

Free5e Press Kit

March 11, 2025



Free5e

Free5e is a fully free, open-source 5e alternative, designed to make tabletop roleplaying games accessible to everyone—forever. Built from high-quality, open-license content, Free5e removes financial and corporate barriers, allowing players and creators to download, modify, and share the system without restrictions.

Free5e offers complete core books—the Player’s Guide, GM Handbook, and Free Range Monsters—with full character options, adventure-building tools, and a vast bestiary. It’s also available in multiple accessible formats, including dyslexia-friendly PDFs, ePub, digital braille, print-on-demand, and more for any need or budget.

Free5e is community-driven, adaptable, and fully independent, ensuring a future where everyone can play, create, and expand their worlds without limitations.

Free5e Illustrations & Assets

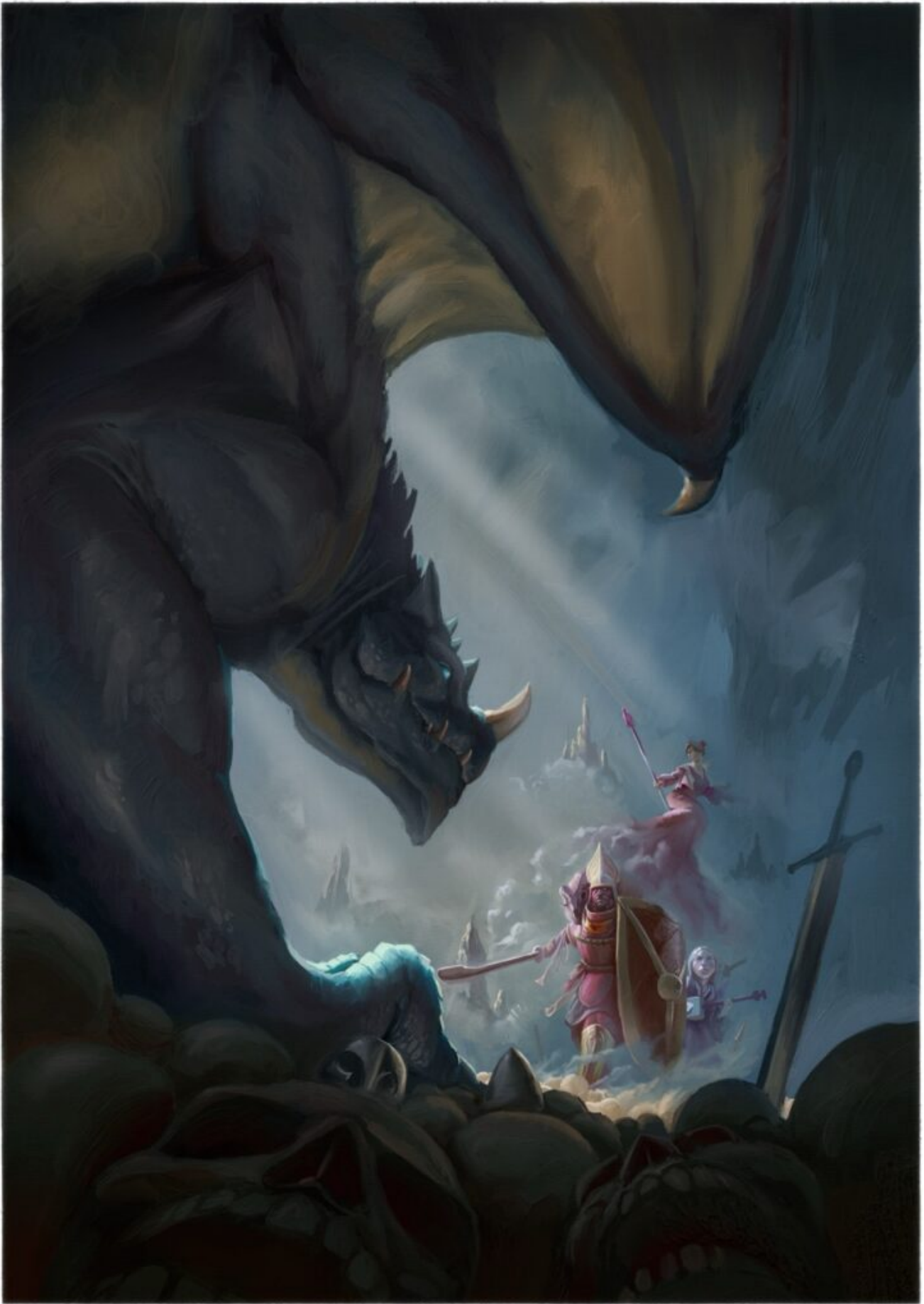
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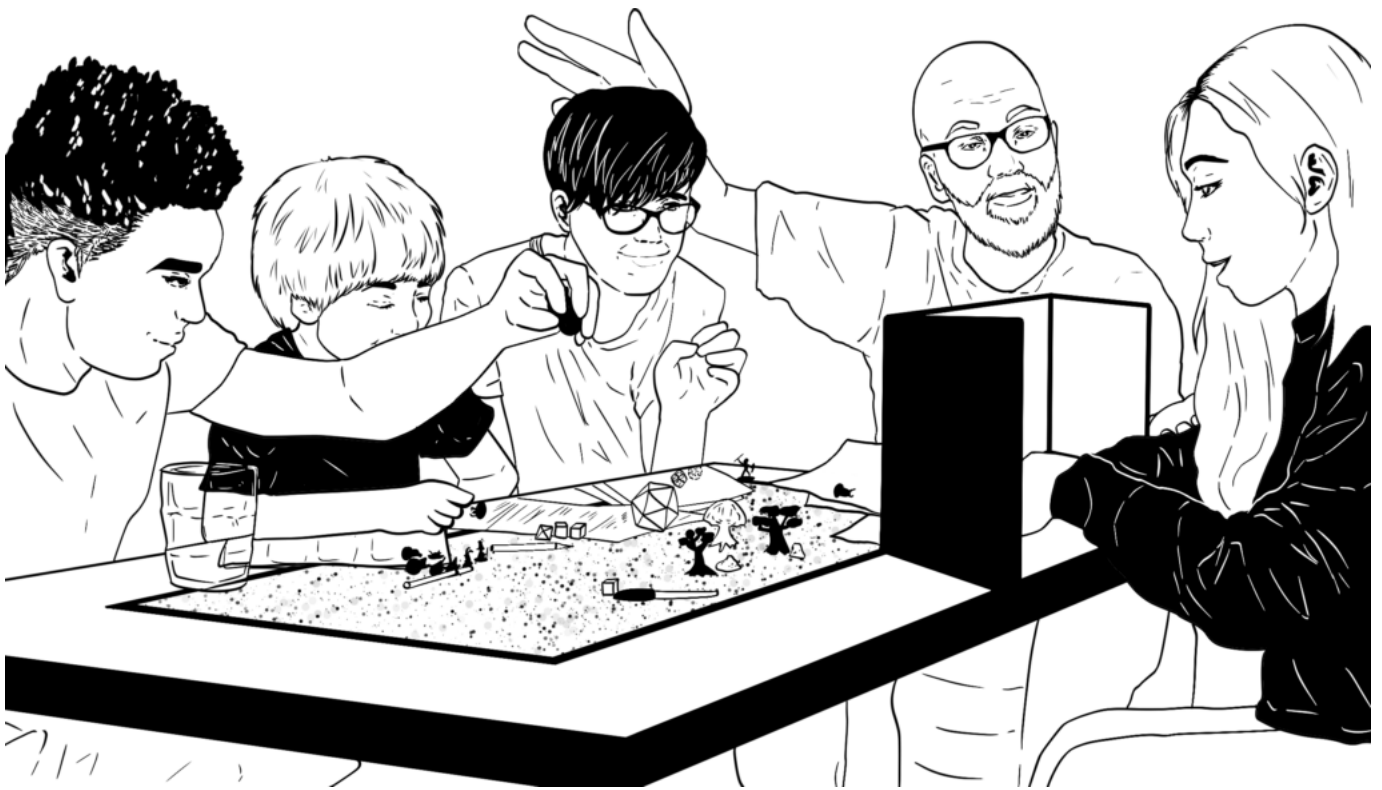
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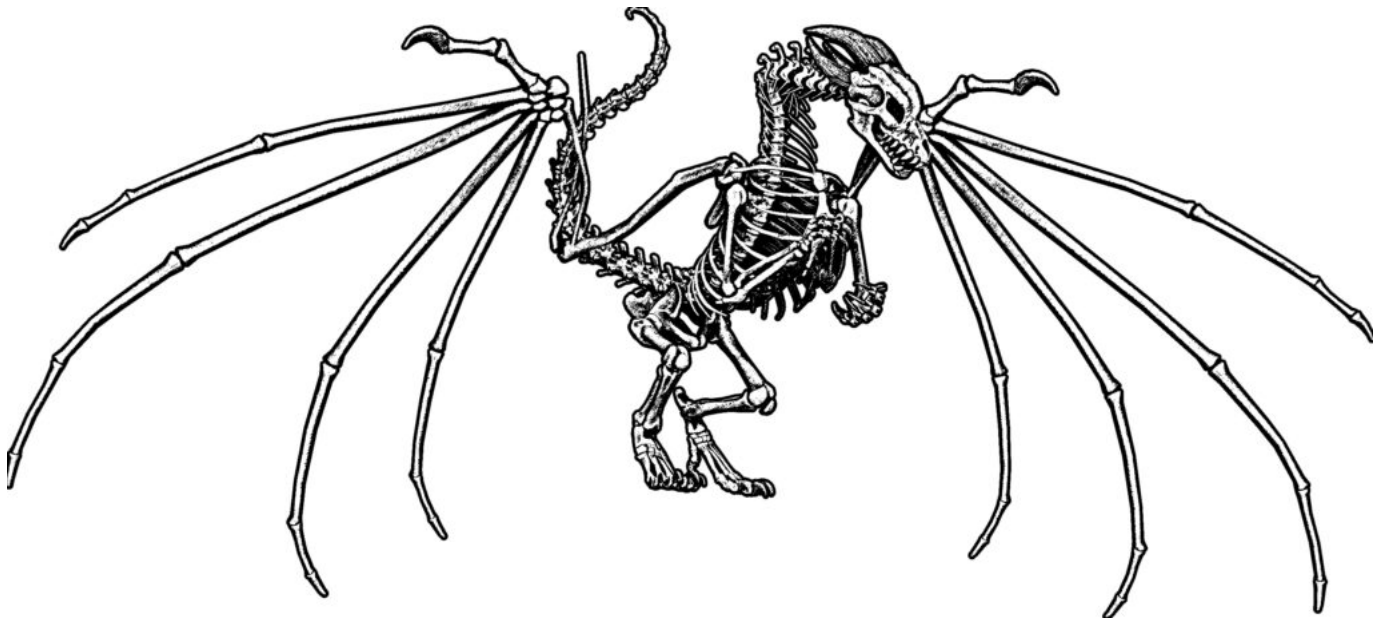
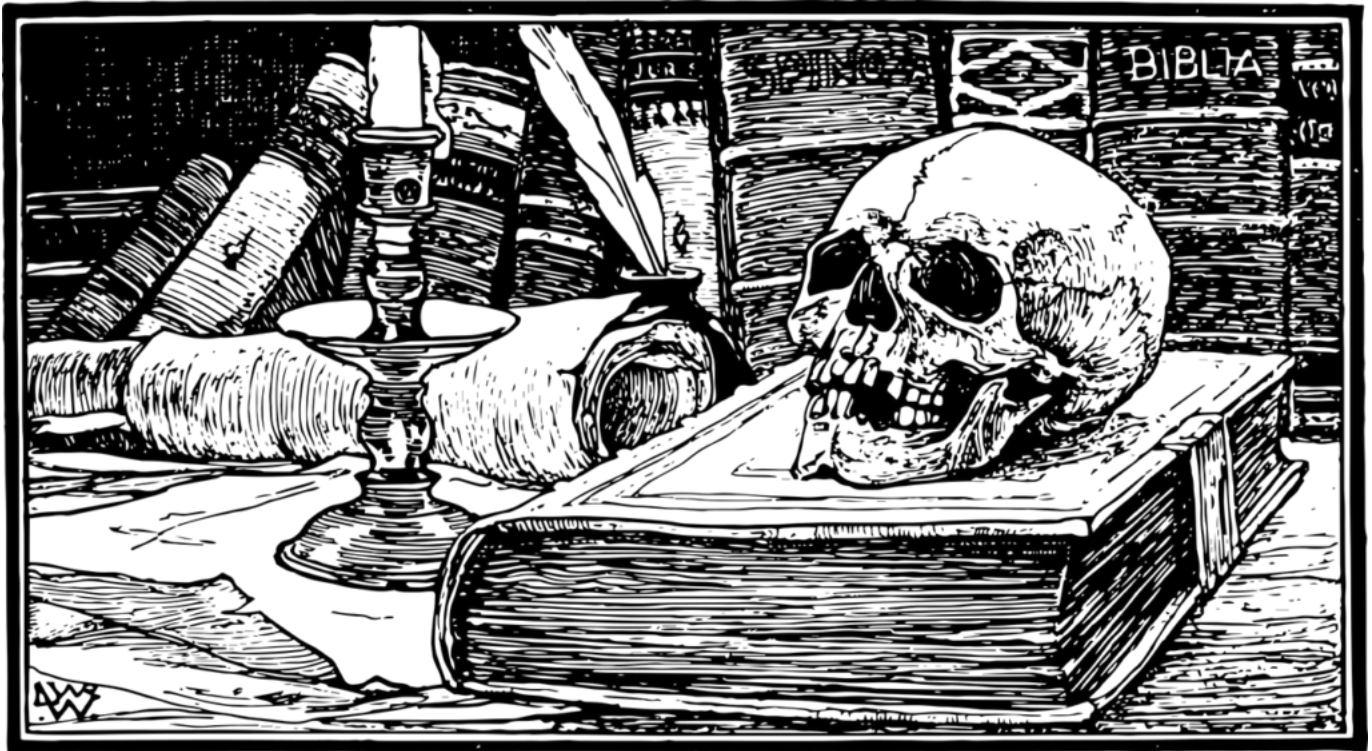












INTRODUCTION

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HOW TO PLAY

Playing a tabletop roleplaying game (TRPG) is all about imagining a character in a fantasy world and using dice to determine what happens. Here's how it works:

Choose a Game Master (GM). One player is the GM, who creates the story, controls the world, and describes everything and everyone around you.

Create Your Character. Choose an ancestry, class, and background for your character. This is your hero in the game world!

Playing an Encounter. On your turn, you describe what your character does. Do you swing your sword, cast a spell, or talk to someone? To see whether you succeed, you roll a 20-sided die (d20) and add your ability score modifier and, maybe, a proficiency bonus. Higher rolls are better!



Jamie (GM): The village elder has asked you to investigate a strange light in the nearby forest. After hours of travel, you arrive at a clearing. Stone markers covered in moss. Inside, a hole in the ground. **Jamie:** Make an investigation check, using Intelligence. **Kael (Player):** That's a 12, plus 1 for Intelligence. **Jamie:** You recognize some faded symbols of an ancient order dedicated for protecting the forest. This was likely a primal temple. **Max (Player):** A human? **Jamie:** I listen closely to pinpoint where the something is coming from. **Jamie (GM):** I get a 16, plus 4 for Wisdom is 14. **Jamie:** The something is coming from behind a door at the far end of a corridor leading inside the temple. **Jamie:** I cautiously open the door and peek inside. **Jamie:** The door creaks open, revealing dim light glinting off something large in the shadows. It's long, slim tentacles away as it shifts, and you hear its bulk click. It hisses, bearing you. **Kael:** What is that thing? It looks dangerous. **Jamie:** It's certainly not friendly. **Kael (Player):** (Rolls d20) With his Deceitry bonus, it gets a 9. **Tessa (Player):** (Rolls d20) 15! I'm first! I try to confuse it with a quick spell. I cast *Victim's Mockery*. **Jamie:** (Rolls for the creature) That's a 6. It fails. **Tessa:** (Rolls 1d4) It takes 2 psychic damage and has disadvantage on its next attack. **Jamie:** The creature seems momentarily stunned, its sharp eyes narrowing as it hisses. **Kael:** I fire an arrow at it! (Rolls d20) That's a 17, plus 5 to hit. Does that hit? **Jamie:** You hit! (Rolls 1d8) That's a 2, but I add my Dexterity so that's a total 6 damage! **Kael:** The arrow strikes true, but the creature's tough hide absorbs some of the blow. It targets with its tentacles! **Jamie (for the creature):** (Rolls to attack Kael with the tentacles) That's a 22 to hit versus your Armor Class. **Kael:** Ouch, I've only got 15, so that kind of hurts. **Jamie:** (Rolls for damage) You take 16 bludgeoning damage, and I need you to make a Strength saving throw to avoid being pulled in. **Kael:** (Rolls d20) That's a 14, plus 3 for Strength, so 17. **Jamie:** You hold your ground, but the creature's tentacles are still trying to wrap around you. It's up again. What's your next move? **Tessa:** I step back and cast *Command* on the creature and shout "Hear!" to force it to flee! It needs to make a Wisdom saving throw. **Jamie:** (Rolls for the creature) That's a 9. It fails!

INTRODUCTION

WARLOCK

By forging pacts with mysterious entities, Warlocks gain supernatural gifts, though such power always comes at a price.

CLASS FEATURES

As a Warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Warlock level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Warlock level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

OTHERWORLDLY PATRON

At 1st level, you've forged a pact with a powerful otherworldly being. Each offers unique abilities at 1st, 6th, 10th, and 14th level, reflecting their distinct power and influence.

PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

CANTRIPS

You know two cantrips of your choice from the Warlock spell list. You learn additional Warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

SPELL SLOTS

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *Thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.



THE WARLOCK (TABLE)

Level	Proficiency Bonus	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
1st	+2	2	2	1	1st	-	Otherworldly Patron, Pact Magic
2nd	+2	2	3	2	1st	2	Eldritch Invocations
3rd	+2	2	4	2	2nd	2	Pact Boon
4th	+2	3	5	2	2nd	2	Ability Score Improvement
5th	+3	3	6	2	3rd	3	-
6th	+3	3	7	2	3rd	3	Otherworldly Patron feature
7th	+3	3	8	2	4th	4	-
8th	+3	3	9	2	4th	4	Ability Score Improvement
9th	+4	3	10	2	5th	5	-
10th	+4	4	10	2	5th	5	Otherworldly Patron feature
11th	+4	4	11	3	5th	5	Mystic Arcanum (6th level)
12th	+4	4	11	3	5th	6	Ability Score Improvement
13th	+5	4	12	3	5th	6	Mystic Arcanum (7th level)
14th	+5	4	12	3	5th	6	Otherworldly Patron feature
15th	+5	4	13	3	5th	7	Mystic Arcanum (8th level)
16th	+5	4	13	3	5th	7	Ability Score Improvement
17th	+6	4	14	4	5th	7	Mystic Arcanum (9th level)
18th	+6	4	14	4	5th	8	-
19th	+6	4	15	4	5th	8	Ability Score Improvement
20th	+6	4	15	4	5th	8	Eldritch Master

WARLOCK

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Jamie (GM): The village elder has asked you to investigate a strange ruin in the nearby forest. After hours of travel, you arrive at a crumbling stone structure covered in moss. Inside, the air is damp, and faint echoes of scratching come from within the stony depths. What do you do?

Lita (playing Tessa, a halfling Bard): I step in quietly and take a closer look at the walls. Do I recognize any symbols or writing?

Jamie: Make an Investigation check, using Intelligence.

Lita: (Rolls d20) That's a 12, plus 1 for Intelligence and 2 from my Investigation proficiency, so 15 total.

Jamie: You recognize some faded symbols of an ancient order dedicated to protecting the forest. This was likely a Primal temple.

Max (playing Kael, a human Ranger): I listen closely to pinpoint where the scratching is coming from. Perception check?

Jamie: Go ahead.

Max: (Rolls d20) I got a 10, plus 4 for Wisdom is 14.

Jamie: The scratching is coming from behind a door at the far end of a corridor leading inside the temple.

Tessa: I cautiously open the door and peek inside.

Jamie: The door creaks open, revealing dim light glinting off something large in the shadows. Its long, slimy tentacles sway as it shifts, and you hear its beak click. It hisses, sensing you. Perched on the ceiling, it stares down.

Kael: What is that thing? It looks dangerous!

Jamie: It's certainly not friendly. Roll Initiative! (Rolls d20) With its Dexterity bonus, it gets a 9.

Kael: (Rolls d20) 9, plus 3 for Dexterity is 12.

Tessa: (Rolls d20) 15! I'm first! I try to confuse it with a quick spell. I cast Vicious Mockery, shouting, "You look like something the forest spit out!" It needs to make a Wisdom saving throw.

Jamie: (Rolls for the creature) That's a 6. It fails.

Tessa: (Rolls 1d4) It takes 3 psychic damage and has disadvantage on its next attack!

Jamie: The creature seems momentarily stunned, its many eyes narrowing as it hisses. Kael, your turn!

Kael: I fire an arrow at it! (Rolls d20) That's a 17, plus 5 to hit. Does that hit?

Jamie: Yes, that hits. Roll for damage.

Kael: (Rolls 1d8) That's a 2, but I add my Dexterity so that's a total 5 damage!

Jamie: The arrow strikes true, but the creature's tough hide absorbs some of the blow. It lunges with its tentacles!

Jamie (as the creature): (Rolls to attack Kael with the tentacles) That's a 22 to hit versus your Armor Class.

Kael: Ouch, I've only got 15 so that hits!

Jamie: (Rolls for damage) You take 10 bludgeoning damage, and I need you to make a Strength saving throw to avoid being pulled in.

Kael: (Rolls d20) That's a 14, plus 3 for Strength, so 17.

Jamie: You hold your ground, but the creature's tentacles are still trying to wrap around you. It'll try again. What's your next move?

Tessa: I step back and cast Command on the creature and shout "Flee!" to force it to flee! It needs to make a Wisdom saving throw, DC 13.

Jamie: (Rolls for the creature) That's a 9. It fails!





