QUICK REFERENCES

DIFFICULTY CLASS (DC)

Very Easy	DC 5
Easy	DC 10
Medium	DC 15
Hard	DC 20
Very Hard	DC 25
Nearly Impossible	DC 30

CONTESTS
When two people compete to achieve something, both make an appropriate ability check. The higher result wins. On a tie, the situation remains the same as it was before the contest

INSPIRATION
Bestowed upon by the DM. Can use it on 1d20 for advantage or give it to another player

ADVANTAGE
Roll twice and use the higher roll
DISADVANTAGE
Roll twice and use the lower roll

ON YOUR TURN
▶ Movement (optional)
▶ Action
▶ Bonus Action (if available)
▶ Interact with something (free)

INITIATIVE (COMBAT)
1d20 + DEX modifier

CRITICAL HIT (COMBAT)
Roll all damage dice twice then add any modifiers on top

REACTIONS
Once per turn. Reactions are unique actions triggered by specific events. They can occur anytime, even during another player's turn

> Opportunity Attack: If a visible hostile creature next to you moves out of reach (unless it Disengages or something else moves it), you can react with a melee Attack

> Readied Action

> Cast a "spell"

DAMAGE TYPES

▶ Bludgeoning
▶ Piercing
▶ Slashing
▶ Fire (1d6)
▶ Cold
▶ Psychic/Emotional
▶ Force
▶ Lightning
▶ Poison (2d6)
▶ Acid (4d10+)
▶ Thunder
▶ Necrotic

FALLING
Each 10ft=1d6 bludgeoning damage (20d6 max) and creature lands prone

VULNERABILITY
This damage is doubled

RESISTANCE
This damage is halved

IMMUNITY
This deals no damage

ACTIONS

Attack
Make one melee or ranged attack, or attempt to Grapple or Shove a creature

> Grapple: Grappling seizes a creature, subjecting it to the grappled condition

> Shove: Shoving is a melee attack that can either knock the creature prone or push it 5ft away

Dash
Take more movement (x2 your speed)

Disengage
When you move past enemies this turn they can't make Opportunity Attacks

Dodge
Attacks against you have Disadvantage and your DEX saving throws have Advantage

Help
Help someone (must be within 5ft) with a task or attack, giving them Advantage

Hide
Make a stealth check to hide

Ready
Choose an Action and an event to trigger it. If the event occurs, take that Action as your Reaction

Cast a "spell"

Search

Use an Object

Improvise

TOOLS

ARTISAN TOOLS
- Alchemist supplies (potions, chemicals, acids, poisons)
- Brewer's supplies (potions, fermenting, alcohol)
- Calligrapher's supplies (for writing/drawing)
- Carpenter's tools (hammers, saws, ect.)
- Cartographer's tools (mapmaking and charting)
- Cobbler's tools (shoes and leather)
- Cook's utensils
- Florist's supplies
- Gardener's tools
- Glassblower's tools
- Jeweler's tools (for gems and precious metals)
- Leatherworker's tools
- Mason's tools (stone, brick, tile)
- Painter's supplies
- Potter's tools
- Smith's tools (heavy-duty metalworking)
- Tinker's tools (gadgets, mechanics, repairs, inventing, locks, ect.)
- Thieves tools (lock picks, disabling traps, ect.)
- Weaver's tools (clothing/textiles)
- Woodcarver's tools (more delicate than carpenter)

INSTRUMENTS
- Bagpipes
- Cello
- Drum
- Flute
- Guitar
- Horn
- Oud
- Pan flute
- Piano (not portable)
- Violin

GAMING SETS
- Dice
- Playing cards
- Chess
- Board game
- Pool (not portable)

MISCELLANEOUS
- Disguise kit
- Forgery kit
- Herbalism kit (potions, salves, herbal remedies)
- Navigator's tools (similar to cartographer but for the ocean)
- Poisoner's kit

CHARACTER SETUP

1. **CLASS**
   ie. Barbarian, Sage, Ranger
2. **ABILITY SCORES**
   ie. STR, DEX, CON
   Standard array = 15, 14, 13, 12, 10, 8
3. **BACKGROUND**
   ie. criminal, princess, guard, doctor
4. **STARTING GEAR**
   ie. weapons, armor, tools, personal items
5. **FINISHING TOUCHES**
   HIT POINTS (LEVEL 1)
   Class hit die (ie. d8) + CON modifier

   ARMOR CLASS (AC)
   10 + DEX modifier + armor + shields

   INITIATIVE
   1d20 + DEX modifier

   PROFICIENCY BONUS (LEVEL 1)
   +2

   PASSIVE PERCEPTION
   10 + WIS modifier + proficiency bonus
   (if proficient in Perception)

TRINKETS

1. Cool rock/fossil/shell
2. Old coins
3. Blank notebook
4. Diary
5. Book (poetry, fiction, textbook, biography, ect.)
6. Jewelry
7. Animal bones
8. Bird feathers
9. Small statue/carving
10. Small painting
11. Sketch portrait of someone
12. Compass
13. Pocket watch
14. Pocket knife
15. Children's toy
16. Music box
17. Hair tie/claw clip
18. Candle
19. Bottle of perfume
20. Mini bottle of alcohol
21. Old key
22. Random pills/powder
23. Mystery potion
24. Makeup
25. Handheld fan
26. Sheet music
27. Building blueprints
28. Gadget technical drawings
29. Handkerchief
30. Urn with ashes
31. Love letter
32. Regular letter
33. Map
34. Handheld mirror
35. Coin purse
36. Metal water bottle
37. Whistle
38. Dog whistle
39. Scissors that look like a crane
40. Taxidermied small animal
41. Bottle of hot sauce
42. Glasses
43. Sunglasses
44. Gaming set
45. Dried flowers
46. Scrap of clothing
47. Candy
48. Pen
49. Mood necklace with magic water
50. Jar of dirt
51. Snow globe
52. Box of baby teeth
53. Lock of human hair
54. Box of matches
55. Rubix cube
56. Comb made of gold and coral
57. Ship in a bottle
58. Unused band-aids
59. Thigh-high boots
60. Hairbrush
61. Lint roller
62. Unopened pads/tampons
63. Spyglass
64. Magnifying glass
65. Jar of pickles
66. Girl Scout cookies
67. Dog tag (soldier or pet)
68. Box of pinned bugs/butterflies
69. Shoe polish and brush
70. Decorated flower vase
71. Needle and thread
72. Music record/vinyl
73. Unused instrument strings
74. Packet of seeds
75. Throwing darts that look like hummingbirds
76. Coupon
77. Stress ball
78. Lighter
79. Magic 8 ball
80. Autographed picture of a celebrity
81. Old theater/opera ticket stub
82. Empty bottle/jar
83. Brush (paint or makeup)
84. Belt
85. Hat
86. Jar of honey
87. Pouch of gunpowder
88. Jar of slime
89. Name tag
90. Old receipt
91. Pepper spray
92. Hand sanitizer
93. Wet wipes
94. Earplugs
95. Packet of tea/instant coffee/ramen
96. Protein bar
97. Harmonica
98. Medicine
99. Bar of soap
100. Old family recipe

COMBAT

INITIATIVE
1d20 + DEX modifier

ATTACK ROLL
1d20 + stat modifier + proficiency
Must ≥ target's AC to succeed

CRITICAL HIT (D20)
Roll all damage dice twice then add any modifiers on top

RANGED WEAPONS
Normal range/long rage
If thrown within normal rage, normal attack roll
If thrown with long range, disadvantaged attack roll
Impossible to throw weapon farther than long range

WEAPON	TYPE	DAMAGE
Unarmed strike (bludgeoning)	Melee	1 + STR
Improvised	Melee	1d4 + STR
Improvised (thrown)	Range (20/60)	1d4 + STR 1d4 + DEX
Dagger (piercing)	Simple Melee (Finesse, Light)	1d4 + STR 1d4 + DEX
Thrown Dagger (piercing)	Simple Ranged (Finesse, Light) (Range 20/60)	1d4 + STR 1d4 + DEX
Guard's sword (rapier, piercing)	Martial Melee (Finesse)	1d10 + DEX
Longsword (slashing)	Martial Melee	1d8 + STR 1d10 + STR
Longbow (piercing)	Martial Ranged (150/600)	1d8 + DEX
Shortbow (piercing)	Martial Ranged (80/320)	1d6 + DEX

ARMOR CLASS (AC)
10 + DEX modifier + armor + shields

HIT POINTS (LEVEL 1)
Class hit die (ie. d8) + CON modifier

HALF COVER
+2 AC and advantage on DEX saving throws

3/4 COVER
+5 AC and advantage on DEX saving throws
Creature has a disadvantage on Perception checks

FULL COVER
Creature can't see or attack them but may be able to hear them

DIM LIGHT/LIGHTLY OBSCURED
Disadvantage on Perception checks

NO LIGHT/HEAVILY OBSCURED
Effectively blind

ARMOR	EFFECTS
Unarmored defense (Barbarian class. Can't stack, must have no armor or shields to be applied)	+ CON modifier
Light	+1 AC
Medium (DEX modifier maxes out at +2)	+2 AC
Heavy (No DEX modifier added) (Requires proficiency) (Disadvantage on Stealth)	+4 AC
Shield	+2 AC

IF NOT PROFICIENT
- Disadvantage on STR, DEX, and CON checks
- Cannot add DEX modifier to light and medium armor
- Cannot wear heavy armor
- Disadvantage to Stealth checks on medium armor
- Speed in medium armor is reduced by 10ft

CLASSES

BARBARIAN (TANK)

TOP STATS
STR & CON

SKILLS
Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA)

PROFICIENCIES
All armor, shields, melee weapons. Unarmored defense

D12

FIGHTER

TOP STATS
CON & STR/DEX

SKILLS
Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA)

PROFICIENCIES
Any armor, melee and ranged weapons, shields

D10

ROGUE

TOP STATS
INT & DEX

SKILLS (4)
Athletics (STR), Acrobatics (DEX), Stealth (DEX), Sleight of Hand (DEX), Investigation (INT), Insight (WIS), Perception (WIS), Deception (CHA), Intimidation (CHA), Performance (CHA), Persuasion (CHA)

PROFICIENCIES
Light armor, melee weapons, shortbow

D8

TINKERER

TOP STATS
INT & DEX

SKILLS
STEM (INT), Sleight of Hand (DEX), Investigation (INT), Insight (WIS)

PROFICIENCIES
Light armor, shields, crossbow, bombs, inventions

D6

RANGER

TOP STATS
DEX & WIS

SKILLS (3)
Athletics (STR), Survival (WIS), Stealth (DEX), Nature (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS)

PROFICIENCIES
Light and medium armor, shields, rapier, all ranged weapons

D10

BARD (CHARMER)

TOP STATS
CHA & DEX

SKILLS (3)
Acrobatics (DEX), Performance (CHA), Sleight of Hand (DEX), Stealth (DEX), STEM (INT), History (INT), Culture (INT), Animal Handling (WIS), Insight (WIS), Medicine (WIS), Survival (WIS), Deception (CHA), Performance (CHA), Persuasion (CHA)

PROFICIENCIES
Light armor, melee weapons

D8

SAGE (SCHOLAR)

TOP STATS
INT & WIS

SKILLS
History (INT), Stealth (DEX), Investigation (INT), STEM (INT), Culture (INT), Insight (WIS), Medicine (WIS)

PROFICIENCIES
Staff, shields, potions

D6

NINJA

TOP STATS
DEX & WIS

SKILLS
Athletics (STR), Acrobatics (DEX), Stealth (DEX), History (INT), Insight (WIS)

PROFICIENCIES
Unarmored defense, throwing knives

D8

DIPLOMAT (HEALER)

TOP STATS
WIS & CHA

SKILLS
Insight (INT), Investigation (INT), History (INT), Culture (INT), Medicine (WIS), Deception (CHA), Persuasion (CHA)

PROFICIENCIES
Shields, potions

D8

BACKGROUNDS

|	SKILLS (+2)	TOOLS	LANGUAGES	SPECIAL FEATURE
ASSASSIN/ MERCENARY	Athletics or Acrobatics, Intimidation	Disguise kit, Poisoner's kit	1	**Discovery:** secret knowledge/possession. Secret can be helpful or attract trouble
BREWER	Medicine, Persuasion	Brewer's tools, Poisoner's kit, one game set or instrument		**Tavernkeeper's Privilege:** High alcohol/ poison tolerance, network of tavernkeepers, access to tools/resources/ info/favors
CON MAN	Deception, Sleight of Hand	Disguise kit, forgery kits		**False Identity:** forged documents, disguise, good at escape and manipulation
ENTERTAINER	Acrobatics, Performance	Disguise kit, one instrument		**By Popular Demand:** Can make money street performing
FARMER	Athletics, Nature, Animal Handling	Gardener's tools		**Small Town Hospitality:** Shelter/ hospitality from others from your hometown
GUILD ARTISAN	Insight, Persuasion (bonus skill if it relates to area of expertise)	One artisan tools		**Artisan Community:** Network of other guild members, access to tools/resources/ info/favors
HERMIT	Medicine, Culture	Herbalism kit		**Discovery:** secret knowledge/possession. Secret can be helpful or attract trouble
HUNTER	Stealth, Nature, Perception	Proficiency in all ranged weapons, leatherworker's tools		**Artisan Community:** Network of other people in other related trades, access to tools/resources/info/favors
IMMIGRANT	Insight, Culture		2	**Home Country:** Shelter/assistance from those from the same country
NOBLE	History, Persuasion, Culture	One instrument, calligrapher's supplies	2	**Position of Privilege:** High society access, respected, can often get help from those of the same rank or lower (depending on kingdom)
NOMAD	Survival, Culture	One instrument, one game set	1	**Wanderer:** good at maps, rarely gets lost, survival skills
ROYAL GUARD	Athletics, History	Game set, proficiency in light and medium armor	1	**Position of Privilege:** High society access, respected, can often get help from those of the same rank or lower (depending on kingdom)
SCIENTIST	STEM + skill depending on area of expertise	Herbalism kit, poisoner's kit (if applicable)		**Researcher:** Can find info/answers quickly
SAILOR	Athletics, Perception	Navigator's tools	1	**Ship's Passage:** Can gain access to ships if you know a guy, or exchange work for passage
THIEF	Deception, Stealth	Thieves tools		**Criminal Contact:** contact can give info, jobs, resources, assistance, etc.
CUSTOM				

NAME

CLASS

BACKGROUND
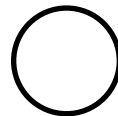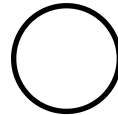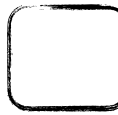
HP

INITIATIVE

AC

PROFICIENCY BONUS

PASSIVE PERCEPTION

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- O ____ Acrobatics (DEX)
- O ____ Animal Handling (WIS)
- O ____ Athletics (STR)
- O ____ Culture (INT)
- O ____ Deception (CHA)
- O ____ History/Politics (INT)
- O ____ Insight (WIS)
- O ____ Intimidation (CHA)
- O ____ Investigation (INT)
- O ____ Medicine (WIS)
- O ____ Nature (INT)
- O ____ Perception (WIS)
- O ____ Performance (CHA)
- O ____ Persuasion (CHA)
- O ____ Sleight of Hand (DEX)
- O ____ Stealth (DEX)
- O ____ STEM (INT)
- O ____ Survival (WIS)

LANGUAGES & PROFICIENCIES

- O ____ Strength
- O ____ Dexterity
- O ____ Constitution
- O ____ Intelligence
- O ____ Wisdom
- O ____ Charisma

FEATURES & TRAITS

NAME	ATTK BONUS	DAMAGE

EQUIPMENT

NAME

HP ( )

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

AC

PROFICIENCY BONUS

PASSIVE PERCEPTION

EQUIPMENT

NAME	ATTK BONUS	DAMAGE

NAME

HP ( )

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

AC

PROFICIENCY BONUS

PASSIVE PERCEPTION

EQUIPMENT

NAME	ATTK BONUS	DAMAGE

Armory

10 ft.

15 ft.

Rudder

Upper Deck

Captain's Quarters

Kitchen

Eating Area

Rum Cellar

Storage

Crew Rooms

Workshop
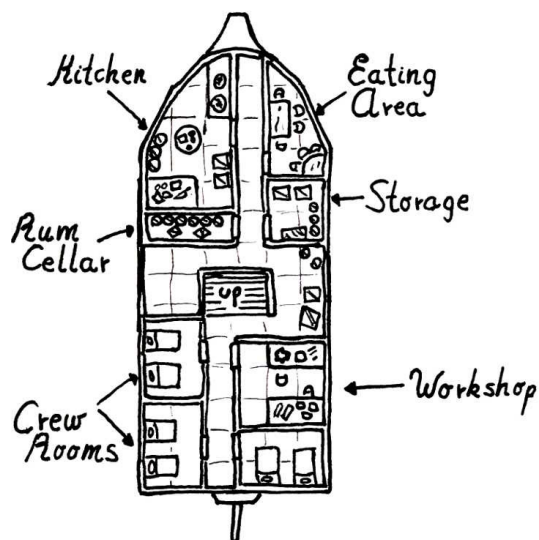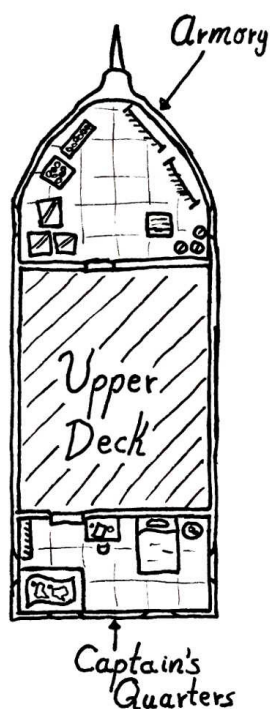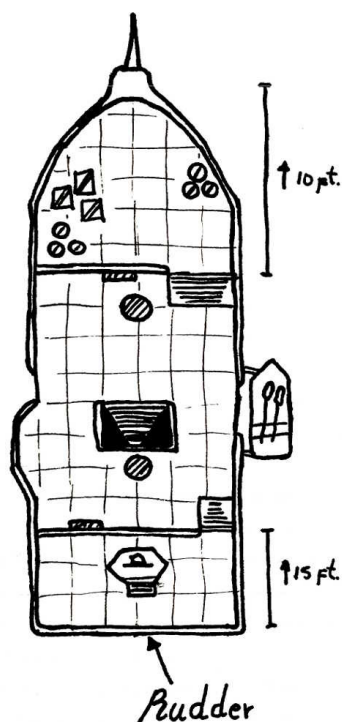
LOCATIONS
▸ The *Wanderer* (ship)
▸ The *Kraken's Shadow* (pirate ship)
▸ Stillburgh Peninsula
▸ The Port of Stillburgh
▸ Stillburgh Tavern
▸ The Port of Niran
▸ Southern Isren Ocean
▸ Cantrick Bay

OTHER NOTES
▸ 25 crewmates on each ship
▸ 25 passengers on *Wanderer*
▸ Maximum ship capacity: 50
▸ Maximum brig capacity: 10
▸ More passengers = slower speed

SHIP STATS
▸ AC directly proportional to speed
▸ Speed on a scale of 0-100%
▸ 1 passenger = -1% of speed
▸ 1 passenger ≈ 100lbs
▸ AC= 100+speed
▸ HP= 100
▸ Attack roll (cannons)= 1d20 x 10
▸ Damage = 1d20 per cannonball
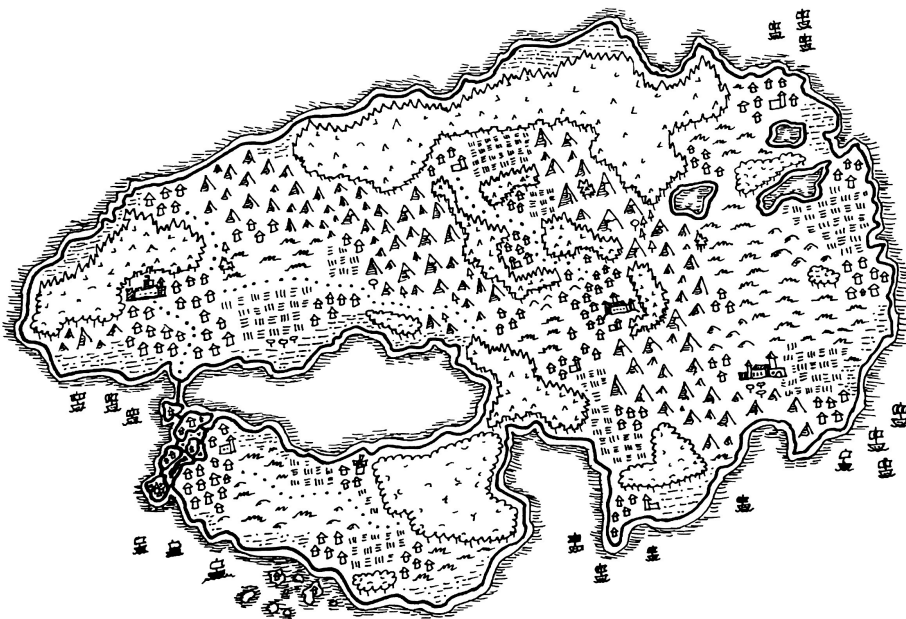
MOVES

- All moves function as a bonus action unless otherwise stated
- All move slots reset after a long rest and are free to be used again

- As your player levels up, they get to choose new moves from ones they've unlocked
- Certain classes are proficient in moves and gain access to them earlier than other players

- You can only use as many moves as can fill up your move slots
- As your player levels up, they gain more move slots

- For tiered moves, you must start at beginner and work your way up
- For tiered moves, beginner moves take up one move spot, novice takes up two, expert three, ect.

LEVEL 1 MOVES (in-class unlocks at level 1, all others at level 9)

MOVE NAME	DESCRIPTION	CLASS ACCESS	FREQUENCY
COMPREHEND LANGUAGE	Pass an INT check to understand the gist of a foreign language	Bard, Diplomat, Sage	Max move slots
CUTTING REMARK	Target must succeed in a WIS saving throw or else take disadvantage on their next attack	Bard, Rogue	Max move slots
DISARMING SMILE	Gain advantage on your next CHA check. Target must succeed a WIS saving throw	Bard, Diplomat, Rogue	Max move slots
FIGHTING DIRTY	Target must succeed in a WIS or DEX saving throw or else fall prone, take damage, ect.	Barbarian, Bard, Fighter, Rogue	Max move slots
GASLIGHT GATEKEEP GIRLBOSS	Gain advantage on your next CHA check. Target must succeed a WIS saving throw	Bard, Diplomat, Ninja, Rogue	Max move slots
HIGH ALERT	Nothing is invisible or hidden. Targets attempting to sneak past must succeed a DEX saving throw with disadvantage	Barbarian, Bard, Ninja, Ranger	Once per long rest
HUNTER'S MARK	Track one enemy and lock targets on them. Gain advantage on ranged weapon attacks and add +1 damage to any successful hits	Ninja, Ranger	Once per long rest
MAKE A SCENE	Everyone in your party gains advantage on their next sneak check	Bard, Rogue	Once per long rest
MINOR REPAIR	Instantly repair one small/simple item	Sage, Tinkerer	Once per long rest
OUTTA POCKET	Say something so outrageous the enemy takes disadvantage on their next turn	Bard, Rogue	Once per long rest
PEP TALK	Add 1d4 to an allies roll	Bard, Diplomat	Max move slots
ROUSING SPEECH	Give all allies within hearing distance advantage on their next roll	Bard, Diplomat	Once per long rest
SKEDADDLE	Double your speed until the end of turn. Enemy cannot make an opportunity attack	Ranger, Rogue, Ninja	Once per long rest

LEVEL 2 MOVES (in-class unlocks at level 5, all others at level 13)

MOVE NAME	DESCRIPTION	CLASS ACCESS	FREQUENCY
BREAK MORALE	After an enemy falls, nearby enemies must pass a WIS saving throw or take disadvantage on their next turn	Barbarian, Diplomat, Rogue	Once per long rest
CALCULATED ATTACK	Choose a specific body part to target on your enemy	Barbarian, Diplomat, Fighter, Ninja, Ranger, Sage	Once per long rest
CHARM	Roll Persuasion to make a neutral NPC treat you as friendly for a short time. (Not applicable in combat)	Bard, Diplomat, Rogue	Once per long rest
COMMANDING PRESENCE	As a bonus action, take an extra turn with advantage	Barbarian, Diplomat	Once per long rest
DISARM	Attempt to knock a weapon or item out of target's hand. STR (you) vs DEX check (target)	Barbarian, Ninja, Ranger, Rogue	Once per long rest
I HAD AN EXTRA	Conjure a minor item of the player's choice	Bard, Tinkerer	Once per long rest
LIE DETECTOR	Everyone within a 10ft radius is incapable of deception and must tell the truth for the next 10 minutes (or as long as they are inside the area)	Diplomat, Rogue, Sage	Once per long rest
MASTER OF DISGUISE	Vanish into a crowd or terrain and become automatically hidden for one round. Or, if attempting deception, add 2d4. Can be applied to a party member	Bard, Rogue	Once per long rest
MOLTOV COCKTAIL	Deal 3d4 fire damage to everyone within a 5ft radius	Tinkerer	Max move slots
MY TIME TO SHINE	Add +5 to your next performance check	Bard, Diplomat, Ranger	Once per long rest
POISON GAS	Deal 2d6 poison damage to everyone within a 5ft radius	Tinkerer	Max move slots
REVEAL WEAKNESS	Roll 1d20. If successful, you (and any party members you share this information with) gain advantage against this enemy until the end of the fight	Barbarian, Diplomat, Fighter, Sage	Once per long rest
SHIELD	Add +5 to AC as a reaction until next turn	Barbarian, Diplomat, Tinkerer	Once per long rest
SMOKE BOMB	Totally obscure a radius of 10ft from detonated object for one full turn. Enemy cannot make an opportunity attack	Tinkerer	Max move slots

LEVEL 3 MOVES (unlocks at level 15)

MOVE NAME	DESCRIPTION	CLASS ACCESS	FREQUENCY
COGNITIVE BEHAVIORAL THERAPY	Bestow immunity to all mental/emotional damage for one turn to yourself or others	Any	Once per long rest
THE POWER OF FRIENDSHIP	All allies within 30ft regain 2d6 HP or can choose to remove one condition	Any	Once per long rest
TRUE LOVE'S KISS	Restore 1d6 HP to your love interest (or give them one automatic win on a death save). Target must be within kissing range	Any	Once per long rest
UNO REVERSE CARD	Automatic success on a saving throw	Any	Once per long rest

TIERED MOVES (class only)

MOVE NAME	BEGINNER (player level 1)	NOVICE (player level 5)	EXPERT (player lever 10)	MASTER (player level 15)	CLASS ACCESS	FREQUENCY
CURE WOUNDS	Add 1d6 to a player's health	Add 2d6 to a player's health	Add 3d6 to player's health	Add 4d6 to a player's health	Diplomat, Sage	Once per long rest
FLIRT	Add 1d4 to CHA checks	Add 1d6 to CHA checks	Add 1d8 to CHA checks	Add 1d10 to CHA checks	Bard, Diplomat	Once per long rest
GUARD DOG	Call your dog to assist (10 HP, 10 AC, 2d4 piercing damage)	Call your dog to assist (15 HP, 15 AC, 2d4 piercing damage)	Call two dogs to assist (beginner and novice level dogs)	Call two dogs to assist (two novice level dogs)	Barbarian, Fighter, Ranger	Once per long rest
PERFECT AIM	Advantage on DEX rolls involving aim	+2 on DEX rolls involving aim	+5 on DEX rolls involving aim	Automatic success on DEX rolls involving aim	Ninja, Ranger, Tinkerer	Once per long rest
WALL-FLOWER	Become virtually invisible for 1 min	Become virtually invisible for 10 mins	Become virtually invisible for 20 mins	Become virtually invisible for 30 mins	Rogue, Sage	Once per long rest

LEVELING UP

LEVEL 1
- Most classes start out with 2 basic moves and 2 move slots
- Bards and Diplomats start out with 3 each
- Tinkerers and Sages start out with 4 each
- Proficiency bonus +2

LEVEL 2
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 3
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 4
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Ability score increases (+2 to one stat or +1 to two stats)

LEVEL 5
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Proficiency bonus +3
- Level 2 and Novice moves unlocked (in-class only)

LEVEL 6
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 7
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 8
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Ability score increases (+2 to one stat or +1 to two stats)

LEVEL 9
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Proficiency bonus +4
- Level 1 moves unlocked (all classes)

LEVEL 10
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Expert moves unlocked (in-class only)

LEVEL 11
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 12
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Ability score increases (+2 to one stat or +1 to two stats)

LEVEL 13
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Proficiency bonus +5
- Level 2 moves unlocked (all classes)

LEVEL 14
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Ability score increases (+2 to one stat or +1 to two stats)

LEVEL 15
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Level 3 and Expert moves unlocked (in-class only)

LEVEL 16
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 17
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Proficiency bonus +6

LEVEL 18
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 19
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot

LEVEL 20
- HP = previous HP + hit die + CON modifier
- One new move
- One new move slot
- Ability score increases (+2 to one stat or +1 to two stats)