

# 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

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

<b>Difficulty Checks</b>	d20 + Ability Score $\geq$ 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

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

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

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

<b>Conditions</b>	
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
<b>Armor Class</b>	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
<b>Encounter</b>	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+
<b>Negotiation</b>	If the player speaks the monster's language – d20 – 10+ monster talks
<b>Combat Round</b>	
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

1st

## Experience Needed

0

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