



Open Saga League Character Rules

Purpose and Scope

This document outlines the formal rules for character legality within the Open Saga League (OSL). These guidelines define exactly what makes a character valid for organized play. We base these rules entirely on the criteria enforced by our automated character verification tool.

Allowed Content

You can build your character using all official Wizards of the Coast Dungeons & Dragons 5e content. This includes the core rulebooks, Xanathar's Guide to Everything, Tasha's Cauldron of Everything, and other official supplements. We also permit third-party content, provided it remains balanced against the official 5e power level.

Multiclassing Policy

Multiclassing is fully legal in the league. You may combine any classes as long as your character meets the standard ability score prerequisites. Our system explicitly does not penalize multiclassing. We do not restrict build redundancy or thematic overlap between your chosen classes and subclasses.

Tier System

The league organizes play into five distinct tiers based on character level. You must register your character for sessions that match their current tier.

Tier	Level Range	Description
Tier 0	Level 1	Brand new adventurers
Tier 1	Levels 2–4	Novice heroes
Tier 2	Levels 5–10	Seasoned adventurers
Tier 3	Levels 11–16	Epic heroes
Tier	Levels 17–20	World-shapers

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Ability Score Rules

We enforce a maximum limit on your total ability scores to ensure table balance. The maximum ability score sum is calculated using this formula: (*ASI=Ability Score Improvements) $72 + (\text{number of ASIs received} \times 2) + 4$

To find the number of Ability Score Improvements (ASIs) received, divide your character level by 4 and round down.

Example: A Level 8 character has received 2 ASIs. Their maximum ability score sum is: $72 + 4 + 4 = 80$.

Please note:

- Feats are entirely optional. A character with no feats is completely valid.
- The minimum expected ability score sum is roughly 68. If your sum falls below this, the tool will flag it as a warning, but it will not fail your character.

HP Rules

We calculate hit points using the max-die formula rather than the average-die formula. This ensures players get the highest possible baseline for their characters.

The formula is:

Max HP = $(\text{hit die face} \times \text{number of levels}) + (\text{CON modifier} \times \text{number of levels})$

If your character has the Toughness feat, add $(\text{number of levels} \times 2)$ to the maximum HP.

- **Auto-Fail:** If your hit points exceed the maximum formula limit, your character will fail validation.
- **Warning:** If your hit points fall below 70% of your calculated maximum, the system will issue a warning.

Magic Item Limits

To maintain balance across games, the league limits the number of magic items you can bring to a session based on your tier.

Tier	Common	Uncommon	Rare	Very Rare	Legendary
Tier 0	1	0	0	0	0
Tier 1	3	1	0	0	0

Tier 2	5	3	1	0	0
Tier 3	Unlimited	5	3	1	0
Tier 4	Unlimited	Unlimited	5	3	1

Mundane equipment, such as torches, rope, rations, and non-magical weapons or armor, does not count toward these limits. If you have an item on your sheet without a specified rarity, the system will flag it as a warning and ask you to clarify it.

Subclass and Spellcasting Rules

Most characters select their subclass at Level 3. However, Clerics, Sorcerers, and Warlocks choose their subclass at Level 1. If your character is Level 1 or 2 and does not belong to one of those three classes, having no subclass is 100% valid.

When you choose a subclass that grants spellcasting (such as Eldritch Knight, Arcane Trickster, or a Paladin Oath), the system treats you as a legitimate spellcaster. We validate your spells and spell slots against your specific subclass progression rather than your base class.

Hard Disqualification Rules (Auto-Fail)

Certain issues result in a hard disqualification. You cannot appeal these failures. You must fix the issue on your sheet and resubmit the character.

- **Level Mismatch:** Your character's actual level does not fall within the tier range you selected during submission.
- **HP Over Maximum:** Your character's hit points exceed the max-die formula result.

Verification Status Definitions

After submission, the tool assigns your character one of the following statuses:

Status	Meaning
Passed	Character is ready to play; no issues found.
Needs Minor Fixes	Small adjustments needed before playing.
Failed	Major rule violations; character must be revised.

Approved	Manually approved by a GM or Admin.
Rejected	Manually rejected by a GM or Admin.

What the Verification Tool Checks

The verification system reviews your character in a specific order:

1. **Level Mismatch:** A hard check comparing your sheet level against your selected tier range.
2. **Ability Score Sum:** Computes your score sum and compares it against the tier-adjusted maximum.
3. **HP Validity:** Runs the max-die formula check.
4. **Magic Item Limits:** Counts item rarity per tier limits.
5. **Knowledge Base Lookup:** Fetches authoritative rules for your class, subclass, race, feats, cantrips, and known spells from the OSL Rule database.
6. **LLM Analysis:** Validates content balance, subclass spellcasting, level-appropriate features, and any third-party content using AI, with a web search fallback if needed.