Chapter 1
The Basics of Orin's Gate and an RPG

What is Orin's Gate

Orin's Gate in short takes place in the distant future of humanity. After humankind destroyed their original home, they started to search for a new home. Realizing that humanity did not have time to find and travel to a new planet, they began to research the option of an alternate dimension. A place where humanity had not already destroyed their own world. After years of research, humanity was able to find a new plane for themselves to live in, a system called Orin.

They were not the only race to do this however, as it appears as if in other dimensions, races were moving along the same timeline, and they all began to appear on this new plane within similar timelines. Over the next 10k years, these cultures warred, made peace, destroyed, and created, purged and relearned, until they settled in the timeframe this game takes place in. Life has continued, and through changing cultures, plagues, wars, and in some cases, purposeful destruction of knowledge, the average person within Orin's Gate does not know much past a few hundred years of their history. Some cultures that love and respect their heritage know a few thousand years, but in many cases their knowledge is more of lore and legend then historical fact.

The world of Orin in a unique mixture of timelines. In many ways Orion's Gate is more advanced than the technology we have today, but in others it is antiquated. A unique combination of medieval villages and advanced steampunk Cityscape can be found. There is one law that has been passed down from generation to generation that is so ingrained within them, it has remained throughout all the Millenia. "No Technology can be produced that pollutes the world." All technology great and small alike is uniquely powered using Dark Matter Energy. In today's world we understand so little about this phenomenon, and only the surface of knowledge is known. It is currently estimated that 85% of our universe is comprised of it.

Core Themes

In this chapter, we will be breaking down the core themes of Orin's Gate. It uses many principles from stories like Stargate, Dungeons and Dragons, Star Wars, and Wheel of Time, but it has its own lore and thematic storytelling.

"Magic" through Science: In the Worlds of Orin's Gate, there is an over reaching theme of unique and powerful tools and abilities that people can manipulate. Instead of it being from some magical source however, it is through the direct manipulation of Dark Matter Energy, or DME through technological means.

Pulp Adventure: Orin's Gate offers everything from Dungeon Delving, to Airships and dogfights. The planes that shift through Orin's Gate are full of unlimited potential. Be who you want: In Orin's Gate there is no fixed or common morality inherent to a race. Though some cultures may be corrupt of evil, people are typically judged by their actions instead of racial distinction. Though the base races in this story are not part of the Canon of other more Pulp stories like Elves and Dwarves, feel free to add them into your own telling of Orin's Gate.

Past Wars: War shapes generations. In the past Millenia, there have been many wars and battles that have left deep scars on the races of Orin.

Ancient Mysteries: With the history of the worlds mostly lost over the past millennia, there are countless runes to explore and technology of the ancients to find.

If it is in other RPGs, it can be fit into Orin's Gate
Mechanically, Orin's Gate is a Wizards of the Coast 5e system. Its storyline may be different, but if you can think of a way that a Drow or a Gnome can be found in the world, it can easily be added to your game. Feel free to use any resource you can find and make this world your own. A few things to keep in mind however.

There is a place for it, but it may not be prominent: The world of Orin is vastly wilderness. That being said, much of this sourcebook will deal with the known places of the world. So, while you may want to incorporate another race or class, it may end up being within the wilds, and not widely represented.

Within a Multiverse, but not necessarily all Multiverses: Orin's Gate is part of a vast Multiverse, but how much of it is explored? With the Machine "Orin's Gate" running, Orin itself is walled off. But how you run your game is entirely up to you.

Magic through Science

In many areas of Orin's Gate where education is poor and the world past your farms land markers seems like an adventure, people believe that there are magic practices and wizards. When a carriage pulled by horses but floats without wheel or wing comes into their village, the whispers of "Magic" and "Sorcerer" are whispered.

In the lands where an education is part of the norm, it is understood that magic is not real. Powerful effects can be created using Dark Matter Energy, simply called DME (De'M'E or Demi). In the beginning times of Orin's Gate, this could only be completed using powerful items or pieces of technology. As Wars and science increased however, so too did people's understanding of DME.

With the advent of cybernetics in Orin's Gate, there was a discovered side effect. DME could be directly be manipulated through that Cybernetic. Those wealthy enough to afford it would deliberately replace body parts with these cybernetics. As technology was pushed further, the advent of internal cybernetics was created, allowing people to have an implant within their bodies that would pull in DME for manipulation.

Over the past 100 years, a very few have been born with unique markings on their bodies that allow for them to manipulate DME directly. These markings look like Lightning strike burns and when the user pulled on DME the markings glow. As the user progresses, the marks grow as well, eventually covering their bodies. Scientists today still search for the meaning behind this.

DME is a Tool
DME is treated a tool within Orin's Gate. It is seen in every village and town, regardless of whether the user understands what it is or not. Over recent centuries, people have discovered how to replace simple tasks, like cleaning a drinking glass by hand, to doing it with DME.

DME is used for simple uses, entertainment, medical treatments, communication, warfare, travel, and much more. While DME is widespread, there are limits to is power, and its availability. You can book passage on an airship to travel across the world at rapid speeds, but it is still more common to travel by means of a sailing ship. You can cure an illness by means of lesser restoration, but the loss of a limb is likely to be replaced by a mechanical one if you can afford it. Death... is not reversable.

While access to common and lower level circle powers are found available in most smaller towns or large villages, anything beyond 2nd circle is rarely found outside of cities and the guilds (Discussed in a later Chapter).

DME and Bekkr
While DME can be activated using powerful and large machines, it is only using the element Bekkr that DME can be used in a portable way. Bekkr is a unique Silvery Obsidian like crystal that grows in the deeper reaches of the planet. It is incredibly hard and dense, equaling almost 1 ounce per cubic centimeter. This hardness causes a brittleness to it, which people would harvest as pieces.

It was only discovered once the portals were opened and the Multi-planar universe was opened. Once it was discovered, it was also learned that Bekkr could grow, though slow rates (roughly 1 gram per decade). Governments began seeding the world with this material in hopes of harvesting more.

Over time, this material became the main form of currency throughout the world. This had a unique shift in the global economy, as a single form of currency controlled the cost of all living expenses and purchases. While this material is considered a rare element, it is seen in the pockets of every person in Vendrosa and used to power every form of DME power seen in use.

The Guilds
Guilds is what makes up much of the powers within the world. While the Government has an over reaching power, they license out sections of law, corporations, wealth management, armies and more to Guilds that are sanctioned by them to manage themselves. When needed, the governments can call on the Guilds to care for their needs. In most cases, the Guilds are autonomous, and as time has gone on, they have grown in power to the point that they can quietly challenge governments and the status queue.

The Sentinels
After the previous wars that have taken place through Orin's Gate, the national powers made an agreement for an independent Councel to be set up to monitor and police the ruling nations and their uses of DME. This force was established in 501 PS, and since has been intigrated into almost every facet of the world. They assumed control of the Monolith of Orin's Gate within Vendrosa as well, keeping Orin and its people safe. This policing force would be made up of all the races, sworn to the service of all, and be included in all matters of state. Each major corporation, governing force, and noble home was assigned on of these members, which were termed "Sentinels". Their duty is to advise these major powers and help guide them to a beneficial future for all. Over the years, they have become more secretive and forceful in their agendas, calling out that Orin's Gate is headed towards catastrophe. Some planets and nations resist the Sentinel's influence, while others welcome it fully.

Pulp Adventure
Orin's Gate is a world of adventure. Developing an adventure in the world or a player preparing to explore it, here are a few things to consider.

Exotic Locations. Mag-rail Trains, airships & even Spacecraft, Wormhole Archways to other planes of existance, and other forms of transportation can facilitate travel to exotic locations. Adventures could take you to the colossal ruins left behind by the Firsts, or the hazy lands of the Ethereal plane.

Even if you prefer to stay in civilization, you could find yourselves in a mile-high tower within the capital cities, or in the frozen tundra mines of the Stoahk.

What Are the Stakes? What's better than a battle on the deck of an airship? Look for ways to raise the stakes of a scene, so players feel that every decision matter. This could be driven by the consequences of failure: through your actions, you're protecting your friends, your house, or your nation. It could be about time, or things that can even be incidental, like picking a fight in a bar.

Player Characters Are Remarkable. Orin's Gate is a world in need of heroes. Lingering tensions of war remain, while other regions seem to be picking new fights and gearing up for another war.

In Orin's Gate, there are no gods, or if there is any, they are not involved within this world. The few powerful benevolent NPCs have limitations as they are in positions of leadership or are dealing with other major threats and natural disasters. Mary of the other powerful people in the setting are driven by selfish desires and are seeking to overthrow rulership's, governances, acquire wealth, or attain power. With everyone else tied up, the fate of the village, country, world or Orin's Gate itself is left in the fate of the characters you play.

Remarkable Villains: One of the reasons the worlds need heroes is because it already has villains. It may be a long time before you're ready to face these arch villains battle. But part of flavor of this story is recurring villains who are closely matched with the heroes; rivals who advance in power as you do.

Even when a pulp villain appears to die, they can have their own remarkable escapes from death. Perhaps the villain has an illusion ready to go right at the point of death and while the heroes are dealing with that, the villain is stabilizing himself before leaping off a bridge into the waters below.

This isn't something every group will enjoy, and you never want players to feel as though they can't succeed. But for some groups, this sort of collaboration can produce a compelling story and a sense of investment in the world.

Spy craft and Intrigue: While Orin's Gate embraces the action of pulp adventure, it also draws inspiration world where stories don't always end well, where there isn't a perfect solution for every problem. In developing characters or stories in Orin's Gate, consider the following concepts.

Ethically Grey: In Orin's Gate, heroes are not necessarily Paragons of good and right. People are people, and while they may have a typically good alignment, they may do good things for the wrong reasons, or bad things for the right reasons.

Race and Class: While the Stoahk have been the cause of many wars, they are not considered outlaws or evil. In many cases, a Stoahk will be just as welcomed into a society as others, though depending on the freshness of the scars of war, it may be with hesitance or skepticism.

Human Motives: Most people are driven by simple motives: Greed. Fear. Pride. Ambition. One person just wants to get some gold in their pocket. Another wants to impress their paramour. A leader of a village may force their neighbors into a war because of a fear of their neighbors and the sincere belief that what they are doing is right.

Primordial forces: There are also misguided patriots, religious extremists, and guild houses looking to wring a few more pieces of gold out of the lands or dominate the worlds with their influence and power. There are spies who will do anything to protect their nations and petty criminals trying to build empires. There are vile villains, but there's a lot of middle ground in between.

Heroic Health
Your character's health is indicated by Hit points. As a Hero, you can survive the injuries that others would normally sustain. A character is not truly wounded however until their HP drops below the CON Mod. Mechanically speaking, whenever the hero takes damage, if it is above that number, they are not truly injured. They can turn the blade, or dodge most of the blow, only taking a bit away from their overall health. Once they are below 10 HP however, they are considered bloodied. Once they are bloodied, all checks are made with Disadvantage. This rule is optional, but even if the DM decides to always enforce this rule, it does not apply until the 5th level of the game. Characters below this level are simply too weak to survive, and at level 1, their HP is below their CON MOD regardless of the level in almost every scenario.

Major Events
Though much of the written history has been lost over the past estimated 10k years since Orin's Gate is said to have been inhabited, there are a few wars that were show world shaking, they have been preserved and remembered. However, the details of the wars, who started them, how they ended, etc. is fragmented. More of this will be heavily discussed in later chapters.

How to Play
The play of the RPG's game unfolds according to this basic pattern.

First: The DM describes the environment. The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).

Second: The players describe what they want to do. Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a treasure chest while a second examines an esoteric symbol engraved on a wall and a third keeps watch for monsters. The players don't need to take turns, but the DM listens to every player and decides how to resolve those actions. Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the DM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM decides what happens, often relying on the roll of a die to determine the results of an action.

Third: The DM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1. This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious prince, or locked in mortal combat against a mighty dragon. In certain situations, particularly combat, the action is more structured and the players (and DM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure. Often the action of an adventure takes place in the imagination of the players and DM, relying on the DM's verbal descriptions to set the scene. Some DMs like to use music, art, or recorded sound effects to help set the mood, and many players and DMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a DM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

Game Dice
The game uses polyhedral dice with different numbers of sides. In these rules, the different dice are referred to by the letter "d" followed by the number of sides: d4, d6, d8, d 10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use). Percentile dice, or d 100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0's represents 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, "3d8+5" means you roll three eight-sided dice, add them together, and add 5 to the total. The same "d" notation appears in the expressions "1d3" and "1d2." To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it's a 2.)

The d20
Does an adventurer's sword swing hurt a dragon or just bounce off its iron-hard scales? Will the ogre believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a fireball, or does he or she take full damage from the blaze? In cases where the outcome of an action is uncertain, This RPG game relies on rolls o f a 20-sided die, a d20, to determine success or failure.

Every character and monster in the game has capabilities defined by six ability scores. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the ability modifiers derived from them, are the basis for almost every d20 roll that a player makes on a character's or monster's behalf.

Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

Roll the die and add a modifier. Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character's particular skill.

Apply circumstantial bonuses and penalties. A class feature, a DME power, a circumstance, or some other effect might give a bonus or penalty to the check.

Compare the total to a target number. If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The DM is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC). This simple rule governs the resolution of most tasks in RPG play.

Advantage and Disadvantage
Sometimes an ability check, attack roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

NPC vs. PC
PC is a term that will be used a lot throughout this book. It means Player Character, and it is the character that each player will use as their avatar within the world of the Orin's Gate RPG.

NPC stands for Non-Player Character. They are the characters the DM will use to interact with the players, whether it be a General, a monster, a shop keeper, or the Villain.

Specific Beats General
This book contains rules that govern how the game plays. That said, many racial traits, class features, DME powers, imbued items, monster abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works. Remember this: If a specific rule contradicts a general rule, the specific rule wins.

Exceptions to the rules are often minor. For instance, many adventurers don't have proficiency with firearms, but certain races might due to their level of military or sophistication. That trait creates a minor exception in the game. Other examples of rule-breaking are more conspicuous. For instance, an adventurer can't normally pass through a DME Shield, but some Powers or Tech Tools make that possible. DME and Tech Tools accounts for most of the major exceptions to the rules.

Round Down
There's one more general rule you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

Adventures
Orin's Gate consists of a group of characters embarking on an adventure that the Dungeon Master presents to them. Each character brings capabilities to the adventure in the form of ability scores and skills, class features, racial traits, equipment, and imbued items. Every character is different, with various strengths and weaknesses, so the best party of adventurers is one in which the characters complement each other and cover the weaknesses of their companions. The adventurers must cooperate to successfully complete the adventure.

The adventure is the heart of the game, a story with a beginning, a middle, and an end. An adventure features a fantastic setting, whether it's an underground dungeon, a crumbling castle, a stretch of wilderness, or a bustling city. It features a rich use of characters: the adventurers created and played by the other players at the table, as well as nonplayer characters (NPCs). Those characters might be patrons, allies, enemies, hirelings, or just background extras in an adventure. Often, one of the NPCs is a villain whose agenda drives much of an adventure's action.

Over the course of their adventures, the characters are confronted by a variety of creatures, objects, and situations that they must deal with in some way. Sometimes the adventurers and other creatures do their best to kill or capture each other in combat. At other times, the adventurers talk to another creature (or even a Force imbued object) with a goal in mind. And often, the adventurers spend time trying to solve a puzzle, bypass an obstacle, find something hidden, or unravel the current situation. Meanwhile, the adventurers explore the world, making decisions about which way to travel and what they'll try to do next.

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete. A long adventure can involve hundreds of combats, interactions, and other challenges, and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to civilization to rest and enjoy the spoils of their labors.

But that's not the end of the story. You can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A campaign is the whole series; a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

The 3 Pillars of an RPG
Adventurers can try to do anything their players can imagine, but it can be helpful to talk about their activities in three broad categories: exploration, social interaction, and combat.

Exploration includes both the adventurers' movement through the world and their interaction with objects and situations that require their attention. Exploration is the give-and-take of the players describing what they want their characters to do, and the Dungeon Master telling the players what happens as a result. On a large scale, that might involve the characters spending a day crossing a rolling plain or an hour making their way through caverns underground. On the smallest scale, it could mean one character pulling a lever in a dungeon room to see what happens.

Social interaction features the adventurers talking to someone (or something) else. It might mean demanding that a captured scout reveal the secret entrance to the barracks, getting information from a rescued prisoner, pleading for mercy from a chieftain, or persuading a talkative Construct to show a distant location to the adventurers.

Combat involves characters and other creatures swinging weapons, Using DME powers, maneuvering for position, and so on; all to defeat their opponents, whether that means killing every enemy, taking captives, or forcing a rout. Combat is the most structured element of an RPG session, with creatures taking turns to make sure that everyone gets a chance to act. Even in the context of a pitched battle, there's still plenty of opportunity for adventurers to attempt wacky stunts like surfing down a flight of stairs on a shield, to examine the environment (perhaps by pulling a mysterious lever), and to interact with other creatures, including allies, enemies, and neutral parties.

Making a Character
Your 1st step in playing in this game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or Eva'Din) and a class (such as Fighter or Sage). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the world at large.

Before you dive into it, think about the kind of adventurer you want to play. You might be a courageous Soldier, a skulking Vagabond, a fervent Guardian, or a flamboyant Engineer. Or you might be more interested in an unconventional character, such as a brawny rogue who likes hand-to-hand combat, or a sharpshooter who picks off enemies from afar. Do you like physical Power? Try building a character of one of those races. Do you

want your character to be the toughest adventurer at the table? Consider a class like Mercanary or Sentinel. If you don't know where else to begin, think back to what you thought was interesting about the movies and the books you have read, and draw inspiration from that.

Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What's important is that you come to the table with a character you're excited to play.

Class

Adventurers are extraordinary people, driven by a thirst for excitement into a life that others would never dare lead. They are heroes, compelled to explore the dark places of the world and take on the challenges that lesser men and women can't stand against.

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Class shapes the way you think about the world and interact with it and your relationship with other people and powers in the multiverse. A fighter, for example, might view the world in pragmatic terms of strategy and maneuvering, and see herself as just a pawn in a much larger game. A Sage, by contrast, might see himself as an instrument of mending all that is wrong with the world. While the fighter has contacts in a mercenary company or army, the Healer might know several Healers, Nurses, and even Technomancers who share his desires.

Your class gives you a variety of special features, such as a fighter's mastery of weapons and armor, and a Sage's powers. At low levels, your class gives you only two or three features, but as you advance in level you gain more, and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, and a detailed explanation of each one.

Adventurers sometimes advance in more than one class. A rogue might switch direction in life and dabble in the Alchemist class while continuing to advance as a rogue. Eva'Din are known to combine mastery of a Rapier mastery with the powers of DME training and advance as fighters and Bards simultaneously. Optional rules for combining classes in this way, called multi-classing, can be found in later Chapters

Level

Typically, a character starts at 1st level and advances in level by adventuring and gaining experience points (XP). A 1st-level character is inexperienced in the adventuring world, although he or she might have been a soldier or a pirate and done dangerous things before.

Starting off at 1st level marks your character's entry into the adventuring life. If you're already familiar with the game, or if you are joining an existing RPG campaign, your DM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures. Record your level on your character sheet. If you're starting at a higher level, record the additional elements your class gives you for your levels past 1st. Also record your experience points. A 1st-level character has 0 XP A higher-level character typically begins with the minimum amount of XP required to reach that level.

Proficiency Modifier

Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:

- Attack rolls using weapons you're proficient with
- Attack rolls with powers you use
- Ability checks using skills you're proficient in
- Ability checks using tools you're proficient with
- Saving throws you're proficient in
- Saving throw DCs for Powers you Use

Your class determines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. Your background gives you additional skill and tool proficiencies, and some races give you more proficiencies. Be sure to note all these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can't be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once. Below is the Chart that shows the progression of your Proficiency modifier. It is based on overall level, not Class levels.

- 1-4: +2
- 5-8: +3
- 9-12: +4
- 13-16: +5
- 17+20: +6

Determining Ability Scores

Much of what your character does in the game depends on his or her six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet.

The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races increases which abilities, and what classes consider each ability particularly important. You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do these five more times, so that you have six numbers. If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice. After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

At your Dungeon Master's option, you can use this variant for determining your ability scores. The method described here allows you to build a character with a set of ability s cores you choose individually. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can end up with, before applying racial increases. You can't have a score lower than 8. This method of determining ability s cores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes. If your DM allows it, you can deduct points from other stats, to go lower than an 8 to gain additional points elsewhere. This is something of a MIN-MAX and is highly dangerous to the character. The Average NPC you run into will have a score of between 8-10, so if you go below that, you are below the galactic standard in whatever stat you take it in. It can create for a memorable character, however. Below is a List of the costs, and the stat bonuses involved with each base stat before you apply your racial bonuses to it. (*As a note, one thing I like to do is award 1 free ASI after the character is created when using the point buy system. This way, it allows a player to pick a race they may not have picked otherwise because of the limitations to the base stats they received from the race, but still allows them to feel effective starting at level 1.)

Chart for Base Stats

Score	Modifier	Cost
1	-5	NA
2-3	-4	NA
4-5	-3	NA-(+3)
6-7	-2	+2/+1
8-9	-1	0-1
10-11	0	2-3
12-13	1	4-5
14-15	2	7-9
16-17	3	11-13
18-19	4	16-NA
20-21	5	NA
22-23	6	NA
24-25	7	NA
26-27	8	NA
28-29	9	NA
30	10	NA

Describe Your Character
Once you know the basic game aspects of your character, it's time to flesh him or her out as a person. Your character needs a name. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms.

Using the information in a later chapter, you can flesh out your character's physical appearance and personality traits. Choose your character's alignment (the moral compass that guides his or her decisions) and ideals. These things help you identify the things your character holds most dear, called bonds, and the flaws that could one day undermine him or her. Your character's background describes where he or she came from, his or her original occupation, and the character's place in the world. Your DM might offer additional backgrounds beyond the ones included in this upcoming section and might be willing to work with you to craft a background that's a more precise fit for your character concept.

A background gives your character a background feature (a general benefit) and proficiency in two skills, and it might also give you additional languages or proficiency with certain kinds of tools. Record this information, along with the personality information you develop, on your character sheet.

Your Characters Scores Affect Personality
Take your character's ability s cores and race into account as you flesh out his or her appearance and personality. A very strong character with low Intelligence might think and behave very differently from a very smart character with low Strength.

For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump. A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered. A character with high Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail. A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget details. A character with high Wisdom has good judgment, empathy, and a general awareness of what's going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious. A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with a low Charisma might come across as abrasive, inarticulate, or timid.

Choosing Equipment
Your class and background determine your character's starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed later. Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have several Bekkr to spend based on your class and background. Extensive lists of equipment, with prices, also appear later. If you wish, you can also have one trinket at no cost.

Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15.

Armor Class
Your Armor Class (AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, and your Dexterity modifier. Not all character's wear armor or carry shields, however. Without armor or a shield, your character's AC equals 10+ his or her Dexterity modifier. Record your AC on your character sheet.

Your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class. There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained later.

Some powers and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

Weapons
For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit. When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

For attacks with melee weapons, use your Strength modifier for attack and damage rolls. A weapon that has the Light property, such as a dagger, you can use your Dexterity modifier instead (You can take a feat called Weapon Finesse that allows you to pick a weapons with the Finesse tag that allows you to use 1 handed only weapons with Dexterity instead of Strength.)

For attacks with ranged weapons, use your Dexterity modifier for attack and damage rolls. A weapon that has the thrown property, such as a handaxe, can use your Strength modifier instead.

Come Together
Most RPG characters don't work alone. Each character plays a role within a party, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the world. Talk to your fellow players and your DM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

Beyond 1st Level
As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level. When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20 unless there is some special reason why it is allowed. In addition, every character's proficiency bonus increases at certain levels. Each time you gain a level, you gain 1 additional hit Die. Roll that hit Die, add your Constitution modifier to your Health. See the class you move into to see the character growth.

Tiers of Play
The shading in the Character Advancement table shows the four tiers of play. The tiers don't have any rules associated with them; they are a general description of how the play experience changes as characters gain levels.

In the first tier (levels 1-4), characters are effectively apprentice adventurers. They are learning the features that define them as members of classes, including the major choices that flavor their class features as they advance (such as a Sages Tradition or a Fighters Martial Archetype). The threats they face are relatively minor, usually posing a danger to local farmsteads or villages.

In the second tier (levels 5-10), characters come into their own. Many DME Users gain access to 3rd-level powers at the start of this tier, crossing a new threshold of power such as lightning bolt. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. These characters have become important, facing dangers that threaten cities and kingdoms.

In the third tier (levels 11-16), characters have reached a level of power that sets them high above the ordinary populace and makes them special even among adventurers. At 11th level, many Force Users gain access to 6th-level powers, some of which create effects previously impossible for player characters to achieve. Other characters gain features that allow them to make more attacks or do more impressive things with those attacks. These mighty adventurers often confront threats to whole regions.

At the fourth tier (levels 17-20), characters achieve the pinnacle of their class features, becoming heroic (or villainous) archetypes. The fate of the world or even the fundamental order of the World might hang in the balance during their adventures.