

# M20 Fifth: Orichalcum Edition (Draft 0.7)



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## What is This?

This boils the Fifth Edition of the World's First Role-playing Game down to its essential essence, for quick and easy fun. In these few pages, you'll find everything you need to play, and it's all compatible with Fifth Edition so you can mix and match and find your desired level of gaming complexity without heavy conversions.

## Getting Started

Get a group of 2-6 people together with some dice, paper, and pencils. One player is the Game Master (GM), who runs all of the non-player characters (NPCs), describes the environment, and determines the outcome of rolls. The rest of the players make one character.

Agree upon a game concept, and then each player creates a character concept that fits. The game is largely played through a dialogue, the players describe their character's attempted actions and the GM calls for what rolls or rules are necessary.

A group of characters is usually called a party or a group. Your party will interact with each other, the NPCs, and the universe, all under the guidance of the GM, the dice, and the rules.

All you need to play are these rules, a set of polyhedral dice, and something to take notes on. Every player should at least have a passing understanding of the rules, and the GM should know enough to make characters and run the basics.

## Polyhedral Dice

This game uses dice with 4, 8, 10, 12 and 20 sides in addition to the usual six-sided dice. The usual notation for dice is XdY, which means roll X dice with Y sides. (2d6 is two six-sided dice, 1d12 is one twelve-sided dice.) If you do not have a set of polyhedral dice, the following approximations with d6's will get you close enough in a pinch:

d4	d8	d10	d12	d20
d6-1, or d6 (reroll 5/6)	d6+1	d6+2	2d6	3d6 (16-18 crits)

# Characters

## Primary Statistics

There are 3 primary statistics : Muscle (MUS), Agility (AGI) and Mind (MIND). These statistics are numerical representations of a character's raw physical and mental abilities. They correspond to a bonus which is added to rolls.

Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Alternatively you may use the array of 15, 12, 8.

**Primary statistic bonus** = (STAT-10)/2, round down.

## Fantasy Species

**Humans:** +1 to all primary statistics

**Magical Races** (e.g. Elves, Gnomes): +2 MIND

**Tough Races** (e.g. Dwarves, Half-Orcs, Dragonfolk): +2 MUS

**Quick Races** (e.g. Halflings): +2 AGI

## Professions

The professions are **Warrior, Burglar, Mage and Priest**. Characters start at level 1 with a **competency bonus** of +2.

### Warrior

**Skill and Avoidance Throw Competency:** Physical, MUS Avoidance Throws

**Armor Competency:** All armor, Shield

**Improved Stamina:** +3 to HTK per level. When taking short rests, add 3 HTK per rest dice spent.

**Multiple Attacks:** You gain an additional attack at 5th level, and again at 11th and 20th level.

**Extended Critical Range:** At level 3 you crit on a 19-20. At level 15 you crit on an 18-20.

**Extra Primary Score Increase:** At level 14, you get an extra primary score increase.

**Starting Equipment:** chain mail (+6 ARM heavy armor), shield, one weapon (and ammunition if applicable), 10 gold coins, a fast pack (see Equipment)

## Burglar

**Skill and Avoidance Throw Competency:** Subterfuge, AGI avoidance throws

**Armor Competency:** Light armor

**Hidden Attack:** Whenever you have favor on a roll, or your target is distracted by melee combat with another foe you may add [half level, rounded up]d6 to your damage.

**Swift Action:** As a bonus action, you may make a Subterfuge check or Dash.

**Starting Equipment:** leather armor (+1 ARM light armor), one weapon (and ammunition if applicable), thieves tools, 15 gold coins, a fast pack (see Equipment)

## Mage

**Skill and Avoidance Throw Competency:** Knowledge, MIND Avoidance Throws

**Armor Competency:** No armor

**Signature Spell:** Choose one spell (or one verb-noun combination if using Eldritch Words.) Casting this spell costs 1 MP less.

**Occult Spellcasting:** See Magic for more information.

**Starting Equipment:** spellbook, wand, 10 gold coins, a fast pack (see Equipment)

## Priest

**Skill and Avoidance Throw Competency:** Communication, MIND Avoidance Throws

**Armor Competency:** Medium Armor, Shield

**Spiritual Spellcasting:** See Magic for more information.

**Manifest Holy Energy:** You have the ability to manifest holy energy once per short/long rest to Repel Undead or Restore Life. At level 6 this becomes twice per rest, and at level 18 this becomes three times per rest. To **Repel Undead** the priest brandishes their holy symbol forcing all undead within 30 feet to make a MIND avoidance throw (TN 8 + priest's MIND bonus + priest's competency bonus) or flee. If the undead roll a 1 on their avoidance throw, they are immediately destroyed. **Restore Life** restores [5 \* level] HTK divided to taste among allies within 30 feet.

**Starting Equipment:** scale mail (+4 ARM medium armor), shield, holy symbol, mace (one-handed weapon), 15 gold coins, a fast pack (see Equipment)

## Additional Professions

These are additional professions you might consider using in your game. They have slightly more complex mechanics than the core professions. If using these professions, using the optional rules for Additional Combat Options is also recommended.

## Berserker

**Skill and Avoidance Throw Competency:** Physical, MUS

**Armor Competency:** Shield

**Armorless Defense:** Your ARM equals 10 + your AGI bonus + your MUS bonus.

**Swift Movement:** The distance of your move action is 40 ft.

**Multiple Attacks:** You gain an additional attack at 5th level.

**Battle Trance Damage:** Your battle trance damage is +2. At 9th level this increases to +3, and at 16th to +4.

**Battle Trance:** You may enter a 1 minute long feral battle trance as a bonus action, [competency bonus] times a day. While raging you gain favor on MUS-based skill checks and MUS avoidance throws, you add your battle trance damage to melee attack damage, and you gain damage resistance (half damage) to non-supernatural damage. In addition, you can't be frightened or charmed while raging. At 3rd level, you gain the ability to enter an exhausting frenzy, allowing you to make attacks as a bonus action for the duration of the battle trance, and upon exiting your battle trance giving you disfavor on all rolls until you take a long rest.

**Daredevil Attack:** You can chose to attack rashly, giving you favor on attacks but giving your opponents favor on attacks against you until the start of your next turn.

**Ruthless Critical:** At 9th level your critical hits do x3 damage instead of x2.

**Starting Equipment:** one weapon, 10 gold coins, a fast pack (see Equipment)

**Primary Score Increases:** As Caster

**Improvised Weapon Damage:** As Warrior

## Minstrel

**Skill and Avoidance Throw Competency:** Communication, AGI or MIND Avoidance Throws (pick one)

**Armor Competency:** Light Armor, Shields

**Occult or Spiritual Spellcasting (choose one):** As priest or mage.

**Minstrel's Encouragement:** [MIND bonus] times per short/long rest, your stirring music inspires an ally, who can add a d6 to an ability check, skill check or avoidance throw of their choice (before or after the roll) in the next 10 minutes. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

**Renaissance Man:** You add half of your competency bonus to skill checks your are not competency in.

**Canticle of Repose:** Your soothing music helps revitalize any allies who can hear you during a short rest, allowing them to regain an extra 1d6 hits to kill. The die becomes a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

**Starting Equipment:** leather armor (+1 ARM light armor), a musical instrument, one weapon (and ammunition if applicable), 15 gold coins, a fast pack (see Equipment)

**Primary Score Increases:** As Caster

**Improvised Weapon Damage:** As Burglar

## Animist

**Skill and Avoidance Throw Competency:** Communication or Knowledge (pick one), MIND  
Avoidance Throws

**Armor Competency:** Medium Armor, Shields (animists will not wear armor or use shields made of metal)

**Spiritual Spellcasting:** As priest.

**Shapeshift:** Twice per short/long rest, you can magically assume the shape of a beast that you have seen before, whose max monster level is determined by your level. Your game statistics (except for MIND) are completely replaced by the beast. The transformation lasts until you chose to end it with a bonus action, the beast's HTK reaches 0, or [half level, rounded down] hours have passed.

Level	Max Monster Level	Limitations	Examples
1st	0	No flying or swimming speed	Weasel
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	-	Giant Eagle

**Starting Equipment:** leather armor (+1 ARM light armor), wooden shield, mistletoe wand, one weapon (and ammunition if applicable), 5 gold coins, a fast pack (see Equipment)

**Primary Score Increases:** As Caster

**Improvised Weapon Damage:** As Priest

## Sage

**Skill and avoidance throw Competency:** Physical or Knowledge (pick one), MUS or AGI  
Avoidance Throws (pick one)

**Armor Competency:** None

**Armorless Defense:** Your ARM equals 10 + your AGI bonus + your MIND bonus.

**Armorless Movement:** The distance of your move action is 40 ft. At 6th level it becomes 45 ft., 10th - 50 ft., 14th - 55 ft., and 18th - 60 ft. In addition, at 9th level you can move up vertical surfaces and across liquids without falling as long as you are moving.

**Multiple Attacks:** You gain an additional attack at 5th level.

**Kung Fu:** Your unarmed attack does d4 damage, and counts as magic for the purposes of bypassing resistances and immunities. At 5th this becomes a d6, 11th a d8, and 17th a d10.

**Chain Punching:** You may use a bonus action to make two unarmed strikes. [Half level, rounded down] times per day, you may choose to add one of the following effects (TN 8 + competency bonus + MIND bonus to resist) if your attack hits: shove, grapple, stun (5th level), death (17th level).

**Paragon of Flesh and Spirit:** Your competency provides a number of benefits. At 4th level you get Slow Fall, allowing you to use a reaction to take no damage from a long fall. At 7th level your Stillness of Mind allows you to take an action to end a charm or fear effect on yourself. At 14th level your Diamond Soul grants you competency in every save category.

**Starting Equipment:** a quarterstaff, 10 darts, 5 gold coins, a fast pack (see Equipment)

**Primary Score Increases:** As Caster

**Improvised Weapon Damage:** As Burglar

## Holy Knight

**Skill and Avoidance Throw Competency:** Physical or Communication (pick one), MIND  
Avoidance Throws (pick one)

**Armor Competency:** All armor, Shield

**Multiple Attacks:** You gain an additional attack at 5th level.

**Partial Spiritual Spellcasting:** As priest, but with half as many magic points and only able to cast spell potencies equal to 1/4 level, rounded up.

**Spiritual Awareness:** [MIND bonus + 1] times per short rest, you can sense nearby celestials, fiends and undead.

**Holy Strike:** When you hit a creature with a melee attack, you may expend magic points as if casting a spell to deal extra damage to a target. A 1st-level spell does 2d8 damage, and every spell potency above that does an extra 1d8. Fiends and undead take an extra 1d8 damage on top of that.

**Miraculous Touch:** Each long rest you get a [5 \* level] hits to kill pool of healing power, which you can divide to taste and channel into creatures by touching them. 5 hits to kill from the pool can be traded in for the ability to cure one disease or poison afflicting a creature.

**Starting Equipment:** chain mail (+6 ARM heavy armor), shield, one weapon (and ammunition if applicable), 25 gold coins, a fast pack (see Equipment)

**Primary Score Increases:** As Caster

**Improvised Weapon Damage:** As Warrior

## Green Warden

**Skill and avoidance throw Competency:** Physical or Knowledge (pick one), MUS or AGI  
Avoidance Throws (pick one)

**Armor Competency:** Medium Armor, Shields



**Multiple Attacks:** You gain an additional attack at 5th level. At 11th level, you can use your action to make ranged attacks against any number of creatures within 10 feet of a point you can see within your weapon's range.

**Maneuver Dice (MD):** A green warden has four maneuver dice (d8) that can be spent on maneuvers, recovering on a short rest. At 9th level the dice become d10s, at 17th d12s. You also gain a maneuver dice at 9th and 17th level.

**Warden Maneuvers:** You have the ability to spend MD on special maneuvers. avoidance throw TNs are TN 8 + MUS or AGI (your choice) + competency bonus. For attack maneuvers describe a desired outcome (e.g. disarming foe, feinting, goading an enemy) while making an attack. If the attack hits, add MD to damage and the foe makes an appropriate avoidance throw or the desired outcome happens. For reaction maneuvers describe a reaction you are taking (e.g. parry, riposte) and the GM rules what you add/subtract your MD to (usually ARM, attack, damage or enemy health) requiring an appropriate avoidance throw if deemed necessary.

**Primordial Connection:** You can communicate simple ideas with animals, and read their basic mood and intent.

**Natural Apothecary:** Every day you can make [Wisdom bonus] herbal poultices, which you can spend a minute applying to a creature to heal them [half level, rounded up]d6 hit points. Unused poultices expire after the day is over.

**Skilled Hunter:** Once per turn, when you hit a creature with a weapon attack, you deal an extra 1d8 damage.

**Wild Protection:** At 7th level when a creature hits you with an attack, you gain +4 bonus to ARM against subsequent attacks from the same creature until your next turn. At 15th level, you can use your reaction to halve the damage from an attack you can see coming.

**Starting Equipment:** scale mail (+4 medium armor), one weapon (and ammunition if applicable), 10 gold coins, a fast pack (see Equipment)

**Primary Score Increases:** As Caster

**Improvised Weapon Damage:** As Warrior

## Pre-Adventure History

Every character should also choose a **pre-adventure history**, which grants them competency in one skill, and grounds them in the world. Every pre-adventure history provides a great starting point for role-playing. Perhaps a lawbreaker has underworld contacts, perhaps a veteran can still get respect among patriotic peasants, perhaps a scholar can easily find obscure information in books when they need to.

- **Communication Histories:** Religious Devotee, Aristocrat, Local Legend, etc.
- **Subterfuge Histories:** Lawbreaker, Streetrat, Con Man, etc.
- **Knowledge Histories:** Scholar, Anchorite, etc.
- **Physical Histories:** Army Veteran, Mariner, etc.

**Optional Rule (Specialization):** If a character has a history which grants competency which they already get from their profession, they may add twice their competency bonus to d20 rolls.

## Skills and Avoidance Throws

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll equal to or higher than the given Target Number (TN) or opposed roll to succeed.

Skill/Avoidance Throw roll = d20 + primary statistic bonus + (competency bonus)

For example, Climbing would use MUS + Physical bonus. Dodging a falling rock is AGI + Physical bonus. Finding a trap is MIND + Subterfuge bonus. Disabling a trap is AGI + Subterfuge bonus.

### Common TN's

- Very easy: 5
- Easy: 10
- Moderate: 15
- Hard: 20
- Very hard: 25
- Nearly impossible: 30

## Favor and Disfavor

Whenever a character has increased or decreased odds of succeeding on a d20 roll, the GM may elect to give that character Favor or Disfavor. This involves rolling twice and taking the better or worse of the two rolls respectively.

## Magic

All casters have **Magic Points (MP)** equal to their max HTK. They may cast spells of a potency equal to  $\frac{1}{2}$  their profession level, rounded up. Use the spells from the Eldritch Words Spell System below. Alternatively, let casters know 6 spells of any spell potency they have access to from Fifth Edition.

**Sustained Spells:** Certain spells must be sustained through continued attention by the spellcaster. While sustaining a spell, a caster may not cast other sustained spells. If a caster is hit while sustaining a spell, they must make a TN 10 or half the damage taken (whichever is higher) MIND avoidance throw or the spell fizzles.

Casting a spell above Potency 0 requires magic points. The cost is: 1 + double the potency of the spell being cast

Spell Potency	MP Cost
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

The TN for avoidance throws to resist a caster's spell is: 8 + MIND bonus + competency bonus

#### Optional Rules

- **Blood Magic:** Instead of having MP equal to their HTK, a caster has MP equal to half their HTK. In addition, a caster may choose convert their HTK to MP at a rate of 2 HTK per 1 MP.
- **Ritual Casting:** A caster may cast any spell without expending MP if they take an additional 10 minutes casting the spell.
- **Swift Casting:** A caster may cast a spell as a bonus action by adding 3 MP to the cost.
- **Reflexive Casting:** If playing with the Additional Combat Actions, you might allow a player to cast a spell as an off-turn reaction by adding 5 MP to the cost.
- **Contingency Casting:** If playing with the Additional Combat Actions, you might allow a player to pre-cast spells at the start of the day, naming a specific trigger condition that would allow them to use their reaction to cast that spell as an off-turn reaction.

## Potency 0 Spells

A caster starts with knowledge of [MIND bonus] Potency 0 spells, which may be any combination of damaging and utility Potency 0 spells. A Potency 0 is a spell that can be cast again and again without any MP cost.

### Damaging Potency 0 Spells

You may make a damaging cantrip using the table below - a damaging cantrip may add up to at most 9 points and must have a range, damage and method. At levels 5, 11 and 17 they do an additional dice of damage. (If a cantrip has separate beams, instead of additional dice of damage at these levels, you get an additional beam which can target separate creatures.)

Points	Range	Damage	Method	Additional Effects
1	Touch	1d4	Magic Attack	Separate beams
2	10'	1d6	AGI avoidance throw	Pull 10' closer to you
3	30'	1d8	MIND avoidance throw	
4	60'	1d10		
5	120'	1d12		

### Utility Potency 0 Spells

Instead of damaging cantrips, you may choose one of the following utility cantrips:

- **Legerdemain:** Perform minor tricks for 1 hour.
- **Phantom Noise:** Figment sounds for 1 minute.
- **Remote Hand:** 5-pound telekinesis. Lasts until sustaining ends.
- **Light:** Object shines like a torch for 1 hour.
- **Assistance:** Subject gets +1d4 on one skill check. Lasts for one minute or until discharged.
- **Resilience:** Subject gets +1d4 on one avoidance throw. Lasts for one minute or until discharged.

## Eldritch Words Spell System

All magic requires saying two eldritch words: a verb and a noun. Every 1st level caster starts out knowing four eldritch words, but must know at least one verb and one noun.

They learn two new eldritch words every three levels (3, 6, 9, etc.)

### Optional Rules

- **White and Black Magic:** Priests draw their power from white magic, and may not use their magic to directly harm an individual. Mages draw their power from black magic and may not directly heal an individual.
- **Elemental Specialization:** At the start of a day, a caster who knows the Elements noun must choose one particular type of damage (acid, fire, etc.) For that day, they may only use the Elements noun with relation to that type of damage. Alternatively, make a caster choose a damage type upon learning Elements- their magic is only capable of interacting with that type of energy.

### The Verbs

- **Alter** (mutatio): Change, Modify, Adapt, Vary, Transform, Alter, etc.
- **Befuddle** (caeco): Confuse, Obfuscate, Becloud, Disorient, Create Illusion, etc.
- **Charm** (alliceo): Enchant, Fascinate, Mesmerize, Bewitch, Entice, etc.
- **Control** (impero): Command, Govern, Direct, Influence, Manage, Rule, Dominates, etc.
- **Destroy** (perdo): Break, Demolish, Ruin, Wreck, Annihilate, etc.
- **Foresee** (provideo): Predict, Anticipate, Forecast, See Ahead, Prophesy, etc.
- **Learn** (disceo): Acquire, Study, Master, Understand, Assimilate, Discover, etc.
- **Manifest** (manifesto): Create, Produce, Make visible, Evoke, Bring forth, etc.
- **Protect** (tueor): Guard, Defend, Shield, Safeguard, Insure, Preserve, etc.
- **Restore** (restauro): Heal, Renew, Revive, Rebuild, Mend, Reinstate, Recuperate, etc.

### The Nouns

- **Elements** (elementum): Fire, Water, Air, Earth, Light, Darkness, etc.
- **Material** (inanimatum): Matter that is not living, such as stone, metal, plastic, glass, etc.
- **Beast** (ferus): Living creatures that are not plants, including all supernatural beings, monsters, mammals, birds, fish, insects, etc.
- **Vegetable** (vegetabilis): Living organisms that grow such as plants, fungi, etc.
- **Sapient Being** (sapiens): rational, conscious, intelligent beings, capable of abstract reasoning and understanding.
- **Divine** (deus): Godly, spiritual, supernatural, celestial, holy, etc.

If the caster is just trying to damage another creature, the caster makes a magic attack vs. AC. Otherwise, the creature must make a avoidance throw vs. the caster's spell TN. (The

appropriate avoidance throw is decided by the GM. For example, dodging a fireball might be AGI, while resisting the effects of mind control might be MIND.)

**Damage and healing** starts at 3d6 at spell potency 1, and increases by 2d6 every spell potency.

For **other effects** besides simple damage and healing, roll damage starting at 2d6 at spell potency 1, and increasing by 2d6 every spell potency. Then consult the table below:

If	Then
The target fails their avoidance throw, and their current HTK is less than the damage rolled	Target is instantly affected by the spell but takes no damage
The target fails their avoidance throw, and their current HTK is greater than the damage rolled	The target takes the damage rolled, but is not affected by the spell
The target succeeds on their avoidance throw	The target takes half the damage rolled

Positive effects used on willing targets bypass the need for avoidance throws, and immediately take effect. A creature can only be transformed into something of equal or lesser monster level/level to themselves.

**Area Affected:** In general, magical effects are limited in scope and area. They can affect a single creature at Potency 1, or an area representing about 1/9th of a room. Each increase of Potency increases the number of creatures that can be hit, or increases the amount of a room that can be affected by 1/9th. (So 2/9ths at Potency 2, etc.)

**Duration:** Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will remain affected by a spell for 1 round per spell potency of the spell that affected them. A caster may *sustain* a spell in order to keep the spell active longer. While sustaining a spell, a caster may not cast any spells besides simple damage and healing spells or Potency 0 spells.

### Recommended Starting Words for Each Profession

- **Mage:** Verbs (Alter, Manifest), Nouns (Elements, Material)
- **Priest:** Verbs (Forsee, Restore), Nouns (Sapient Being, Divine)
- **Minstrel:** Verbs (Charm, Protect, Restore), Nouns (Sapient Being)
- **Animist:** Verbs (Learn, Restore), Nouns (Beast, Vegetable)

- **Holy Knight:** Verbs (Destroy, Restore), Nouns (Sapient Being, Beast)

## Combat

Hits to Kill (HTK) =  $(1d8 + \text{MUS bonus})/\text{Level}$ . If HTK reaches 0, unconscious and near death. Every round, make unmodified d20 rolls to avoid death. TN 10, must get three successes before three failures.

Roll d20 + AGI bonus for initiative order. Everyone can move (30 ft.) and perform an action each turn. Actions include: additional movement (dashing), casting a spell and attacking. In addition, a single bonus action may be taken if granted by a profession feature, spell or other ability.

Melee attack bonus = MUS bonus + competency bonus

Missile attack bonus = AGI bonus + competency bonus

Magic attack bonus = MIND bonus + competency bonus

Add attack bonus to d20 roll. If equal to or higher than your opponent's Armor (ARM), it's a hit. Natural 20 is automatically a critical hit doing double damage.

Add MUS bonus to melee damage, and AGI bonus to missile damage.

Armor (ARM) =  $10 + \text{Armour bonus} + (\text{AGI bonus})$ .

### Optional Rules

- **Panache:** Warriors and Thieves can use AGI bonus + competency bonus as Melee attack bonus and damage instead if wielding a light weapon.
- **Dual Wielding:** Warriors and Thieves can wield 2 light weapons and may use an action to attack with their main weapon, and a bonus action to attack with their offhand weapon. Don't add your ability modifier to the damage on the second weapon.
- **Large Weapon Combat:** When a Warrior or Burglar is wielding a two-handed weapon, they may re-roll 1 and 2 results on their damage dice, but you must use the new roll.

## Natural Healing

Characters have rest dice equal to their level.

A short rest is one hour long, and a character may spend rest dice to regain  $1d8 + \text{MUS bonus}$  hits to kill per dice. Casters regain [double level] magic points on a short rest.

A long rest is 8 hours long. A character regains all hits to kill and magic points, and half of their total rest dice. Casters regain all magic points on a long rest.

## Optional Rules: Additional Combat Options

The combat system of M20 Fifth is designed to be as simple and streamlined as possible, but if more complexity is desired the following options are offered:

- **Surprise:** If a creature fails to perceive (MIND + Sub) another creature hiding (AGI + Sub) before a battle, they start combat surprised. A surprised creature is unable to move, take actions or reactions until the first round of combat is finished.
- **Off-turn Reactions:** A character can make one off-turn reaction per round when it is not their turn. Typical reactions include:
  - **Punish Hasty Retreat:** When an opponent tries to leave your reach without taking the Safe Retreat action (see below), you may make a single attack against them.
  - **Cast Certain Spells:** Certain quick spells can be cast as a reaction instead of an action.
- **Safe Retreat:** A character may take a disengage action in order to safely retreat without provoking an opportunity attack from opponents.
- **Defensive Maneuvers:** A character may engage in defensive maneuvers, granting disadvantage on all attacks until their next turn.
- **Ready an Action:** Instead of acting on your turn, you may ready an action. Readyng an action delays your action until you use a reaction to trigger it later in the round.
- **Knocking a Creature Out:** When an attacker reduces a foe to 0 hits to kill with a melee attack, the attacker may choose to knock the creature out instead of dealing a lethal blow.
- **Offensive Maneuvers:** Offensive maneuvers are special actions that a character can take in place of a single attack. The most common maneuvers are:
  - **Grappling:** Against a target no more than twice your height, you may replace one attack with a grapple. Make a MUS + Phys roll opposed by an opponent's MUS + Phys or AGI + Phys roll (their choice). If you succeed, the opponent is grappled, reducing their speed to 0, and your speed to half. Escaping the grapple requires an action and another set of opposed rolls.
  - **Shove:** You may shove a creature in order to knock them prone (adv. for melee, disadv. for ranged, half of movement to stand up), or push them away from you. Make a MUS + Phys roll opposed by an opponent's MUS + Phys or AGI + Phys roll (their choice).
- **Cover:** Cover adds to the ARM and AGI avoidance throws of a creature, as follows:
  - Half Cover: +2
  - 3/4 Cover: +5
  - Full Cover: untargetable by attacks and (most) spells



## Improvised Hazards and Traps

Use the below information to improvise damage for things like being pushed into a campfire or falling into lava.

Examples:

- 3d6 - being pushed into a campfire, falling 30 feet
- 6d6 - suffering a cave-in, falling 60 feet
- 28d6 - falling into lava

Character Level	Lesser	Greater	Lethal
1-4	2d6	3d6	6d6
5-10	3d6	6d6	16d6
11-16	6d6	16d6	28d6
17-20	16d6	28d6	38d6

## Advancement

After every encounter, add up the Monster Level of every monster, trap, etc. that was overcome. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

**Hits to Kill:** 1d8 + MUS bonus per level

**Competency Bonus:** 1-4: +2; 5-8: +3; 10-12: +4; 13-16: +5; 17-20: +6

**Primary Score Increases (Casters):** 4, 8, 12, 16, 19

**Primary Score Increases (Non-Casters):** 4, 8, 10, 12, 16, 19

When a character receives a **primary score increase**, they either gain +2 to one stat or +1 to two stats (max 20.)

# Equipment

## Currency

The most common coin is the gold coin. A gold coin is worth 10 silver coins.. Each silver coin is worth 10 copper coins. A platinum coins is worth 10 gold.

Exchange	Copper	Silver	Gold	Platinum
Copper coins	1	1/10	1/100	1/1,000
Silver coins	10	1	1/10	1/100
Gold coins	100	10	1	1/10
Platinum coins	1,000	100	10	1

## Armor

The cost of armor equals ARM bonus times 5, squared.

- **Light Armor:** +1, +2 add AGI bonus
- **Medium Armor:** +3, + 4, +5 add AGI bonus (max 2)
- **Heavy Armor:** +6, +7, +8 no AGI bonus, disfavor on Subterfuge checks involving stealth
- **Shield** (Cost: 10 gold coins): +2

Barding for horses costs 4 times as much as human armor, and weighs twice as much.

## Weapons

Either use weapons from the Basic Rules of Fifth Edition, or use the table below to improvise weapons.

### Weapon Damage by Profession (Weapon Cost)

Profession	Light (2 gold coins)	1-handed (10 gold coins)	2-handed (40 gold coins)	Ranged (†)
Warrior	1d8	1d10	1d12	1d8

Burglar	1d6	1d8	2d6	1d8
Mage	1d4	1d6	1d8	1d6
Priest	1d4	1d6	1d10	1d6

† Ranged weapon cost: 50 gold coins (ammunition-based weapon), 1 gold coin (20 ammunition)  
/ 1 gold (thrown weapon)

## Other Equipment

To figure out a reasonable price for equipment use the following table (for example, a bedroll would cost 10 gold coin, since it's two syllables):

Kind of Item	Cost
Common Items	1 copper coin x number of syllables
Adventuring/Camping Gear	5 gold coin x number of syllables
Specialist Tools, Animals	10 gold coin x number of syllables
Luxury Items	25 gold coin x number of syllables
Lethal items, Dangerous Animals	100 gold coin x number of syllables

## Fast Packs

Choose a pack, or roll 1d6 to select one randomly.

- **Pack A (1-2):** backpack, belt pouch, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, waterskin, iron rations (4 days)
- **Pack B (3-4):** backpack, belt pouch, bedroll, 10 torches, 4 oil flasks, flint & steel, 10 pieces of chalk, 10' pole, mirror, crowbar, waterskin, iron rations (4 days)
- **Pack C (5-6):** backpack, belt pouch, bedroll, tent, 10 torches, 5 oil flasks, flint & steel, 50' rope, grappling hook, 10' pole, waterskin, iron rations (4 days)

# Gamemastering

## For Tricky Edge Cases, Use the 50/50 Chance

The rules of the game cover many different scenarios, but sometimes something will come up that you didn't plan for in any way. Your players might ask you a question that completely blindsides you, or you might be trying to improvise something on the spot.

In those cases, one of the easiest things to do is just let the dice decide. Use a D20, and on a 11-20 the result is whatever is most advantageous to the players, while a 1-10 has a result disadvantageous to players. If circumstances call for it, you can add favor or disfavor to the roll as well.

## Magic Items

To quickly make magic items to populate your world with, decide between a spell item which reproduces the effects of a spell, or a bonus item which provides a +1 to +3 bonus to attack and damage rolls (weapons), or ARM (armor and shields.) All bonus items, and some spell items require **magic item slots**, which each character has 3 of.

There are three kinds of spell items:

- **Consumables:** Single use items such as potions or scrolls.
- **Renewable use (Magic Item Slot):** Contains charges that renew daily. Usually 3 charges a day, or 4 hours of effect per day.
- **Constant use (Magic Item Slot):** Provides a continuous effect.

Use the following guidelines when distributing items or estimating their price should the party try to sell them:

Rarity	Minimum Level	Value†	Spell Potency	Armor	Weapon
Ordinary	1st	100 gold	0-1	-	-
Infrequent	1st	500 gold	2-3	-	+1
Scarce	5th	5000 gold	4-5	+1	+2
Very Scarce	11th	50,000 gold	6-8	+2	+3
Mythic	17th	500,000 gold	9	+3	-

† Divide by 2 for renewable use, and 10 for consumables.

## Example Magic Items

- **Healing Potion** (Ordinary Consumable; Potency 1: Restore, Sapient Being; Value: 10 gp): Restores 3d6 to a single sapient being.

## Bestiary

**Skills and Avoidance Throws:** Treat a monster's bonus for all skills and avoidance throws as their attack bonus. Alternatively, assign stats to taste and use primary statistic bonus + (competency bonus) as their skill bonus.

**Monster Level:** All monsters have a monster level, which indicates how much of a challenge they are to a normal party. A monster of Monster Level X should be a decent challenge for a four person party of level X.

## Quick and Dirty Monsters

To make monsters on the fly, use the below rules:

1. Choose monster's Monster Level.
  - $HTK = (5 \times \text{monster level})d8$  or  $20 \times \text{monster level}$
  - $ARM = 12 + \text{competency bonus}$  (max 19)
  - $\text{Avoidance Throw TN} = 12 + \text{competency bonus}$
  - $DPR (\text{Damage Per Round}) = 8 + (6 \times \text{monster level})$
  - $\text{Attack Bonus (atk. bonus)} = 3 + \text{competency bonus}$
  - $\text{Competency Bonus} = \text{Treat monster level as level, and use competency bonus indicated in Advancement.}$
2. Adjust offensive (avoidance throw TN, DPR, atk. bonus) and defensive stats (AC, HTK) as desired. Treat the monster as having a higher monster level for offensive or defensive stats. For every one monster level you move up, you should move down one monster level in the opposite kind of stat.
3. Choose a monster template. ("X DPR dmg", means "do X times DPR damage".)
  - **Otherworldly:** multiattack (two tentacles), tentacle (0.5 DPR dmg, MUS avoidance throw or paralyzed. If target is paralyzed and damage reduces target to 0 HTK, target's brain is eaten.)
  - **Beast:** multiattack (claw and bite), claw (0.5 DPR dmg), bite (0.5 DPR dmg)
  - **Draconic:** breath weapon (DPR dmg, AGI avoidance throw to avoid), bite (0.5 DPR dmg)
  - **Elemental:** smash (0.6 DPR dmg), death throes (when creature dies, make MUS avoidance throw or take 0.6 DPR dmg)

- **Fairy:** multiattack (two attacks), shillelagh/shortbow (0.5 DPR dmg), fey charm (MIND avoidance throw or become friend for 24 hours), invisibility (lasts until it attacks or uses fey charm)
  - **Fiendish:** aura (at start of turn, 0.3 DPR dmg to all within 5 feet), trident (0.6 DPR dmg), fireball (0.6 DPR dmg)
  - **Humanoid:** multiattack (two attacks), melee weapon/ ranged weapon (0.5 DPR dmg)
  - **Giant:** punch (DPR dmg), boulder (DPR dmg)
  - **Undead:** multiattack (life drain and slam), life drain (0.4 DPR, MUS avoidance throw or reduce victim's max HTK by dmg taken), slam (0.5 DPR)
  - **Vermin:** bite/sting (DPR damage, MUS avoidance throw or poisoned causing disfavor on attacks), web/goo (AGI avoidance throw or restrained)
4. Add any special abilities desired. (e.g. Flight or spellcasting.)
  5. Decide if you want to add Resistance or Immunity to the creature. If you do add it, adjust monster HTK as follows: monster level 1-4 ( $\times 0.5$ ), monster level 5-8 ( $\times 0.7$ ), monster level 11-16 ( $\times 0.8$ ) monster level 17+ ( $\times 1$ )
    - **Resistance:** Half damage from non-magical attacks.
    - **Immunity:** Only hurt by one specific material (cold iron, silver, adamantite, etc.) and magic.
  6. You might also give the creature Magic Resistance or Magic Immunity to certain Eldritch Words. For example, undead creatures might be immune to the Befuddle and Charm words, as well as similar magical effects.
    - **Magic Resistance:** You have favor on rolls against all magic.
    - **Magic Immunity:** You are immune to certain Eldritch Words, and any magical effects related to them.

### Example Monsters

- **Animal, Small [eg Weasel]:** Monster Level 0 Beast
- **Boogeyman:** Monster Level 1 Humanoid
- **Dire Rat:** Monster Level 1/8 Beast
- **Earth Elemental:** Monster Level 5 Giant (Special: Half damage from non-magical weapons.)
- **Gargoyle:** Monster Level 2 Fiendish (Special: Half damage from non-magical weapons.)
- **Goblin:** Monster Level 1/4 Humanoid
- **Giant Acid-Spitting Cockroach:** Monster Level 2 Vermin
- **Giant Bear:** Monster Level 3 Beast
- **Griffon:** Monster Level 2 Beast (Special: Flying)
- **Hell Hound:** Monster Level 3 Fiendish
- **Hill Giant:** Monster Level 5 Giant
- **Hobgoblin:** Monster Level 1/2 Humanoid
- **Human Commoner:** Monster Level 0 Humanoid
- **Insect, small [eg Spider]:** Monster Level 0 Vermin

- **Kobold:** Monster Level 1/8 Humanoid
- **Ogre:** Monster Level 2 Giant
- **Ooze Scavenger:** Monster Level 2 Vermin (Special: Requires TN 15 MIND + Subterfuge bonus to see, and creatures hit by goo start suffocating until removed with TN 12 AGI avoidance throw, taking 6d6 [21]/turn)
- **Orc:** Monster Level 1/2 Humanoid
- **Setobrotos Moth:** Monster Level 1/2 Vermin (Special: Attacks magically rust armor and equipment on a failed TN 11 AGI avoidance throw)
- **Shadow:** Monster Level 1/2 Undead (Special: Resistance)
- **Skeleton:** Monster Level 1/4 Undead
- **Giant Mosquito:** Monster Level 1/8 Vermin (Special: Flying; On a hit, target is grappled, and future hits while grappling are automatic.)
- **Stone Golem:** Monster Level 10 Humanoid (Special: Immunity - bypassed by silver)
- **Troll:** Monster Level 5 Giant (Special: Regenerates 10 htk/turn, acid and fire negate)
- **Vampire, Lesser:** Monster Level 5 Undead (Special: Heals htk equal to life drain damage dealt; Resistance; vampire weaknesses cause 20 dmg/turn)
- **Velociraptor:** Monster Level 1 Beast
- **Vine-Choking Shrubfolk:** Monster Level 1/2 Fairy (Special: On a hit, target is grappled, and future hits while grappling are automatic.)
- **Werewolf:** Monster Level 3 Beast (Special: Immunity - bypassed by silver)
- **Wolf:** Monster Level 1/4 Beast
- **Wyvern:** Monster Level 6 Draconic (Special: Flying)
- **Zombie:** Monster Level 1/4 Undead
- **Zombie Lord:** Monster Level 3 Undead

## Boss Monsters

A boss monster can do things that ordinary creatures can't. Using its **boss resistance** it can treat a failed saving throw as a success a certain number of times a day, and using its **boss actions** it can act at the end of another creature's turn a certain number of times per round. The actions it can take in this way are as follows:

**Costs 1 Action:** Make a Single Attack, Move, Cast a Cantrip

**Costs 2 Actions:** Use a Special Ability, Cast a Spell, Multiattack

To turn an ordinary monster into a boss monster, pick a tier below (rounding monster level down for initial monster level 1/2 and lower):

Tier	Boss actions/round and resistances/day	HTK increase	Monster level increase
Elite	1	+20	+1

Boss	2	+30	+2
Mythic	3	+40	+3
Epic	4	+50	+4

## Scaling Monsters

To scale monsters from the Bestiary, or the Fifth Edition rules, simply determine what you want the new monster level to be, and then use the below adjustments:

- Competency Bonus (CB) = Treat monster level as level, and use competency bonus indicated in Advancement.
- $\Delta$ monster level = New monster level - Old monster level
- HTK = +20 HTK x  $\Delta$ monster level
- DPR = +6 dmg x  $\Delta$ monster level (remember to split for multiattacks)
- CB= New Competency Bonus - Old Competency Bonus.
- AC = + $\Delta$ CB (max 19)
- Save TN = + $\Delta$ CB
- Atk. Bonus = + $\Delta$ CB

**Deadly abilities:** When scaling down creatures with fairly deadly abilities, it is also suggested that the severity of the condition is reduced. For example a medusa's petrifying gaze might just become a paralyzing gaze for a monster level 1 medusa.

**Multiattack:** When scaling up, if the DPR increase ever (roughly) equals one of a creature's attacks consider giving the creature multiattack instead of just making their single attack twice as strong. When scaling down, if the DPR decrease ever (roughly) equals one of a creature's attacks, consider removing one of their attacks from their multiattack (or completely removing multiattack if the creature only has two attacks.)

## Quick Loot Tables

Use the below steps to create a treasure horde belonging to a large group of creatures, or a single powerful creature.

### 1) Roll 1d6, or pick hoarder type

1d6	Hoard Type	Contents
1	The Sentimental	75 gold, 1 piece of art
2	The Dilettante	75 gold, 5 gems, 3 pieces of art



<b>3</b>	The Traveler	100 gold, 20 gems
<b>4</b>	The Art Collector/ Archaeologist	100 gold, 12 pieces of art
<b>5</b>	The Banker	500 gold
<b>6</b>	The Old Horder	300 gold, 15 gems, 6 pieces of art

## 2) Make adjustments based on owner

### Monsters monster level 0-4, commoner families, and simple merchants:

- Gems are worth 10 gold (Blue Quartz, Malachite, Tiger eye)
- Art Items are worth 25 gold (bone dice, gold bracelet, small mirror)

### Monsters monster level 5-10, nobles, and popular businesses:

- Multiply gold by 10
- Gems are worth 100 gold (Amber, Coral, Jade)
- Art Items are worth 250 gold (box of turquoise animal figurines, silk robe, silver necklace)

### Monsters monster level 11-16, kings, and great wizards:

- Multiply gold by 100
- Gems are worth 1000 gold (Emerald, Opal, Sapphire)
- Art Items are worth 2500 gold (gold music box, old painting, eyepatch with mock sapphire eye)

### Monsters monster level 17+, liches, and old dragons

- Multiply gold by 1000
- Double the number of gems, and each one is worth 5000 gold (Diamond, Jacinth, Ruby)
- Triple the number of art items, and each one is worth 7500 gold (gold child-sized sarcophagus, jade and gold dragonchess set, jeweled gold crown)

## Random Dungeon Generation

If you don't have much time to prepare a dungeon in advance, use the following procedure:

1. Get a sheet of graph paper. (Non-graph paper will do in a pinch.)
2. Grab a handful of d6s.
3. Roll the dice all at once and let them land where they will on the paper. (It may help to have a box to keep the dice conscompetency to the paper.)
4. Everywhere a d6 lands is a room. (Assign room dimensions to taste.) The number of exits from that room is based on the value of the d6:
  - 1-2: 1 exit; 3-4: 2 exits; 5-6: 3 exits.
5. Add hallways connecting the rooms to taste.
6. **Contents:** In order to determine what to fill a room with, roll a d6:
  - 1: Empty, 2: Empty avoidance throw for treasure, 3: Monster, 4: Monster and treasure, 5: Trap, 6: Special.

7. **Quest Goal:** Roll a d8:
  - 1. Capture, 2. Retrieve, 3. Defeat, 4. Discover, 5. Destroy, 6. Escape, 7. Find, 8. Negotiate, 9. Obtain, 10. Protect, 11. Rescue, 12. Survive
8. **Twists:** To keep things interesting roll up 1-3 twists that take place in the dungeon. To roll a twist, roll 2d6:
  - 1-2: NPC..., 3. Organization..., 4. Physical Event, 5. Emotional Event..., 6. Item...
  - 1: ...appears, 2. ...alters the location, 3. ...helps the party, 4-5. ...hinders the party, 6. ...changes the goal
9. **NPCs:** Roll the following for a random NPC.
  - Personality (d8): 1. Cranky, 2. Jock, 3. Lazy, 4. Peppy, 5. Smug, 6. Snooty, 7. Sweet, 8. Roll twice.
  - Area of Expertise (d4): 1. Communication, 2. Subterfuge, 3. Knowledge, 4. Physical
  - Social role (d6): 1-3: Productivity, 4-5: Military, 6: Sovereignty
  - Motivation (d8): 1. Love, 2. Hate, 3. Greed, 4. Ambition, 5. Fear, 6. Need, 7. Idealism, 8. Cynicism
  - Names
    - Male prefix (d12): 1. Alab, 2. And, 3. Bed, 4. Dun, 5. Edw, 6. Gond, 7. Mord, 8. Per, 9. Rod, 10. Theod, 11. Trist, 12. Uth
    - Male suffix (d12): 1. ane, 2. ard, 3. astyr, 4. istair, 5. ore, 6. oryan, 7. yctor, 8. yn, 9. Ynak, 10. yrick, 11. yval, 12. Ywyr
    - Female prefix (d12): 1. Barb, 2. Bellad, 3. Carol, 4. Chryst, 5. El, 6. Elyz, 7. Evel, 8. Gwyn, 9. Morg, 10. Vann, 11. Vyct, 12. Ys
    - Female suffix (d12): 1. abyth, 2. anna, 3. Ara, 4. ausa, 5. ayne, 6. olda, 7. ona, 8. orya, 9. Yna, 10. yrrya, 11. yssa, 12. Yvyra
    - Nickname (d12): 1. the killer, 2. the unwashed, 3. the muse, 4. the red, 5. the needy, 6. the geezer, 7. the hunchback, 8. the knave, 9. the village idiot, 10. the pauper, 11. the mad, 12. of (location)

## Credits

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*Improvised Weapon Damage by Profession* table in Equipment section is based on the *Weapon damage by class* table on Page 4 in “Microlite5E” by Chris Sakkas, © 2014, used under a Creative Commons Attribution-ShareAlike 4.0 International License. Link:

<http://fossilbank.wdfiles.com/local--files/source%3Achris-sakkas/Microlite5E.pdf>

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[https://www.reddit.com/r/DnDBehindTheScreen/comments/54stxb/the\\_1d6\\_loot\\_table/](https://www.reddit.com/r/DnDBehindTheScreen/comments/54stxb/the_1d6_loot_table/)

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# Character Sheet

Name: \_\_\_\_\_

Pre-Adventure History: \_\_\_\_\_

Profession and Level: \_\_\_\_\_

Species: \_\_\_\_\_

Ethical Outlook: \_\_\_\_\_

Advancement Points: \_\_\_\_\_

Proficiency Bonus: \_\_\_\_\_

	Bonus	Save
Muscle		
Agility		
Mind		

Physical	
Subterfuge	
Knowledge	
Comm.	

Armor	Initiative

Maximum Hits to Kill
Current Hits to Kill

Near Death  
Rolls

✓				
✗				

## Weapons

Name	Bonus	Dmg
_____	_____	_____
_____	_____	_____
_____	_____	_____

Spellcasting MP \_\_\_\_\_

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## Notes

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## Equipment

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## Money

Copp.	Silver	Gold	Plat.

## Features and Traits

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