

# Human

**Ability Score Increase** - +2 to either dex or str, +1 every other ability score

**Enhanced Physique** - Choose One

**Strength** - Adv. on Str checks and saving throws, carrying capacity doubled

**Speed** - +10 ft to base speed

**Resilient Body** - Choose Two Non-Magical Resistances

Bludgeoning, Piercing, or Slashing attacks

**Adrenaline Rush** - Twice per long rest, using your bonus action, or reaction, you can activate

Adrenaline rush to give you adv. On attack rolls and saving throws for 1 minute

**Skillful** - You gain prof. in two skills of your choice

**Versatile** - You gain an origin feat of your choice, but cannot take one of magical abilities

**Resourceful** - You gain your Heroic Inspiration after a long rest

When humans get transported into Teora, Gravity, Density, Strength, and Specific weight are completely different to what they are used to, although this does make them a super being in this world, their hair becomes completely white due to lacking any magic. Humans can be easily identified in the world of Teora, unless they're wearing dark colored contacts, sunglasses,, or an EXE-Visor show their eyes as white instead of black, which helps them live among the Teorans without getting a lot of the Teorans notice.

Choosing human also locks you to only non-magical classes as you have no elemental affinity

# Human Items [start]

## **EXE Weapons**

**Visor** (You always start with this, usually given to you by an NPC/Vania)

**Blade** (If you choose Fighter)

**Bow** (If you choose Ranger)

**Hammer** (If you choose Barbarian)

**Daggers** (If you choose Rogue)

**Pistol** (If you choose Artificer)

# Human - Classes

Fighter

Barbarian

Rogue

Artificer

Ranger

# Human - Classes

## Non-Magical Classes and their Non-Magical Subclasses

### Fighter - [Fighter - D&D 5th Edition](#)

[Arcane Archer](#)

[Banneret](#)

[Battle Master](#)

[Cavalier](#)

[Champion](#)

[Echo Knight](#)

[Eldritch Knight](#)

[Psi Warrior](#)

[Rune Knight](#)

[Samurai](#)

Human

**Non-Magical Classes and their Non-Magical Subclasses**

Barbarian - [Barbarian - D&D 5th Edition](#)

Human

**Non-Magical Classes and their Non-Magical Subclasses**

Rogue - [Rogue - D&D 5th Edition](#)

Human

**Non-Magical Classes and their Non-Magical Subclasses**

**Artificer - Focuses heavily on the machinery part, [Artificer - D&D 5th Edition](#)**

Human

**Non-Magical Classes and their Non-Magical Subclasses**

Ranger - [Ranger - D&D 5th Edition](#)

# Teorans

**Ability Score Increase** - +1 To any ability score of your choosing

**Elemental Affinity** - Teorans have natural connections to an element, granting them special abilities, and resistances

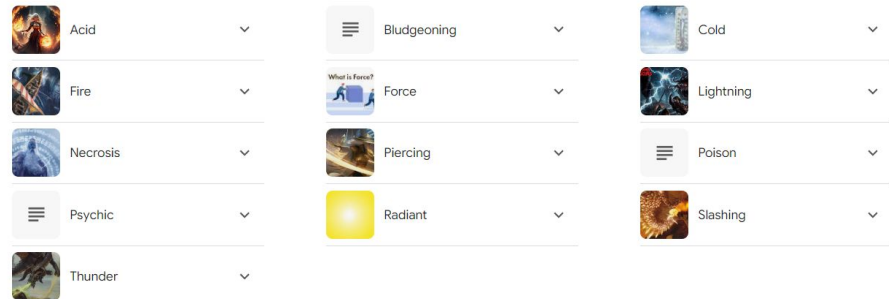
**Languages** - Common, one other of your choosing

**Spell list** - Your spell list is based off of the type of Teoran you choose (EX: Fire teorans only get Fire spells unless they learn a different elemental magic from an elemental book)

[BEST Alternate Magic System For Dungeons & Dragons - Arcane Casting: World of Aetaltis DnD, D&D](#)

## Damage types 5e

From sources across the web



# Universal Spells

## Absorb Elements - 1st Lvl

Shield

Magic Missile

### BLADE WARD

*Abjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** Action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

# Spells That Can Only be found on Scrolls

Time Stop

# Fire Teoran

**Ability Score Increase** - +1 Charisma or Strength

**Spellcasting** - You can choose either **Strength** or **Charisma** to be your Spellcasting ability

**Resistance** - Resistance to Fire damage

**Flame Burst** - Once per short rest, you can cast **Inner flame** upcasted to 2nd Level without using a spell slot. Char. or Str. is your spellcasting ability for this spell

**Inner Heat** - Given your elemental affinity with fire, your body automatically stabilizes your temperature while in cold areas, so, while in snow storms or tundras, you will not need to make Con. saves.

**Scorching Strike** - **Bonus Action.** Once per long rest, You can empower your next attack to deal an extra 2d6 fire damage, and the target will gain the **Burning** condition until they're put out.

**Prof.** - Choose from Intimidation or Athletics

A Fiery person with a Fiery personality, signified by their piercing red eyes and their upright red hair, usually in the shape of a flame





# Fire Teoran Spell list

Spells are organized by Level

# Earth Teoran

**Ability Score Increase** - +1 to Constitution

**Resistance** - Resistance to non-magical **Bludgeoning** damage while **Rock Hard Defense** is active

**Spellcasting** - Your spellcasting ability becomes **Constitution**

**Rupture** - Once per long rest, you can cast **Earth Tremor** upcasted to 2nd level without using a spell slot. Con. is your spellcasting ability for this spell

**Rock Hard Defense** - Once per long rest, as a **bonus action**, you draw from the Earth beneath you, you conjure an Rock Hard defense around your skin to gain temp. hit points equal to your **LVL + Con Mod**. and you gain +1 to your **AC** until your temp. hit points are gone

**Weapon Creation** - As a **bonus action**, you can create bludgeoning weapons that deal 1d8, or a +1 shield that you do not need to hold in your hand. These last until its dismissed or destroyed by a shatter spell.

**One with Earth** - You gain Tremorsense with a range of 40 Ft.

**Prof.** - Choose from Athletics or Intimidation

A person with a sturdy resolve and strong willed heart, signified by their brown eyes and hair, they have easily recognizable figures





1/21

EARTH  
TEORAH  
SPELL  
LIST

Spells are organized by

# Wind Teoran

**Ability Score Increase** - +1 to Dexterity or Wisdom

**Resistance** - Resistance to **Thunder** damage

**Spellcasting** - Your Spellcasting ability becomes **Dexterity**

**Wind Sever** - Once per short rest, you can cast **Aerial Slash** upcasted to 2nd level without using a spell slot.

**One With the Wind** - You ignore difficult terrain and have a flight speed of 20 ft.

**Winds Grace** - Once per short rest, as a **bonus action**, you can summon a powerful gust of wind to surround you, granting you a flying speed of 30 ft. for 1 minute. During this time, ranged weapon attacks made against you have disadvantage.

**Gale Force** - Once per long rest, as an **action**, you can create a strong gust of wind in a 15-foot radius around you. All creatures in this area must succeed on a Strength saving throw or be pushed back 10 feet and knocked prone.

**Prof.** - Choose from Acrobatics or Stealth



Wind  
Teoran  
Spell  
list



Spells are organized by

# Water Teoran

**Ability Score Increase** - +1 to Wisdom

**Resistance** - Resistance to **Cold** damage

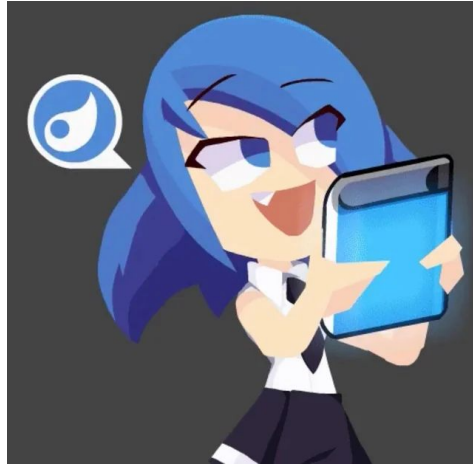
**Spellcasting** - Your spellcasting ability becomes **Wisdom**

**Piercing Shot** - Once per long rest, you can cast **Water Gun** upcasted to 2nd level without using a spell slot

**Aquatic Adaptation** - Having an affinity with water means it feels all natural to you, giving you the ability to breathe underwater and a swimming speed double your movement speed, you also have 120 ft. of darkvision under water.

**Tidal Wave** - Once per short rest, you can summon a surge of water to push enemies back. You force creatures within a 15 ft. radius of you to take a strength saving throw or they will be pushed back 20 ft. and will be knocked prone. **Tidal Wave** takes an action to use

**Prof.** - Choose Nature or Survival



# Water Teoran Spell list



Spells are organized by

# Lightning Teoran

**Ability Score Increase** - +1 to Intelligence

**Resistance** - Resistance to **Lightning** damage

**Spellcasting** - Your spellcasting ability becomes **Intelligence**

**Lightning Bolt** - Once per long rest, you can cast **Witch Bolt** upcasted to 2nd level without using a spell slot

**Static Discharge** - Whenever you land a melee attack, you can add an additional 1d6 of **Lightning** damage. (**Free**)

Whenever a melee attack lands against you, you can reflect 1d6 of the damage back to the attacker (**Reaction**)

Static Discharge can be used a number equal to your prof. bonus per long rest

**Lightning Dash** - As a **bonus action**, you can move up to 30 ft. in a straight line, ignoring difficult terrain. While using **Lightning Dash**, if you pass through enemy spaces, they take 1d6 **lightning** damage. **Lightning Dash** can be used a number equal to half of your prof. bonus rounded up per long rest.

**Prof.** - Choose from **Arcana** or **History**



# Lightning Teoran Spell list



Spells are organized by

# Ice Teoran

**Ability Score Increase** - +1 to Intelligence

**Resistance** - Resistance to **Cold** damage

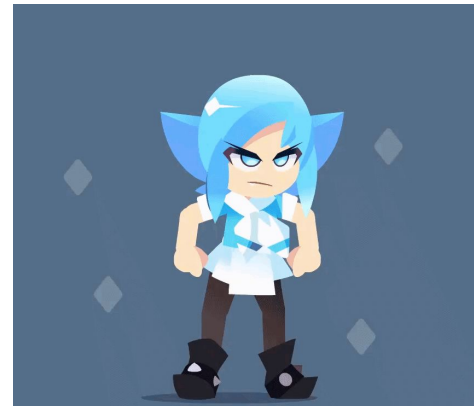
**Spellcasting** - Your spellcasting ability becomes **Intelligence**

**Frostbite** - Once per long rest, you can cast **Frost Fingers** upcasted to 2nd Level without using a spell slot

**Flash Freeze** - Once you are hit by an enemy, you can use your **reaction** to freeze your opponent's **weapon/arm**, giving them a minus of 1d4 on their attack roles, this can be used once per long rest.

**Ice Terrain** - **As an action** , you create icy terrain in a 10-foot radius centered around you. The area becomes difficult terrain and any creature that is in its activation radius must make a dex saving throw or be knocked prone.

**Prof.** - Choose from Arcana or Nature



# Ice Teoran Spell list



Spells are organized by

# Leaf Teoran

**Ability Score Increase** - +1 to Dex. or Wis.

**Resistance** - Resistance to **Necrotic** damage

**Spellcasting** - Your spellcasting ability becomes **Wisdom** or **Dexterity**

**Leaf Cage** - Once per short rest, you can cast **Ensnaring Strike** upcasted to 2nd level without using a spell slot

**One with Nature** - You have advantage whenever you do a **stealth** check

**Blown by the Wind** - By being an offshoot of the Air Teoran, you chose to be on the ground instead of being in the air, and have an extra 10 ft. of movement speed

**Nature's Reflex** - **Reaction**, when you're attacked, you can move up to half of your movement speed without provoking opportunity attacks. This can be used twice per short rest

**Natural Grace** - **Reaction**, when you are targeted by an attack, you can use your reaction to add +prof to your AC to potentially make the attack miss, **Natural Grace** can be used an equal times to your prof. bonus

**Prof.** - Choose from Perception or Acrobatics



# Leaf Teoran Spell list



Spells are organized by

# Light Teoran

**Ability Score Increase** - +1 to Wisdom

**Resistance** - Resistance to **Radiant** damage

**Spellcasting** - Your spellcasting ability becomes **Wisdom**

**Light Blast** - Once per long rest, you can cast **Guiding Bolt** upcasted to 2nd level without using a spell slot

**Light Eyes** - 30 feet of dark vision

**Radiance** - Once per long rest, when you use **Radiance**, you glow an aura of bright light of 15 feet and an additional 15 feet of dim light. Any allies within 15 feet you gain advantage against rolls on being frightened and gain a d4 on their next d20 roll. **Radiance** takes an action to use

**Flash Bang** - Once per short rest you can flash a bright light of 15 feet around you, any creatures within that range must make a Con saving throw, any creatures that fail to make the save have disadvantage on their next attack. **Flash Bang** takes an action to use.

**Prof.** - Choose Insight or Perception



# Light Teoran



## Spell list



Spells are organized by

# Psychic Teoran

**Ability Score Increase** - +1 to Charisma

**Resistance** - Resistance to **Psychic** damage

**Spellcasting** - Your spellcasting ability becomes **Charisma**

**Spell** - Once per long rest, you can cast **Charm Person** upcasted to 2nd level without using a spell slot

**Psychic Fracture** - Once per long rest, **as an action**, you can overload a creature's mind with psychic energy, momentarily disrupting their mental defenses. The target must make an **Intelligence saving throw**. On a failed save, the target has disadvantage on saving throws against mind-affecting effects (such as charm, and fear effects). On a successful save, nothing happens.

**Memory Dive** - **Action**, Once per long rest, you can dive into the mind of a creature within 30 feet. The target must make a **Wisdom saving throw**. On a failed save, you can read the target's thoughts and access specific memories from the last week. You can ask the target one question, and the memory related to that question is revealed in detail. In addition, you learn one weakness or vulnerability of the target (such as a low saving throw or damage vulnerability). On a successful save, the target becomes aware of the intrusion but is unaffected otherwise.

**Prof.** - Deception or Persuasion



# Psychic Teoran Spell list



Spells are organized by

# Love Teoran

**Ability Score Increase** - +1 to Charisma

**Resistance** - You have adv. Against charm spells against you

**Spellcasting** - Your spellcasting ability becomes **Charisma**

**Spell** - Once per long rest, you can cast **Cure wounds** or **Healing word** upcasted to 2nd level without using a spell slot

**Radiant Heart** - Twice per short rest, **as a bonus action** , you can emit an aura of love and healing within a 10 ft. radius. Allies in range regain 1d4 hp for 3 rounds and have adv. On their next saving throw

**Love Shield** - **As a reaction** , when you or an ally within 30 feet of you is attacked, you can shield them with a barrier of love. Reduce the damage by 1d8+Charisma Mod+Lvl This can be used 3 times per long rest.

**Prof.** - Medicine or Persuasion





*Love  
Teoran  
Spell  
list*

Spells are organized by

# Techoran

**Ability Score Increase** - +1 to Intelligence

**Resistance** - Resistance to **Force** damage

**Spellcasting** - Your spellcasting ability becomes **Intelligence**

**Bio-Armor** - Twice per long rest, you can cast **Mage Armor** or **Shield** without using a spell slot

**Special** - Twice per short rest, you can analyze a mechanical or technological object within 30 feet of you. **As an action**, you gain insight into its *weak points*, gaining advantage on your next attack against it and granting this bonus to an ally within 30 feet. This can also be used on mechanical traps or devices, giving you advantage on the next tool check to disable or repair it.

**Mechanical Companion** - You can create a small mechanical companion that can perform simple tasks. The companion can deliver messages or carry small objects. It has hit points equal to your Intelligence modifier + smiths tools prof. and can be repaired with a successful Intelligence check (DC = 12).

**Mechanical Mastery** - You can craft mechanical items, such as small devices or traps, during a short or long rest. The complexity and functionality depend on your tinker's tools roll and time spent on the project

**Prof.** - Choose one from Investigation or Arcana



# Techoran Spell list



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Spells are organized by

# Craft and Cauldron Items

**Nasal Filters:** Adv. on saves against poison, sleep gas, or other breathable toxins, and you gain +1 to the roll

**Scuba Suit:** You can breathe underwater for 12 hours without needing to come up for air **[Expensive]**

**Audio/Video Tape Recorder:** This unit uses micro-cassettes to store input from its internal microphone, video cam or digital recording link. It is stored in its own subdermal pouch for easy access. Each cassette holds 2 hours of information

**Voice Synthesizer:** This system allows the user to mimic any voice or tone previously recorded by its memory chip. The chip can store up to 2 voices. Gives the user +2 to any Deception attempt while disguised as somebody else.

**Decentralized Heart:** Distributing the heart's function to multiple implants throughout the chest reduce the risk of catastrophic damage. This'll automatically succeed one death save **[Expensive]**

**Cyber Liver:** This implant filters the blood, protecting against alcohol and poisons (+2 to con saves made against poison effects).

**Pacesetter Heart:** The Pacesetter Sport Heart can supply accelerated blood flow on demand, improving athletic performanc. (Advantage on Athletic Checks) **[Expensive]**

**Wearman Mk. II:** A cybernetic stereo, can play music/sounds. **[Cheap]**

**Item: A**

# Stuff that I might do

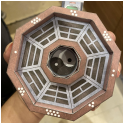
When Teorans use up all their magic, their hair will turn white signifying they have none left. Their hair will return back to normal after a short/long rest

Elemental Books that allow you to cast other spell types

Max Mana Capacity, using your elemental abilities, you regain a certain amount of mana after each of your turns. Short rests give you back half, Long gives back full.

Artifacts that allow humans to cast magic, but it has a limited supply and must be recharged via using mana canisters

Magical cosmetics that increase magical ability and stuff (See GS 008)



# Conditions

## Burning

The burning creature will take 1d6 of fire damage on each of their turns until they successfully put out the fire, and in addition, will take an extra hit die (depending on spell) from any fire spells that hit them while they are burning. A creature can use an action to make a **DC 10 Dexterity check** to roll around on the floor and extinguish the flames.

## Blood loss

Starts at 1d4, and increases by a d4 after each turn you take. Crits attacks that deal slashing or piercing cause Blood Loss to begin. Any healing spell or ability that restores hit points stops the bleeding. Also, a creature can use its action to make a **DC 15 Medicine check** to stop the bleeding. And after every 5 turns of Blood loss, you gain a level of exhaustion

# NPCS

**Dancin'** - The Mechanics Manager of his store (The Craft and Cauldron), co-owned by his childhood friend Baile

**Baile** - The Potion Master of The Craft and Cauldron. She has a fascination with potions and how the chemicals work with them, she's Dancin's childhood best friend

- Make a Craft and Cauldron Shop
- [Magic Items: Potion - DND 5th Edition](#)

# The Craft and Cauldron

## Healing Potion

### Potion Of Vitality

Healing over time, less healing at the start, overall more hp though, they'll usually be a bit more pricey and harder to find than Healing potions

Vitality -  $1d4 + 1$  at the start of your turn for 3 rounds

Greater Vitality -  $2d4 + 1$  at the start of your turn for 3 rounds

Superior Vitality -  $3d4 + 3$  at start of turn for 4 rounds

Supreme Vitality -  $4d4 + 8$  at start of turn for 5 rounds