

How to DIY without Class like Aaron Parr

- 1 Pick up 5th edition D&D or whatever
- 2 Replace Classes with THESE RULES
- 3 Play

THESE RULES

Instead of choosing and advancing in a Class, choose FIGHTING, CASTING, or SKILLS at character creation or when leveling up.

The details are on the chart below.

	<u>RULE CHANGES</u>	<u>CHARACTER CREATION</u>	<u>LEVELING UP</u>
FIGHTING	Attack rolls use FIGHTING in place of class related bonuses like the Class Proficiency.	Record 1 in FIGHTING. Roll d8 for HP. Saves are Strength and (pick). Skill is Athletics or Acrobatics. Proficient w/Armor + Weapons. Ask the DM about equipment.	Add 1 to FIGHTING. Add d8 to HP.
CASTING	Caster level is CASTING. PC may only cast spells from a Spell List that they know. Spell Slots per Caster Level are per Wizard Class chart.	Record 1 in CASTING. Roll d4 for HP. Saves are Wisdom and (pick). Skill is Arcana or Religion. Proficiency is any 1. Pick 1 Spell List known. Pick 4 Spells from that List. Ask the DM about equipment.	Add 1 to CASTING. Add d4 to HP. Add 1 Spell List known or 2 Spells from your Lists.
SKILLS		Roll d6 for HP. Saves are Dexterity and (pick). Skills are any 4 that you pick. Proficiencies are any 3. Ask the DM about equipment.	Add d6 to HP. Add 1 Skill or 1 Proficiency.

