HOUSE RULES COMPENDIUM

Rules Borrowed from Other Games

Dragon Issue 425:

- All the Action Options outlined in pages 38-39 are available to your characters.
- All the Action Point uses outlined on page 39 are open to your characters with one modification; the Damage Bonus granted is *per tier* (so 1[W] or +1d8 at Heroic, 2[W] or +2d8 at Paragon and 3[W] or +3d8 at Epic).

Dragon Issue 421: I'm willing to give the alternate multiclassing rules a try!

D&D Next: We will use the Inspiration reward rules, as this is another nice way, in these post XP days of rewarding good play.

Advantage and Disadvantage will be used at certain times when appropriate.

13th Age

Escalation Die: The escalation die represents a bonus to attacks as the fight goes on. At the start of the second round, the GM sets the escalation die at 1. Each PC gains a bonus to attack rolls equal to the current value on the escalation die. Each round, the escalation die advances by +1, to a maximum of +6. Monsters and NPCs do not add the escalation die bonus to their attacks If the GM judges that the characters are avoiding conflict rather than bringing the fight to the bad guys, the escalation die doesn't advance. If combat virtually ceases, the escalation die resets to 0.

One Unique Thing: (This will come into play in all new campaigns) Your character's One Unique Thing (their unique) is a special feature invented by you, the player, which sets your character apart from every other hero. It is a unique and special trait to your player, and markedly unusual. The intent is that it provides a special flavour to the campaign and can assist the GM in determining how your character can interact with characters and story in the campaign.

Backgrounds & Skill Checks: (This will come into play in all new campaigns) Backgrounds represent pieces of your character's history that contributes to your character's history as well as their ability to succeed with non-combat skills. Each character has a number of points to allocate to a set of backgrounds. These are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding). Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

Assigning Background Points: Each character gets 8 background points, plus any extra that your class's talents award*. Assign your background points to as many back grounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1).

Making Skill Checks: When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check. Most skill checks require you to equal or beat a Difficulty Class (DC), set by the environment you are operating in, to succeed. To make a skill check, use this formula:

D20 + relevant ability modifier + ½ level + relevant background points Vs.
DC set by the environment

* For every skill your class is automatically trained in, you gain +1 point to assign. So a Wizard (who gets Arcana as an automatically trained skill), would get +1 points, whilst a Rogue (who gets Stealth and Thievery as automatically trained skills) would get +2.

Items that would grant you a bonus to 4e skill still work, functioning with checks where it would seem appropriate. So, if you had an amulet that gave you a +4 bonus to stealth checks, it's bonus would apply to any check where that would seem appropriate. The same goes for feats that grants skill bonuses.

This system will replace the D&D Skills completely.

Saves: The save mechanic is a d20 roll with no standard modifiers. There are three difficulty values for saves. If a save doesn't specify what type it is, it's a normal save: 11+.

- **Easy:** Roll 6+ on a d20
- **Normal:** Roll 11+ on a d20
- **Hard:** Roll 16+ on a d20

Lasting-Wound Rule: If you're dropped to 0 hp or below one or more times during a fight, you take a lasting-wound. Each lasting-wound reduces your maximum hp by an amount equal to 2 + your level. Lasting-wounds are cumulative. *Bloodied* is still half or less of your maximum hit points. An Extended Rest removes all lasting-wounds.

Our Rules

Critical Misses: On an attack roll, a natural 1 is a Critical Miss or Fumble. The individuals' turn immediately ends, and they grant Combat Advantage and cannot take immediate or opportunity actions until the start of their next turn. *Area, Burst and Blast Attacks:* Only the **first** attack rolled counts for determining whether or not the attack is a critical miss.

[Updated 10/9/2014]: **Player Bonuses with Exceptional Hits:** Many monsters get to hit harder, the larger the margin by which they hit, and it only seems fair that players get to enjoy this kind of benefit too. So, to this end, here are some suggestions for effects that could occur when a character hits by a certain amount over what is needed.

Each category is cumulative. The player decides which benefit to apply, and can only choose one (A-I assuming they hit hard enough to have the option open to them). The effects are cumulative with a bigger hit. So if you pick benefit A) when you hit by 7+, you can inflict +2[W] (or +2d10) damage and the target suffers ongoing damage equal to your level (save ends).

Hit by 5+

A) You inflict +1[W] or +1d10 damage with the attack

B) You push the target 1 square

C) You can shift 1 square

D) You gain 5 Temporary Hit Points

E) Target grants combat advantage until the start of its next turn

I) If the target possesses Fortification, this is reduced by your level percent until the end of the encounter.

Hit by 7+

A) You inflict an additional +1[W] or +1d10 damage with the attack

B) You push the target 1d4 squares and they must make a Dexterity (+Acrobatics) check equal to 10 + ½ you level + the attack's ability modifier or fall prone

C) You can shift up to half your speed (instead of shifting 1 square)

D) You gain 10 Temporary Hit Points

E) Target is dazed until the end of your next turn

F) You save against one effect a save can end

G) If you attack inflicts a condition a save can end, the save becomes a Hard Save

I) If the target possesses Fortification, this is reduced by twice your level percent until the end of the encounter.

Hit by 9+:

A) Target also suffers Ongoing Damage equal to your level (save ends)

B) +5 to the D.C. To prevent falling prone. If knocked prone, target is also dazed (save ends)

C) You also gain a +2 dodge bonus to your defences until the start of your next turn

D) You either gain 20 temporary hit points, or may spend a Healing Surge

E) Target is stunned until the end of your next turn

F) You save against one effect a save can end. Either decrease the difficulty of the save by one category or roll the save with advantage

G) On a failed save, the target suffers damage (the same as the triggering attack) equal to

the powers level.

H) Make a basic attack as a free action. You can make a number of additional attacks this way in any round equal to the escalation die.

I) If the target possesses Fortification, this is reduced by three times your level percent until the end of the encounter.

Hit by 12+:

A) Hard Save Ends

B) +5 to the D.C. After Effect: The target is dazed (save ends)

C) You can shift up to your speed, and the dodge bonus increases to +5. If the escalation die is 6, enemies have disadvantage when attacking you until the end of your next turn.

D) You either gain 40 temporary hit points, or may spend 1 healing surge to heal your bloodied value hit points. If the escalation die is 6, you may also save against all effects a save can end.

E) After Effect: Target is dazed (save ends)

F) Save against all effects a save can end. All saves have their difficulty category reduced by 1

H) Gain a bonus to the additional attack(s) equal to the escalation die.

I) If the target possesses Fortification, this is reduced by four times your level percent until

NOTE (10/9/2014): Updated the "hit by" values to take into account the escalation die's impact on things.

Skill Critical Successes and Failures: If a skill or ability check results in a natural 20 being rolled, the dice is rolled again and the result added to the check result. This can happen more than once if more natural 20's are rolled.

If a natural 1 is rolled on a skill check it is considered a critical failure. If the result would still beat the D.C. Of the check, then the character is allowed to make a normal saving throw to avoid any mishap. Otherwise, the attempt results in something bad happening – what that is depending on the situation and what the GM feels is right!

Action Point Auction: When someone uses an Action Point to negate a critical hit, the attacker may pay 1 point to negate that. The victim may then pay another point to reinstate the negation and so forth until someone either accepts the situation or runs out of Action Points.

More Uses for Action Points:

Reducing A Saving Throw Category: You may spend 1 Action Point to reduce a Saving Throw by one category. So a Hard Save becomes a Normal Save and a Normal Save an Easy one.

Reducing Fortification: Some enemies have a flat percentage chance of reducing a critical hit against them to a normal hit. If this happens you may (after the roll has been made if you wish) spend an Action Point to reduce the target's Fortification by an amount equal to your level x2. So a 12th level character would reduce the fortification by 24%. This ability stacks with items and weapons that reduce Fortification chance. NOTE: This only applies to the attack upon which the point is spent. It does not reduce Fortification permanently.

Alternate Rewards: We no longer use XP. Instead, at the end of a battle, with the GM's permission, you gain one of the following;

Action Point: You gain 1 Action Point.

Recharge Daily Power: You can chose to recharge one Daily Power – either one of your own, or one from an item. You may only do this *once per power per extended rest* – so you cannot keep recharging the same power over and over.

Healing: If you have no Healing Surges left, you may roll 1d6 for each level your character is (though no more than the total number of Healing Surges you have) and recover that many hit points. This might sound over powered, but it means you have to get to the end of the encounter with little or no healing!

Example: A 5th level fighter with 12 surges total (but who has spent them all) can roll 5d6 and recover that many hit points. At 19th level, the same fighter rolls 12d6 (1d6 per total surge, the upper limit to how much this can heal)

Slashing, Piercing and Bludgeoning Damage: Weapon attacks deal damage according to their type;

Weapon Type	Damage Type
Axe, Heavy Blade,	Slashing
Bow, Crossbow, Light Blade, Pick, Spear	Piercing
Flail, Hammer, Mace, Sling, Staff, Unarmed	Bludgeoning

Polearms deal damage by their type – i.e. a Halberd, as an Axe inflicts Slashing damage.

All three types of damage are still considered "Untyped". The following Feats use this rule.

HEROIC FEATS

Practised Wielder
Benefit: You may inflict any type of damage with a chosen weapon type (for example, "axes"), though you suffer a -2 penalty to your attack roll when doing so. Each time you take this feat, it applies to a specific weapon group. You may take it multiple times, each time choosing a different weapon group.

Critical Manipulation
Prerequisite: You must have taken the Practised Wielder feat for a weapon group to use this feat with them.
Benefit: You may choose to have all additional damage dealt by a critical hit to be either bludgeoning, piercing or slashing instead of the usual type.

Enhanced Movement: You may split your move action over your turn, taking other actions in between. So, you could, with a speed of 6, move 3 squares, make an attack, move 2 squares, take a minor action, and still move 1 more square. However, the usual rules for triggering opportunity attacks remain (i.e. if you move more than 1 square in a round, and leave a threatened square, you trigger an attack).

Massive Damage: When a character suffers, *from a single attack*, damage equal to, or in excess of their surge value they must roll an immediate normal saving throw, a failure meaning that until their next short rest, they are considered to have already failed a Death Saving Throw. If a character is hit by three or more lots of massive damage, and fails three saves, then the final save sees them instantly killed, as the trauma's add up and become too much to survive. Death takes them without them necessarily even falling unconscious.

Alternative Rules

- The Vicious GM Version: Each instance of massive damage inflicts a cumulative -2 penalty to all saving throws against subsequent checks and death saves. This penalty is removed after the characters next short rest. A really nasty GM might also state that each instance of massive damage dazes the victim until the end of their next turn.
- The Nice GM Version: The character is not considered to have failed a Death Save, but does suffer a cumulative -1 penalty per instance of massive damage they suffer to any Death Saves they have to make before the end of the encounter.

Variable Ongoing Damage: Instead of expressing ongoing damage as a set value, we now use a range instead. This adds an element of randomness to battles that can lead to some interesting decisions having to be made, at the cost of a slight hit to speed. In play tests, the dice have tended to provide values close to the stated damage.

Players: It only seems fair to allow players to use variable ongoing damage as well. When you would inflict ongoing damage, consult the table below to see what dice you roll each round instead.

Ongoing Damage Listed	Dice Rolled
5	2d4
10	4d4
15	6d4
20	8d4
25	5d10
30	9d6
35	10d6
40	9d8
45	10d8
50	9d10

Weapon and Item Destruction: There will be times when items are forced to make a saving throw to avoid either a permanent penalty or destruction. They gain a bonus to their saving throw equal to their enhancement bonus (if any) and may receive additional bonuses based on their construction.

Repairing An Item: Items can be repaired using certain rituals, or during an extended rest. Certain types of damage will require more involved (and expensive) repairs.

Mega Crits: When you roll a Natural 20 with an attack roll, make a second D20 roll. If that too is a natural 20, the attack inflicts +50 (heroic), +100 (paragon) and +200 (epic) damage on top of the normal critical damage inflicted.

Additional Conditions:

Confused: You are filled with clashing thoughts and chaotic ideas, and as such, are prone to unpredictable behaviour. At the start of each of your turns roll 1d100. Consult the following table. These are your actions in that round;

01-10: Attempt to attack the one who inflicted the confused condition on you.
11-20: Act normally
21-50: Scream, gibber or otherwise do nothing helpful (you grant combat advantage)
51-70: Use every means to flee the source of the confusion.
71-00: Attack the nearest creature, regardless of whether they are an enemy or ally

Exhausted: You are Slowed and suffer a -3 penalty to your Fortitude, and all Strength and Constitution based attack rolls, ability and skill checks. Your healing surge total and current amount drops by 3. You remain Exhausted until the end of your next short rest, after which you become Fatigued instead.

Fatigued: You cannot Run or Charge, and suffer a -1 penalty to your Fortitude, and all Strength and Constitution based attack rolls, ability and skill checks. Your healing surge total and current amount drops by 1. You remain Fatigued until the end of your next extended rest. If you are exposed to another effect that would fatigue you, you become Exhausted instead.

[Added 10/9/2014] **Frightened*:** You grant Combat Advantage and must flee from the source of this condition. You cannot attack them unless cornered, and If cornered suffer a -5 penalty to attack rolls.

Harried: You are totally surrounded by enemies (every adjacent square to you is occupied). As a result, you suffer a -2 penalty to your attack rolls, as well as granting

combat advantage to those that flank you.

Nauseated: You are retching and vomiting, and as well as granting combat advantage, can only take a single move action on your turn.

Shaken: You are disturbed by something frightening, and suffer a -2 penalty to your Will defence, attack rolls, skill and ability checks and to saving throws.

Sickened: You are repulsed and made nauseous by something, and suffer a -2 penalty to your Fortitude defence, attack rolls, skill and ability checks and to saving throws.

Damage Reduction from Armour:

To determine the damage reduction a suit of armour grants, you need to know if it is light or heavy armour. Light armours grants a DR of 1/3rd their armour bonus rounded down (so Hide Armour, with a +3 armour bonus, grants DR 1). Heavy Armours grant a DR equal to half their armour bonus rounded down (so God Plate, with a +14 armour bonus, grants DR 7).

The Damage Reduction is *doubled* for a character taking the Total Defence action.

When an enemy scores a critical hit against you, the DR of your armour is reduced by 1, and remains so until you pay to have it repaired. The cost per point of DR is 1/10th the full value of the armour (so, repairing one point of lost DR for a suit of mundane chain armour would cost 4 gps, whereas doing the same for a suit of +6 God Plate Bloodthread armour would cost 312,500 gps per point). This reflects the materials and arcane processes needed to effect the repairs.

A character with the *Forge Armour* martial practice can repair lost DR (assuming they are able to make armour of at least equal power to that being repaired) at a reduced cost, each point costing only 1/20th the armours full value. Similarly, one casting of the *Make Whole* ritual can mend 1 point of lost DR (for 1/20th the armour's cost – this can reduce the cost to 0 for more mundane armour types).

It takes 1 hour +1 hour per point of enhancement bonus, to repair one point of lost DR. This means that the to repair one point of the God Plate's lost DR would take 7 hours.

ARMOUR LIST

Here is every suit of mundane and less mundane armour I could find for 4e, and their DR. Enjoy!

Armour	Type	Damage Reduction vs Untyped
Feyweave Armour	Light (Cloth)	0
Starweave Armour	Light (Cloth)	0
Githweave Armour	Light (Cloth)	0
Mindweave Armour	Light (Cloth)	0
Efreetiweave Armour	Light (Cloth)	0
Mindpattern Armour	Light (Cloth)	0
Leather Armour	Light (Leather)	0
Feyleather Armour	Light (Leather)	1
Starleather Armour	Light (Leather)	1
Drowmesh Armour	Light (Leather)	0
Snakeskin Armour	Light (Leather)	0
Anathema Armour	Light (Leather)	1
Swordwing Armour	Light (Leather)	1
Hide Armour	Light (Hide)	1
Darkhide Armour	Light (Hide)	1
Elderhide Armour	Light (Hide)	1
Earthhide	Light (Hide)	1
Feyhide	Light (Hide)	1
Stalkerhide	Light (Hide)	1

Voidhide	Light (Hide)	1
Chainmail	Heavy (Chain)	3
Forgemail	Heavy (Chain)	4
Spiritmail	Heavy (Chain)	6
Finemail	Heavy (Chain)	3
Braidmail	Heavy (Chain)	4
Crysteel	Heavy (Chain)	4
Weavemail	Heavy (Chain)	5
Pitmail	Heavy (Chain)	5
Scale Armour	Heavy (Scale)	3
Wyrmscale	Heavy (Scale)	5
Elderscale	Heavy (Scale)	6
Drakescale	Heavy (Scale)	4
Wyvernscale	Heavy (Scale)	4
Stormscale	Heavy (Scale)	4
Nagascale	Heavy (Scale)	5
Titanscale	Heavy (Scale)	6
Plate Armour	Heavy (Plate)	4
War plate	Heavy (Plate)	5
God plate	Heavy (Plate)	7
Rime Fire Plate	Heavy (Plate)	4
Layered plate	Heavy (Plate)	4
Gith plate	Heavy (Plate)	5
Spectre plate	Heavy (Plate)	5
Legion plate	Heavy (Plate)	6
Tarrasque plate	Heavy (Plate)	6
Studded Leather	Light (Leather)	2

Ringmail*	Light (Chainmail)	2
Banded Mail	Heavy (Chainmail)	4
Splint Mail*	Heavy (Scale)	4
Spiked Plate	Heavy (Plate)	5
Full Plate	Heavy (Plate)	5

*This stacks with the armour's Durable bonus when that is triggered