

# House Rules

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## **1.0 Melee:**

**1.1 Shooting into melee:** -4 on attack roll. Misses that would not have hit under normal conditions miss. Misses that would have hit under normal conditions strike unintended target.

**1.1.1** Missed shots may potentially strike other targets within the arrow's flight, TBD by DM using d%. 25% increment deduction for each range increment for chance to hit. Range increments are determined by weapon type stats. Example: An arrow that missed the intended target has a 75% chance to hit a creature in line of flight standing 30 feet away, 50% to hit at 60 feet, 25% at 90 feet, and 0% chance greater than 90 feet.

## **1.2 Attack Actions:**

**1.2.1 Standard Action:** Do something and move your speed during a combat round.

**1.2.2 Full-Round Action:** Do something and only take a 5 foot step. Includes Full Attacks (i.e., multiple attacks).

**1.2.3 Partial Action:** Do something or move normal speed, (except where partial action is noted and only a 5 foot step is allowed), but not both.

## **1.2.4 Ranged Attack:**

**1.2.4.1 Bow:** Loading and firing a bow is a Standard action.

### **1.2.4.2 Crossbow:**

**1.2.4.2.1** Hand or Light: Move action.

**1.2.4.2.2** Heavy or Repeating: Full-round action.

\* Feats (e.g., Quick Draw) allow some full-round actions to be taken as a standard action.

**1.3 Attack of Opportunity:** Moving out of a threatened area provokes AoO. If starting point is considered threaten, no AoO. If max movement is a 5foot step, no AoO. If more than one creature gets an AoO, the creature with highest (Dex/Level) attacks first. (See tumbling). AoO rules fully described in PHB.

**1.3.1 A/O and Invisibility:** An A/O cannot be taken against an unseen opponent.

#### **1.4 Auto hits/misses:**

**1.4.1 Critical Hit:** Attack roll of natural 20 is treated as a roll +10 and a critical hit threat. Must make another successful attack for critical damage (see critical damage). A triple attack roll of natural 20 results in an instant kill (creature is slain) if the creature's HD are five times less than the attacker. Creatures immune to critical hits are also immune to instant kills.

**1.4.2 Critical Miss:** Attack roll of natural 1 is treated as a roll -10 and a critical miss threat. If attack does not hit, must make a successful second roll, otherwise have fumbled for 1 round. A second roll of 1 results in fumbled prone.

**1.5 Defense Roll:** Every time a character is attacked, he/she makes a d20 roll and adds it to all AC modifiers. Every attacks becomes an opposed roll, with attacker and defender matching their modified rolls against one another. Only allowed against one attacker per round.

**1.6 Ranged weapons:** -2 for every range increment beyond intended range factor. All non-ranged weapons are -4 at 10 foot range increment. Max range for thrown is 5 increments, projectile is 10 increments. Only loading a crossbow is a move type action.

**1.7 Grappling:** Grapple check is a normal melee attack (with AoO when starting grapple). This includes Monk class (but not for unarmed attack). Damage taken results in failed start of grapple.

#### **1.7.1 Disarm/Grab:**

**1.7.1.1 Disarm with weapon:** A successful disarm attack with a weapon results in knocking a weapon/item out of the opponent's grasp. (See Disarm rules PHB pg 155)

**1.7.1.2 Disarm unarmed:** A successful disarm attack unarmed results in the attacker acquiring the weapon/item. (See Disarm rules PHB pg 155)

**1.7.1.3 Grab:** Made as an unarmed attack. Attackers gets +4 for easy to snatch items and a -4 for difficult to snatch items. A failed attempt results in failure with no opposed disarm/grab attempt.

**1.7.2 Hold:** Opposed grapple check results in unarmed strike damage.

**1.7.3 Pin:** Immobile for 1 round. Cannot attempt to use a weapon or attempt damage or pin a second opponent. Doing so terminates grapple. Those other than the one pinning get +4 attack rolls.

**1.7.4 Break pin:** Opposed successful grapple check but still grappling. Escape artist check/grapple check required to break grapple and is a standard action.

**1.8 Tumbling:** The Tumbling skill can be used to avoid AoO when moving through threatened combat area (DC 25), however an opposed Balance check or failed DC tumble would result in AoO.

**1.9 Touch attack:** Against normal modifiers (i.e. dex, size, deflection but not armor).

**1.10 Unarmed attack:** Normal melee attack roll.

### **1.11 Mounted Combat:**

**1.11.1 Melee Attack:** Only war-trained mounts can be directed to attack. Non war-trained mounts must be dismounted or make ride check (DC 20) to control mount. **Success** – allows partial action after move action of mount. **Fail** – full action to control mount for move action. If mount only moves 5ft, partial attack only. +1 against 1 size larger, medium, or smaller while mounted.

**1.11.2 Mounted Range:** Range attack during double move –4/-8 (run). Can use move action as normal action while mounted. Spells can be cast before/after move action. DC 10 + spell level concentration check if moving normal, DC 15 + spell if running.

**1.11.3 Overrun:** *Mounted charge. Provokes AoO against rider. If defender allows passing, rider may cont. full move and attack if able. If the defender blocks, rider gets trip attack. Fail: if defender trips, rider becomes prone or if defender does not trip, rider moves back 5ft (if space is occupied, rider becomes prone).*

**1.11.4 Trip:** *Melee touch attack. Success – Str check vs defender Dex/Str (higher of two), defender is trip. Fail – Defender can make a trip.*

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## **2.0 Damage:**

**2.1 Unarmed damage:** Unless stated, unarmed damage is subdual 1d3 + str modifier. Normal damage –4 attack at 1d3 + str modifier.

**2.2 Variant critical hits:** Standard threat range is raised +1 on subsequent rolls up to a max +4 on roll of max 20. (Example: 19-20 is crit...roll of 19...second roll...crit is now 20 anything less is x2 only...roll of crit 20...third roll...crit is 20 anything less is x3 only...etc...)

**2.3 Clobbered death:** Any hit in which current hit points are reduced to half or more can only make partial actions on next turn. If 50 points or more of damage in a single attack PC must make a fortitude save DC 10 or die.

**2.4 Knockout:** Called shot at -4 to the head (additional -4 for non-subdual weapons) to do a knockout. If damage taken is 1/6 of current HP (including any subdual damage adjustment), the character is knocked out. Otherwise only a partial action on next turn can be made.

**2.5 Specific area damage:** -2 penalty applied to any action that is executed that requires a specific action that has been injured.

**2.6 Variant Fall damage:** First 10 feet is 1d6 subdual damage. For every 10 feet beyond is 1d6 real damage. Successful jump or tumble allows the second 10 feet 1d6 subdual and every 10 feet beyond is 1d6 real damage. For falling into water, distance is every 20 feet as long as the depth is 10 feet or more.

**2.7 Helpless:** A helpless foe – one who is bound, *held*, sleeping, paralyzed, unconscious, or otherwise at another's mercy is considered helpless. +4 normal melee attack against helpless foe. Ranged attack is normal. Helpless Dex becomes 0 and –5 to AC.

**2.7.1 Coup de Grace** – AoO. Full round action with melee/ranged and must be adjacent. Auto critical (no critical threats apply). If foe survives must make Fort check (DC10 + damage) or die.

## **2.8 Hit Points:**

**2.8.1 Disabled** – (0 HP) Partial actions only. Any strenuous activity causes 1HP damage after activity.

**2.8.2 Dying** – (-1 to –9 HP) Each round starting with the round of death, 10% chance of becoming stable (see also Heal Check) otherwise lose 1HP. This includes damage from mundane weapons, magic (i.e., weapons and spells), or natural.

**2.8.3 Heal Check** – Heal check at (DC15) will also stabilize from losing HP.

**2.8.4 Dead** – (-10 HP or Con 0) Dead Jim. Requires raises from dead as no healing normal/magical will affect. Exception – see 2.9.2.1 Save From Death.

## **2.9 Healing:**

**2.9.1 Natural Healing:** Recover 1 HP per level. May engage in light, nonstrenuous travel or activity, but any combat or spellcasting prevents healing that day. If undergo complete bedrest (do nothing for entire day), gain 1 ½ times level. Temp ability damage returns 1 point per day of rest (2 points with complete rest). Subdual heals 1 point per hour per level. When magical healing is applied, removes equal amount of subdual damage, if any. May only rest once in a 24 hour period to regain healing.

**2.9.2 Magical Healing:** Magical healing will affect disabled and dying, but not dead (see 2.9.1.2 Save From Death). Healing can be applied to both conscious and unconscious.

**2.9.2.1 Save From Death:** If a character reaches -10 HP (and considered dead), but is healed within one full round from the turn that the character died, they are saved from death and treated under the rules for normal magical healing; thus, avoiding the need to be brought back from a Raise Dead or Resurrection spell.

## **2.9.3 Healing Aid:**

**2.9.3.1 Healing Sap** - Healing saps may only be applied once within 24hr period. Allow twice (x2) the normal healing recovery of HP (see Natural Healing). Complete bed rest (as explained in Natural Healing) recovers 2 ½ times level.

## **2.9.3.2 Healing Candles:**

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## **3.0 Magic:**

**3.1 Reduce spell:** The Reduce spell of PHB 3.0 affects only objects not creatures while the Reduce Person spell of PHB 3.5 affects only creatures

not objects. The Mass Reduce spell of PHB 3.5 can be taken to increase either spell.

### **3.2 Variant spell save and checks:**

**3.2.1 Saving Throw:** Caster of spell rolls d20 + spell level + spellcasting ability modifier which becomes the saving throw DC.

**3.2.2 Spell DC:** If a spell has additional checks, the rules listed DC will be used to determine success.

**3.3 Spell Area of Affect:** Regardless of the area, the caster selects the point where the spell originates, but otherwise, does not control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a PC or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but every second diagonal square counts as two squares of distance.

**3.3.1** If the far edge of a square is within the spell's area, anything within that square is within the spell's area of affect. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

**3.4 Ranged Touch Attacks:** Ranged touch attacks for spells are measured in 10 foot increments. Every increment after this range suffers a -2 penalty.

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### **4.0 Movement:**

**4.1 Move type action:** Take the place of movement in a standard action or entire partial action.

**4.2 Readying action:** May be done after turn is over but before next one has begun. Readying allows your normal speed, A/O depends on action being readied. Readying is a partial action (specify partial action to be taken and conditions). The ready action executes before that which triggered it. After that point, your new initiative will be equal to the trigger initiative.

**4.3 Refocus:** Full-round action that does not allow move. Upon next round, new initiative is 20+ modifiers.

**4.4 Vision:** (All -daytime) Open line of sight. (Human –darktime) Threatened area to light source radius. (Lowlight) Double light source radius. (Dark vision) 60 ft radius.

#### **4.5 Movement:**

**4.5.1 Double Move:** x2 speed as special standard action but cannot attack.

**4.5.2 Run:** x3( or x4) speed as full-round action in straight line with no dex bonus.

**4.5.3 Charge:** min 10 feet max double speed in straight line. +2 attack, -2 AC for 1 round.

**4.5.4 Full attack:** only allows a 5ft step. See Melee rules.

**4.6 Ride move:** Successful ride check of various DC.

**4.6.1 Guide with knees** – (DC 5); *allows use of both hands. Fail - allows only one hand as the other is controlling mount.*

**4.6.2 Stay in saddle** – (DC 5); *allows stay in saddle when mount rears, bolts, or you take damage.*

**4.6.3 Fight with warhorse** – (DC 10); *allows normal attacks while mount being directed in combat. Non war-trained mounts cannot be directed to attack.*

**4.6.4 Cover** – (DC 15); *allows use of mount as cover. Full action.*

**4.6.5 Soft Fall** – (DC 15); *allows avoiding fall damage if mount falls or is killed. Fail - takes 1d6 fall damage. See fall damage.*

**4.6.6 Leap** – (DC 15); *allows mount to make a jump check using ride or mount jump (lower of two) to determine distance. Fail - rider falls when mount jumps. See fall damage.*

**4.6.7 Control mount in battle** – (DC 20); *for use with non war-trained mounts to determine movement in combat. Fail - no other action that round.*

**4.6.8 Fast dis/mount** – (DC 20 [plus armor check penalties]); *allows free action. Fail - is move action only.*

## **5.0 Leveling:**

**5.1 Raised dead:** Any PC raised from the dead loses 1 level of exp points or 1 point Con at first level.

**5.2 Skill advancement:** Any new advancement in a skill has to directly relate to something the PC has recently done or accomplished. No new skills can be added if the DM determines that the PC would not have been able to experience the new skill.

**5.3 Experience:** Experience will be awarded when a PC/party has accomplished an objective or otherwise challenging situation and can properly rest and reflect. Extra experience will be rewarded for excessive roleplaying or accomplishing a greater challenge. Any player not attending a gaming session cannot gain awarded experience points for that session.

**5.4 Leveling and tutors:** PCs will now be required to obtain a minimum of 1 day of training from a qualified\* tutor of their class-type sometime during their current level in order to advance to the next.

\* A qualified tutor must be at least one level higher in the class being trained.

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## **6.0 Miscellaneous:**

**6.1 Critical success/failure:** A natural 20 on a check receives +2, critical success. A natural 1 on a check receives -2, and if attempt would have succeeded without penalties, critical failure.

**6.2 Familiars/Companions:** It is the DMs discretion if a newly created PC already have acquired a familiar/companion. If a PC wishes to gain a familiar/companion, they must submit their intentions to the DM and RPG out the adventure. May choose from any of the listed in any playbooks or get DM approval for exotic creatures.

**6.3 Druid Alchemists:** Druids can use the craft Herbalist skill instead of Alchemy skill to create certain natural elements and substances. DCs would be based on equivalent Alchemy checks.

**6.4 Infusions:** A divine or healing spell stored within a specially treated herb. Works like a scroll, except that it is use-activated by consuming the herb. This does not include wizard type spells, this would require prestige class skills.

**6.5 Initiative Rolls:** If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modified (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

**6.6 Delay:** By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act (HR: must be stated prior to next combatant's action). You voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. If you come to your next action and have not yet performed an action, you do not get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point. Ready: Already defined in House Rules.

**6.7 Ranges for light sources:** Normal vision is stated as in table 9-7 of PHB. Low-light vision doubles the listed ranges. Darkvision allows vision of lit/dark areas within 60 feet without the need of a light source.

**6.8 Merchant Quick Buy/Sell:** Quick buying and selling will be used when prices can be determined in advance and for most instances of haggling. This is primarily used to speed up gaming without the need to RPG the interaction. (See also Haggle Check).

**6.9 Haggle Check:** When buying/selling items under the "quick buy/sell" option, a listed price will be the best obtained price. If the price is unacceptable, a player may haggle for a better offer. The rules of haggling are as follows: The merchant/seller will roll a Bluff check + Charisma modifier versus the merchant/buyer rolling a Sense Motive check + Charisma modifier. The higher result wins the haggle. The difference in the offered price will be as follows: +/- 2d6+3, multiplied by 10% (i.e., 50% to 150%), multiplied by the actual value. The DM may limit the number of attempts to haggle due to brevity.

## **7.0 Table Rules:**

**7.1 Three minute rule:** If a player needs to look or research particular information during their turn, the player will have 3 minutes in which to search/find the information or a final decision will be made by the DM.

**7.1.1** If a correction or more details are later found that would change the DM ruling, the corrections will take affect going forward, but will not change any previous play.

**7.2 Player/PC stats:** Each individual player will be responsible for knowing and using their PC skills, feats, and bonus stats. In order to use the full advantage, a player will have to verbally and clearly state their intentions prior to any action.

**7.3 Cross-Talk:** Excessive cross-talk other than jokes or comments by parties involved will not be allowed in the spirit of true roleplaying.

**7.4 Voiced actions:** Any voiced action, (i.e. verbalized commands or comments), made in PC must be done so directly prior, during, or directly after their turn but not before/after another's turn. Any skills or special abilities must be stated at the beginning or end of a turn prior to any affect being executed.

**7.5 Game descriptions:** All new game descriptions will be given in basic, first glimpse terms. For more detail, a successful search check or Take 20 check must be made. If any player does not request more specific detail, any consequences will be entirely up to the player. This includes in game actions or events. If you pictured something differently, it is your fault for not asking specific detail questions.

\* This is in request to speeding up game play.

**7.6 Mulligan:** There will be no do-overs. If DM/PC uncovers a discrepancy, game play will continue as-is and ruling will go into effect thereafter (except for DM exceptions).

**7.8 DM Exceptions:** There are always exceptions to the book rules as the DM has the last say.

**7.9 Party spit:** When party members split to adventure in separate parties, or to generically adventure over an extended period of time, all members

involved should discuss their intentions and course of action prior. Except where areas are new to the party and require more detail description, no roleplaying will be conducted. Any action that will require a PC to be preoccupied for an extended period of time, forcing the PC to be separated from roleplaying with the rest of the party, can only be reserved for the conclusion of extended period of time.

- *Some exceptions may imply*

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