Full Rules Summary

written by CresthavenRPG Guru | November 15, 2015

This is a full and complete list of all of the rules in Cresthaven RPG.

Brand New Player to Cresthaven RPG? Read Playing the Game here.

Looking to run a game? Dungeon Masters start here!

Abilities

Skill Focus	PC level / 2 rounded up added to one ability
Strength	Damage, Hit Bonus, Pulling, Pushing or Lifting.
Intelligence	Knowledge, Disguise, Recall, Appraisals
Dexterity	Armor Class, Acrobatics, Balance, Climbing, Ranged Hit Bonus
Wisdom	Listening, Hiding and Searching Checks
Constitution	Hit Point, Stamina and Resurrection Checks
Charisma	Morale, Negotiation, and Leadership Checks

Difficulty Checks	d20 + Ability Score >= target DC
Very Easy (0)	Notice something large in plain sight
Easy (5)	Climb a knotted rope
Average (10)	Hear a loud approaching guard
Tough (15)	Rig a wagon wheel to fall off
Challenging (20)	Swim in stormy water
Formidable (25)	Open a good lock
Heroic (30)	Leap across a 30-foot chasm
Nearly Impossible (40)	Track a squad of Orcs across hard ground after 24 hours of rainfall

Notice (passive)	Wisdom + Wisdom Ability Focus + 10
Heroics	Before roll: Gain Advantage. After roll: reroll or one additional action in combat. Healing Surge: roll your hit dice and heal that amount.
Advantage	2d20 take highest roll (disadvantage take lowest)
Team Work	d20 with Advantage + highest party ability bonus

Magic Mana	Level + Ability Bonus (and focus)
Self Sacrifice	Use Hit Points for Mana

Encumbrance	
Max Weight	Strength +4 x 25 lbs
Carry Weight	greater than 1/2 max weight = 1/2 movement

Conditions	
Blinded	No range attacks, -10 to AC, Enemies attack with advantage

Charmed	Protect charmer, save DC 20 vs Wisdom
Dazed	Lose next attack, enemies attack with advantage
Immobilized	Movement 0′
Invisible	+10 to AC, Attack with advantage, cannot be targeted by range
Paralysis	Enemies auto hit + crit, save DC 20 vs Constitution
Perpetual Damage	Deal damage at the start of each round
Prone	-2 to hit, enemies attack with advantage, stand up 1 round
Slowed	Movement 1/2 normal
Stunned	Enemies attack with advantage, save DC 15 vs Constitution
Unconscious	No actions, Enemies auto hit + crit

Armor Class	Number needed to hit
Shield	+1 to Armor class
Light Cover	+3 to Armor class, 50% coverage
Full Cover	+5 to Armor class, 90% coverage
Full Dodge	d20 + Dexterity vs attacker roll, dodger lose next attack

Encounter	d20 + Highest Charisma vs Reaction Chart
Attack	result 1 – 3
Possible Attack	result 4 – 9 (reroll – 5)
Uncertain	result 10 – 15 Roll Again
Possibly Friendly	result 16 – 19 (reroll + 5)
Friendly	result 20+
Negotiation	If the player speaks the monster’s language – d20 – 10+ monster talks

Combat Round

Surprise	d20 + Wisdom vs Highest Party Notice
Declare Party Actions	Flee, Fight, Talk
Declare Player Actions	Melee Attack, Range Attack, Spell, Move
Initiative	d20 highest to lowest
Melee Attack	d20 + Hit Bonus vs Armor Class
Ranged Attacks	+1 short range, +0 normal range, -5 at long range
Cast Spell	DC 10 + Spell Level vs d20 + Intelligence – auto hit. Spell save DC 10 + Spell Level
Morale Checks	DC 20 + Morale or flee

Death	Save DC 20 vs Constitution
Healing	Heal 1 Hit Dice / Hour
Resting	8 hours – recovered (level #) x Hit Dice health, restore all mana

Level	**Experience Needed**
1st	0

2nd	2000
3rd	4000
4th	8000
5th	16000
6th	32000
7th	64000
8th	128000
9th	256000
10th	512000