

CRESTHAVEN

ROLE PLAYING GAME

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Welcome to the Cresthaven RPG Reference Guide! This guide is your quick-access tool for understanding the core mechanics of the game, from managing your health and handling death to navigating combat and using your abilities effectively. Keep it handy during your sessions to easily reference rules and ensure a smooth and enjoyable gaming experience. Enjoy! - AJ

How to Play

1. The Dungeon Master (DM) describes the scene.
2. You tell the Dungeon Master what you are attempting.
3. You Narrate how this is to be accomplished.
4. The Dungeon Master decides if the action is possible, and what dice you need to roll.
5. You roll dice and add bonuses.

Important Terms

Hit Points (HP): Your hit points represent your health and vitality; taking damage reduces your hit points, and when they reach zero, you might become unconscious or face death.

Saving Throws: You make saving throws to resist harmful effects, such as spells or traps. Your DM will instruct you on what to roll and adding one ability score.

Armor Class: This number indicates how hard it is to hit you; the higher your Armor Class, the harder it is to land a hit, influenced by your dexterity, magic, or armor.

Notice: Notice measures your general awareness when you're not actively searching for something; the DM uses it to gauge how aware you are of your surroundings.

Ability Scores

Strength: Determines your physical power and affects how much you can carry, your movement, and your melee hit bonuses.

Dexterity: Affects your physical agility, reflexes, balance, and poise, modifying your Armor Class and ranged attack hit bonuses.

Constitution: Impacts your health and stamina, adding to your hit point total.

Intelligence: Relates to your mental acuity, ability to recall information, and analytical skills.

Wisdom: Covers your awareness, intuition, and insight, including your ability to search effectively.

Charisma: Influences your confidence, eloquence, leadership, and ability to persuade others.

Ability Focus: Provides a class-specific bonus to one ability score, calculated as your LEVEL divided by 2 and rounded up.

Rolling Dice



From left to right: d4, d6, d8, d10, d12, d20

Cresthaven RPG uses six polyhedral dice, with four, six, eight, 10, 12 and 20 sides. They're what you use to figure out if what you're trying to do works. The most common check is to roll a 20-sided dice (1d20) and add any bonuses and compare the result against a target number.

Special Rules Concerning Dice

Rolling Advantage / Disadvantage: Advantage lets you roll 2 dice and take the better result, disadvantage takes the worse.

Round Up! Anytime a result is a fraction, always round up.

Teamwork Check: When making any check, use the highest character's ability bonus AND roll with advantage.

Natural 20: A roll of a natural 20 (the die face shows 20) against any check always succeeds, always.

Critical Hit: Any player rolling a natural 20 in combat always results in damage x2.

Deal with the DM: Once per game, at the DMs' discretion, you can make a Deal with the DM where you can change one d20 roll to a natural 20, but the DM then can change any other roll of the players to a natural 1.

Heroic Points

You can choose to trade you Heroics for one of the following:

1. Re-roll of a dice roll and keep the new roll
2. Before rolling, add advantage to any roll
3. Add an additional action point in a combat round
4. Healing Surge (roll your hit dice and recover that many Hit Points)

You get 1 Heroic point per game you attend, or if you do something special or innovative in the game.



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Exploration

Movement

Normal Movement: You move at your base speed, but your party takes a -2 penalty to Notice due to reduced awareness.

Cautious Movement: You move at half speed with no change to your party's Notice, maintaining normal awareness.

Sneaking: You move at 1/10th speed, and your party gains a +2 bonus to Notice, reflecting heightened awareness. Furthermore sneaking allows you to move quietly, potentially avoiding monsters.

Running: You can double your speed for a number of rounds equal to your Constitution modifier; after this, you risk exhaustion unless you stop or succeed in a Constitution save.

Swimming: Moving in water is Difficult terrain; melee attacks underwater are at disadvantage and deal half damage, while fire attacks and ranged attacks are ineffective.

Maximum Weight: You can carry up to $[\text{Strength} + 4] \times 25$ lbs before becoming encumbered.

Encumbered: When carrying more than half your maximum weight, your movement speed is halved, and you have disadvantage on Strength, Dexterity, and Constitution checks, attack rolls, and saving throws.

Ambushing Monsters

The party rolls d20 + lowest party members Wisdom modifier for hide DC. Then the DM rolls against party DC.

Success: Party attacks first.

Negotiation with Monsters

When encountering NPCs or creatures, decide if you want to talk, bribe, or intimidate instead of fighting.

Making a Negotiation Roll:

Roll: Roll a d20 and add your Charisma bonus.

Team Effort: The party can work together to negotiate, using the highest Charisma bonus in the group.

Exceeding the Check: If you exceed the target by a significant margin, the opponent may offer additional information, resources, or even assistance.

Terrain

Difficult Terrain: Your movement speed is halved, and you can only attack every other round due to the Slow condition.

Unstable Terrain: You must make a DC 8 Dexterity save every 10 minutes or fall prone while moving through this terrain.

Elevated Terrain: If you are 10 feet or more above your target, you gain Advantage on ranged attack rolls.

Narrow Terrain: Only the lead creature can make melee attacks, while others can still make ranged attacks normally.

Steep Terrain: Climbing reduces your movement speed by half, and you must pass a DC 10 Strength check or fall, taking 1d6 damage per 10 feet fallen, with damage increasing for each additional 10 feet.

Light and Visibility

Normal Light: You can see and perform checks without any penalties, similar to being in bright daylight or a well-lit room.

Low Light: You have disadvantage on sight-based Wisdom checks unless you have darkvision, which allows you to see normally.

Darkness: Without darkvision, you gain the Blinded condition; with darkvision, you can see as if it were normal light.

Magical Darkness: You cannot see even with darkvision, and non-magical light sources are ineffective against it.

Clear Visibility: You can see clearly up to your movement distance with no obstructions.

Obscured Visibility: You have disadvantage on sight-based checks, including ranged attacks, and your visibility is reduced to half the normal distance.

Light Sources: Different sources like torches and lanterns have varying illumination ranges, affecting how far you can see.

Magical Light: Certain spells or items can create light or dispel darkness, overriding natural and magical darkness.

Darkvision: This ability lets you see in darkness as if it were low light, avoiding penalties in dark environments.

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Resting and Healing

Short Rest: Spend 1 hour to roll 1 hit die (based on your class) and recover that many hit points.

Long Rest: Spend 8 hours to fully recover, consuming 1 ration and 1 waterskin, while regaining a significant amount of health and recharging abilities.

Time

Turn this is a 10 minute time increment in which most time is recorded

Round this is a 1 minute time increment where combat or actions take place

Segment this is a 6 second increment

Instant these things happen as soon as it's your turn and can be done in addition to an action typically used with spells

Time of Common Actions

Searching a room: 1 turn per 30' x 30' space.

Map a room: 1 turn per 30' x 30' space.

Torch: burns for 1 hour (6 turns)

Lantern Oil: burns for 4 hours (24 turns)

Listening for noise: 1 round per attempt

Searching for traps: 1d4 rounds per attempt

Open a stuck or locked door: 1 round per attempt

Eating should happen every 4-6 hours

Eating: 1d4 turns

Rations: 1 ration per day

Waterskin: 1 skin of water per day

Activities You Can Do With...

1. A Door:

Listen: Use Perception to hear what's beyond. Success might reveal sounds of creatures or traps.

Check for Traps: Use Investigation or a similar skill to inspect the door for hidden dangers like traps or alarms.

Pick Lock: If the door is locked, a character with Thieves' Tools can attempt to pick the lock.

Break Down: If the lock is too tough, try forcing the door open with a Strength check.

Peek: If there's a keyhole or gap, try to peek through for a glimpse of what's on the other side.

2. A Chest:

Check for Traps: Before opening, use Investigation to see if the chest is rigged with traps.

Pick Lock: If the chest is locked, a character with Thieves' Tools can attempt to unlock it.

Break Open: If you can't pick the lock, try breaking the chest open with a Strength check.

Examine Markings: Look for any symbols or writing on the chest that might provide clues about its contents.

3. A Room:

Search: Thoroughly search the room for hidden items, traps, or clues. This can take time but might reveal valuable secrets.

Map: Take time to map out the room's layout, noting exits, important objects, or hazards.

Set Up Camp: If the room is safe, consider resting or setting up a temporary camp to recover before moving on.

4. An NPC (Non-Player Character)

Engage in Conversation: Use Charisma-based rolls to influence the NPC's behavior.

Ask for Information: Gather details about the surroundings, quests, or rumors.

Negotiate or Barter: Trade goods or services, or negotiate a reward for completing a task.

Recruit: Attempt to convince the NPC to join your party or assist with a task.

5 Tips for Exploration

Conserve Resources: Always keep track of your supplies like food, water, and torches; they can run out when you least expect it.

Rest Wisely: Plan your rests carefully to recover health and spells, but be aware of the risks of being caught off guard.

Stay Alert: Always check for traps, hidden enemies, or secret doors—caution can prevent deadly surprises.

Prioritize Healing: Use healing potions and spells sparingly, but don't wait too long; staying healthy is key to survival.

Use the Environment: Leverage terrain, obstacles, and lighting to your advantage in combat and exploration.



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Spell Casting

Mana

Mana is the amount of magical energy a character has to spend after a long rest.

Wizard's mana is their level plus their Intelligence bonus (include ability focus).

Cleric's mana is their level plus their Wisdom bonus (include ability focus).

Druid's mana is their level plus their Wisdom bonus (include ability focus).

Recovering Mana: For every hour of rest, you recover 10% of your total mana, with a full 10 hours restoring 100%.

Sacrifice Self: After exhausting your mana, you can convert 2 hit points into 1 mana, with the damage taken healing normally.

Saving Against Spells: The DC for saving against a spell is 10 + the spell level; if no ability score is specified, use your Wisdom modifier.

Casting Spells: Roll a d20 plus your modifier (WIS or INT with Ability Focus) against a DC of 10 + the spell's level; if you fail, the spell fails, and the mana is still consumed.

Wizard Spellcasting: To cast a spell, you must have the spellbook or scroll in hand, be able to read it, and speak aloud. You can cast a spell as many times as you want.

Cleric Spellcasting: After a Long rest, you pray to your deity to receive your daily spells, but the spells granted may differ from those you request, depending on your deity's will (as determined by the dungeon master).

Druid Spellcasting: After a Long rest, you attune to nature to receive your daily spells, which can change completely each day.

Calculating the DC for Targets to Avoid Spell Effects

Base DC: The base Difficulty Check (DC) for a spell is 10.

Spell Level Modifier: Add the level spell

Caster's Modifier: The Wizard's Intelligence, the Clerics or Druid's Wisdom bonus

Ability Focus Bonus: The Ability Focus

Add them all together, then allow the target to roll the appropriate skill to try to negate or take ½ damage.



Tips for Spell Casting

Manage Your Mana: Keep a close eye on your mana pool—balance powerful spells with lower-cost options to avoid running dry.

Use Zero-Level Spells: Free spells like cantrips can be extremely useful; don't forget to utilize them regularly.

Use Utility Spells: Don't overlook non-combat spells; they can solve problems creatively and save resources.

Rest for Recovery: Take advantage of rests to replenish mana, but be strategic about when and where you rest.

Protect Yourself: Keep defensive spells at the ready to shield yourself from unexpected threats.

Tips for Spell Casting in Combat

Crowd Control: Spells that incapacitate multiple enemies, like Sleep or Hold, can turn the tide of battle quickly.

Save Big Spells: Reserve your most powerful spells for critical moments; overkill can leave you vulnerable later.

Target Weaknesses: Focus your spells on enemies' weaknesses for maximum damage and efficiency in combat.

Position Wisely: Stay at a safe distance while casting; your spells are potent, but so are the enemies' attacks.

Buff Allies: Use spells to enhance your allies' abilities, making the whole party more effective in battle.



Combat

Combat Sequence

On each round:

Declare Actions: describe what your player intends to do.

Roll Initiative: roll 1d20 plus initiative bonuses. Players then take turns going highest to lowest.

On your turn of initiative:

1. Spend all Action Points
2. Resolve Damage (if applicable)
3. Check Morale (if applicable)

When everyone has taken a turn, start over at **Declare Actions**

Action Points

Level one players each have 5 Action Points

Standard Actions (3 points): Cast Spell, Melee Attack, Ranged Attack

Move Actions (2 points): Move, Reload, Stand Up

Free Actions (0 points): Drop Item, Drop Prone, Talk, Gift Action Point

Gifting Action Points: If you have left over action points you can "gift" one action point to another player who has not taken their turn that round. That would increase that player's total by one.

Attacking

Roll d20 + bonuses vs Armor Class

Natural 20 = Always hits, Critical damage

Natural 1 = Critical Fail (see **Critical Failure** chart online)

Melee Weapons: Must be able to reach the target

Ranged Weapons: Represented by two numbers:

1. Short Range: Distance without attack penalty.
2. Maximum Range: Maximum distance the weapon can reach.

Range Attack Penalties: Beyond Short Range, attack penalty increases by -2 for each increment of Short Range distance.

Throwing Objects: Range: Approximately 20 feet + Strength bonus - (1 foot per pound). Damage: 1 damage per pound.

Damage: Roll damage dice + bonuses, Critical Hit doubles damage (roll once multiply by 2)

Morale Check

If your target goes below 50% HP, the DM makes a DC 20 vs Wisdom/Morale, if failed, the target will flee or surrender

Special Combat Movies

Charge: Move at double rate, gain +2 attack, -2 AC next round

Disarm: Opposed Strength check, on success weapon is removed from target's hands

Grapple: Opposed Strength check, can lead to pinned

Backstab: Bonus damage for surprise attacks

Energy Drain: Removes a level / hit dice from the target

Poison: Saving throw vs Constitution, can be fatal by poison type rules.

Obstacles and Cover

Half Cover (50%): +2 bonus to AC. E.g.: waist-high walls, fences, large objects, friendly creature's back.

Three-Quarter Cover (75%): +4 bonus to AC. E.g.: chest-high walls, barricades, narrow openings, inside destroyed vehicle.

Full Cover (100%): Cannot be targeted directly.

Destructible Obstacles: Can be destroyed for tactical advantage.

Death and Dying

Reaching Zero Health: When your health hits zero, you must make a DC 20 Constitution saving throw to avoid death; you have three chances to succeed, and if you fail, you cannot return without resurrection or reincarnation.

Unconscious State: Falling to zero hit points causes you to become unconscious and prone; while unconscious, you can't take actions, drop any held items, and attacks against you automatically become critical hits.