel
10	Rare Variant*

Rare Tiefling Variant

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