



Ascended

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Your Humble Servant

This book is meant to expand upon the O5R (OSR + 5e) basics provided in **Crimson Dragon Slayer D20**. It makes ordinary rules-light games look like differential calculus.

These optional rules, old school feats, and character backgrounds are meant to go hand-in-tentacle with **Cha'alt Pre-Generated** and my eldritch, gonzo, science-fantasy, post-apocalyptic campaign setting + megadungeon **Cha'alt**.

Hope you enjoy this delectable offering. Please post feedback, review the many titles from Kort'thalis Publishing, and ask me about purchasing the glorious **Cha'alt** hardcover; limited edition print run of 2,000 books now available.

Optional Rules: Sorcery

Sorcerers (interchangeable with wizards, as far as I'm concerned) can cast as many spells per hour as their level, without becoming fatigued. Fatigued, exhausted characters move at half their usual speed and make all rolls at a disadvantage.

Magic can be as free-form as the player and GM wish it to be. Personally, I'm fine with players describing what they'd like their spell to accomplish, then I narrate the outcome. But I'm just as happy to accommodate players who prefer using a spell list in a book.

For those going the free-form route, the higher a sorcerer's level, the more powerful his magic.

Special Abilities

At 5th and 10th level, PCs get to choose a special ability that further defines their character. Generous GMs may allow players to pick out a special ability for their characters at either 2nd or 3rd level, as well.

While PCs can, and are even encouraged to, attempt whatever action they want (within reason, obviously), sometimes players have trouble visualizing all the possibilities. Feats are a front and center short-cut to some of the amazing things that adventurers can try.

Why have special abilities at all? Well, getting something shiny and new is always fun. The anticipation creates additional motivation to adventure and achieve. It also prevents one warrior or sorcerer from being interchangeable with another of his kind, without having to resort to expanded list of classes, sub-classes, prestige classes, and skills.

The following are 60+ extraordinary deeds or stunts available to adventurers.



ACROBAT

You can tumble in and out of an area, avoiding hazards without incurring penalties or disadvantages. Additionally, you have perfect balance and never lose your footing.

ANIMAL COMPANION

You have a special animal that follows you and is devoted. Limited communication is possible between you and your animal companion.

ANIMAL RAPPORT

Animals love you, and are extremely reluctant to attack.

ARCANE INITIATE

Due to either innate ability or time spent among magic-users, you're able to cast minor cantrips as a sorcerer's apprentice.

ARTISTIC EXPRESSION

You have a natural affinity with music, fine art, sculpture, literature, cooking, storytelling, or similar art form. Your creations are not only enjoyable, but have artistic merit.

AUGMENTED CRITICAL

Instead of requiring a natural 20, you crit on a roll of 19 or 20.

BERSERKER

During combat, you're able to enter an uncontrollable rage, doubling your HP and damage until the battle is over. However, you are fatigued and exhausted up to an hour after going berserk (disadvantage on all rolls). From 1st to 4th level, this special ability can be used only once per day. At 5th level, you can go berserk twice a day.

BRUTALITY

If you roll a 1 or 2 on your damage die, you may re-roll... adding both results for the final total.

BURST OF ACTION

Once per combat or scene, you may take an additional action without penalty.

CHANNEL ENERGY

Within 15 minutes, you can absorb trace amounts of energy naturally occurring on Cha'alt and use that to fuel your spellcasting, saving you from magic fatigue and exhaustion.

CULT LEADER

You may attract as many devoted followers as your level. These followers are more than hirelings. They believe in you and remain fiercely loyal, unless frequently abused.

DEMONIC FAMILIAR

You summon a diminutive devil who willingly assists your arcane pursuits.

ENGINEERING

You have expertise regarding trap construction, building structures, general contracting, and safety precautions.

EXPLOSIVE ATTACK

If you roll the highest result on your damage die, you may roll again and add that number to the previous roll. If you continue to roll the highest die result, keep rolling and adding damage.

FAST HEALER

You heal at an incredibly fast rate, regaining 1d6 HP per hour.

FAVORITE ENEMY

Choose a specific type of creature (undead, dragons, humanoids, robots, etc). When fighting that particular type, you get advantage.

FINAL ACT

Just before either falling unconscious or dying, you get to take one last action.

FIRST RESPONDER

If a companion has fallen due to mortal wounds, you may stop the bleeding and keep them from death's door. You have as many rounds to respond to the dying as your level.

As the dying gets closer to death your level allows you time to bring them back. "Don't worry about Fred bleeding out – I got 6 more rounds before I really need to step in... I'm going to finish this chicken."

GLYPH SCRYING

You've been taught the ancient ways of glyph scrying and can draw symbols that create semi-permanent magical effects. You know one glyph per level.

GRACE UNDER PRESSURE

When the chips are down and everything is on the line, that's when you shine. Once per game session, you may choose to take an automatic success instead of rolling.

GUILD TRAINING

You've learned the secret art of assassination from The Guild operating in A'agrybah. If you're close enough to an unsuspecting target, a successful attack will kill your victim (assuming they fail a saving throw).

HALF DEAD IS HALF ALIVE

When reduced to half or less of your total HP, you fight like an Ara'akeen tiger. This special ability grants you advantage on attack rolls until the combat is over.

INTREPID

Due to all the crazy shit you've seen, you don't scare easily. You're resistant to ordinary and magical fear. Additionally, you pass sanity checks with flying colors (out of space).

JINX

Once per day, you may choose a single opponent to be jinxed. Whenever they attempt an action that goes against you (attack, damage and saving throws), they have disadvantage.

LETHAL WEAPON

When you inflict a critical hit on an opponent, you do triple damage, instead of merely double.

LEADERSHIP

You inspire and motivate to such a degree that morale is boosted, providing one point of divine favor (inspiration) to each companion. This special ability is usable once per day, and those points of divine favor must be spent within one hour of your passionate speech.

LIGHT SLEEPER

You're always the first to wake up if there's the slightest noise, light, or disturbance. Additionally, you have advantage on any saving throw where failure would cause you to lose consciousness.

LINGUIST

You've studied enough languages to effectively communicate with any intelligent lifeform.

LOVE EXPERT

You are experienced in the ways of romance, seduction, sex, and relationships. You can use this valuable knowledge for either yourself or to help someone who comes to you for advice.

LUCKY BREAK

The first time you die, you somehow miraculously survive.

MAGICAL AVERSION

For whatever reason, magic does not work for you... or on you. You are immune to spell effects, but also cannot use any magical devices.

MARTIAL ARTS

You've mastered unarmed combat, dealing 1d4 damage per level. If one or more dice have a 4 result, humanoids of a lower level or HD than yourself are knocked unconscious (10 minutes for every 4 rolled).

MENTALISM

As a mentalist, you perform various tricks that make others believe you possess extraordinary powers.

MOVING TARGET

Even when you're standing still, your fast-twitch muscles are at the ready. Add an additional +2 to your AC.

MOW THEM DOWN

If you fell an opponent, then you may immediately attack a nearby opponent.

NEPOTISM OF THE GODS

Once per session, you can force the GM to re-roll the result of any die they've just rolled.

NIGHT-BLOOD

You have black blood, allowing you to merge with and/or access various artificial intelligences throughout Cha'alt. Night-bloods are viewed by thinking machines as "special humanoids" who must be granted privileges.

OBSERVANT

You automatically succeed at noticing important details, especially when they might be life threatening.

OPPORTUNITY ATTACK

When opponents do something awkward, stupid, or tricky, or just ill-advised, you benefit by taking an attack of opportunity upon them.

OVERPOWERING SPELL

The victims of your magical attacks have disadvantage on their saving throws.

PERDURABO

Taken from the ancient tongue of Cha'alt, perdurabo means "I will endure to the end." You get advantage on saving throws due to your incredible endurance.

PLANE WALKER

Once per day, you're able to subtly shift reality – changing one small detail of the world. Small details might include subtly altering size, fragility, color, shape, function, senses, or beliefs. For example, making a humanoid standing in front of you suddenly detect the fragrance of cinnamon.

However, one drawback... there's a 5% chance per use that dimensional shamblers notice. If a dimensional shambler is aware of a plane walker, it will enter their plane of existence and either attack or attempt to carry the offending humanoid away.

POISON TOLERANCE

You seem to be immune to every kind of poison, intoxicant, and non-magical hazardous material.

POTENT ATTACK

For every point from your attack roll that is sacrificed, you gain two points of damage (assuming your attack hits).

PREDICTION

Once per day, you may ask the gods a question and they will answer as best they can.

PROTECTOR

When a companion is within 5' of you, opponents have disadvantage when attacking them.

PSIONIC POWERS

You have learned as many psionic abilities as your level. See **Cha'alt** for details.

PSYCHOANALYSIS

You've trained with some of the best analytical minds the city of Kra'adumek had to offer. You're able to quickly and unobtrusively deduce a humanoid's core values, beliefs, motivations, personality quirks, and what they're emotionally invested in (to use as leverage).

You can perform psychoanalysis on the unwary as many times per day as your level.

PURPLE TENTACLES OF EVA'ARD

Once per day, you may summon 2d6 tentacles to erupt from below... due to your being born under the sign of Eva'ard. Each tentacle can do up to 1 point of damage, if you wish them to attack one or more opponents.

PYROMANIA

Whenever you cast spells, fire breaks out. The more potent your spell, the more intense fires rage around you... from a burning torch all the way up to an entire banquet hall engulfed in flame.

Endangered companions always have advantage on saving throws. Damage ranges from 2d6 – 6d6.

SCOUNDREL

You've hung around the seedier areas of A'agrybah enough to have learned a few things about gambling, forgery, and confidence games. You have advantage when attempting them.



SLITHY TOVE

You're able to steal good fortune from your companions. Whenever you roll, you can borrow points from your party members' current or future rolls (cannot extend beyond current scene). If you need a +2, you get that, but then the next companion who gets a result of 14 must reduce it by the 2 stolen points.

SNIPER

You have advantage when firing at distant opponents. You must be without distraction and at least 30' away from the target.

SPELL POTENCY

Once per day, your spell is doubly effective.

SURVIVALIST

You have the uncanny ability to effectively use your natural surroundings to not only survive, but live comfortably.

TECH FAMILIARITY

You are well-versed with all manner of technology, and can figure out how to use a device quickly and accurately.

THE SEVEN P'S

Once per day, you can retrieve a non-magical item from your either your pockets or backpack that would be useful at that moment. After all, proper prior planning prevents piss-poor performance.

TOUGHER THAN LEATHER

Due to your rough, leathery exterior and high threshold for pain, ordinary wounds are diminished. You have 2 points of damage reduction versus non-magical attacks.

TRUE FAITH

Once per day, you have a 2 in 6 chance of performing a miracle in the name of your god.

TWO-WEAPON FIGHTING

You can attack with two weapons in the same round; however, the second attack is at disadvantage.

VIGOROUS

Whatever your starting hit-points, you now have those additional hit-points added to the total.

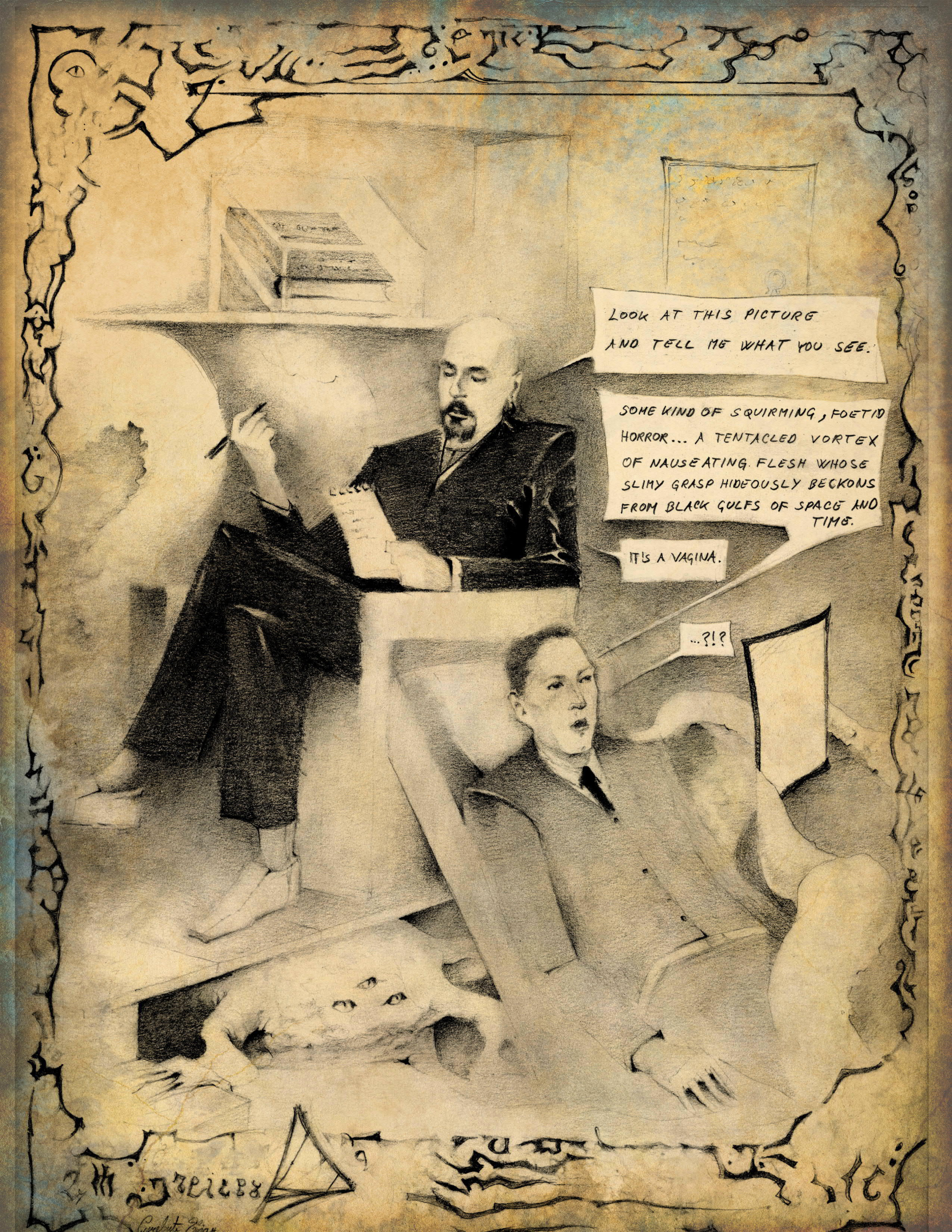
WEAPON OF CHOICE

Choose one weapon. Using that type of weapon, you get a +2 to both attack and damage.

XYA'AN

Xya'an is the word for "messiah" in the ancient tongue. You are descended from a long line of prophets, and are fated to change the world in some way.

When sacrificing yourself, consciously putting yourself in danger, for the greater good (whatever that is according to you), you may roll all seven of your core dice (d4, d6, d8, 2d10, d12, and d20). If three of the seven dice come up the same number, then that number represents how many extra points of divine favor (inspiration) you gain.



LOOK AT THIS PICTURE
AND TELL ME WHAT YOU SEE.

SOME KIND OF SQUIRMING, FOETID
HORROR... A TENTACLED VORTEX
OF NAUSEATING FLESH WHOSE
SLIMY GRASP HIDEOUSLY BECKONS
FROM BLACK GULFS OF SPACE AND
TIME.

IT'S A VAGINA.

...?!?

24 11 1988

Comet's Edge

Past Deeds of Heroism and Cowardice

Also known as, a funny thing happened on the way to **The Black Pyramid**. This following d20 random table may be rolled once at character creation.

The result is something you experienced... an ordeal, mysterious encounter, or brush with destiny that forever changed who you are.

D20 ROLL PAST DEED

1	You were chosen as a sacrifice to the purple demon-worm Kra'adumek. Just before dawn, an anonymous citizen volunteered to go in your place, and your life was spared.
2	When you were young, your grandfather told tales of strange objects that could be found in The Black Pyramid . Your favorite tale was about a translucent cube (sometimes it was a sphere)... its purpose unknown, yet prophesied to swallow or absorb Cha'alt.
3	An initiation rite of your tribe is to go out into the deep desert. One had to not only survive for three whole days (no easy task), but also bring back something of significance... a remnant of the past or herald of the future. When it was your turn, you wandered back into your settlement, empty handed and without memory of your time in the desert. According to the elders of your tribe, an entire year had passed since your original departure.
4	Your parents say you were abandoned by people from the dome as a child. Years later, you set out for the dome city. On the way, you met a demon who offered you 100 gold pieces to turn back and forget about the dome. You took the gold and spent it on training to become an adventurer.
5	One night in A'agrybah, you walked into a dark alley – a ritual was taking place. A cloaked sorcerer muttering something in an ancient tongue while extracting the heart from a man lying in the street. Once removed, the sorcerer took a bite out of the heart; glowing green slime dripped from the still beating organ.
6	Captured by dark-elves in the desert night, you were sold to Ba'al-Sagoth as a slave to work the obsidian mine. Not long after your capture, a human wielding an enchanted sword stormed the mine, killed the dark-elves, and freed the slaves (including yourself).
7	You trusted a man who had helped your father years ago. Just as you were about to loot the Tomb of Quezta'al, the King's guards rushed in to arrest you. The man you trusted to warn you of trouble was nowhere to be found.
8	The day after you joined a notorious sect of priests, everyone but the High Priest committed suicide for unexplained reasons. You pocketed the only thing of value (fist-sized pearl from a tentacled sand oyster), left their subterranean monastery, and never looked back.
9	Homeless and scavenging for tradeable goods in the magenta slime pits of Tha'ag, you witnessed the birth of some unwholesome entity – it entered your mind as it squeezed itself through the dimensional birth canal. To this day, if you concentrate, you can subtly feel its presence within you.
10	Plagued by nightmares of some inhuman entity taking control of you, body and soul, your only hope was trading a family heirloom, a jade talisman, for a glyph of protection from outsiders – the glyph is tattooed upon your back.

- 11 Your sister was about to be sacrificed to the inconceivable horrors within the Pit of La'atchok. Only your sister and the sorcerer's apprentice were at the rim under the violet moonlight. You shot the apprentice in the back with a stolen blaster. His body fell into the pit, and the two of you escaped into the night. You still have the blaster, but the power-cell is dead.
- 12 You were there when the dead god was about to be excavated, his tomb unsealed for the first time in a thousand years. You touched the sepulcher's corroding alien metal which set off a chain of migraines that left you debilitated. One of the excavators carried you back home. Upon returning the next day... everyone was gone, the tomb was still sealed, and no one in your settlement remembered anything about an excavation.
- 13 You were exiled from the Dome City because of your strange beliefs – that the world outside the dome could sustain life and civilization continued after the apocalypse.
- 14 Your father returned from **The Black Pyramid** with vast riches. He spent that money on wine, women, and amateur dramatics... leaving you penniless and on the brink of suicide.
- 15 In A'agrybah, The Guild oversees all the assassinations that take place in the city. Your friend told you he would be murdered for speaking out against an influential demon-worshipping sect. Days later, his body was found in the gutter. Your friend's corpse had the tell-tale signs of The Guild's handiwork – a violet flame mark etched into his palm.
- 16 The son (or daughter) of an alien diplomat, your family was stationed on Cha'alt for a five-year commission. During a raid on the embassy, your father was killed. You fled into the desert and were taken in by natives. They treated you well, but you never forgot about your home among the stars.
- 17 One day, a man in strange clothes came to your settlement. He proceeded to test every adult humanoid, trying to find someone who didn't belong. You were selected, taken off to the side for some purpose. Before the mystery could be revealed, the settlement was attacked by a gargantuan **PURPLE THING IN THE SKY**. The strange clothed man was one of the unlucky few, grabbed by a slimy tentacle and squeezed into a pulp.
- 18 Your likeness appeared on a wanted poster. It gained you a bit of notoriety... until a bounty hunter came to collect the reward. You ran, and have been looking over your shoulder ever since.
- 19 You were born into one of the noble houses of Cha'alt. Waited on by droid servants and bored out of your mind, you longed for excitement, reading tales of sword and sorcery in books that survived the apocalypse. Eventually, you left home in search of adventure!
- 20 You were drinking in a rundown cantina one night. A six-fingered demon wandered in, talking about a forbidden book of dark magic recently stolen from the sunken library of Cha'alt. A cantina patron asked how much a book like that would be worth. The demon said the book was priceless, its value immeasurable. Before long, several men jumped the demon and murdered him right there in the cantina. The dark book was never found.

Credits

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