

## Age of Worms House Rules

- **Casting Defensively** - DC for casting defensively is threatening characters Attack Roll + spell level (instead of 15 + spell level)
- **Spell Focus and Greater Spell focus** - Spell Focus is still +1, but Greater Spell Focus would be worth +2 for a total of +3 to make the feat chain more desirable. Also - the bonus is added both the DC and caster level (this has the side effect of making the feat more worth it for schools that feature few save-based spells.)
- **Keen and Improved Critical Stack** -- [Read the great argument](#) written by Sean K Reynolds.
- **Dodge** is a +1 AC bonus to all opponents, not to just one opponent per round. It makes only a minor difference in actual play and is much easier to manage in-game.
- **Massive Damage Threshold (HD/Con based)** – 25pts +1/HD + Con from a single damage event and make Fort DC 15 or die. 7<sup>th</sup> level fighter with 18Con = 50MD, 5<sup>th</sup> level mage with 10Con = 40MD. Seems complicated but hardly ever comes up. Makes a fighter type better off than a mage type.
- **Toughness** is worth +1hp per level. Improved Toughness stacks with this effect. *Reason: In its current incarnation Toughness becomes irrelevant at mid levels and higher.*
- **Falling is Dangerous** – When you fall, you take you take 1d6 per 10' Cumulative. i.e. 10ft:1d6, 20ft:3d6, 30ft:6d6, but half of the damage is non-lethal.

## Other General House Rules – Leaning toward 4e

- **Spell Refresh** – This allows PCs to recover spells quicker than normally allowed, keeping the game moving forward at a quicker pace.
  1. If a spellcasting PC, either arcane or divine, takes 5 minutes to meditate and expends an Action Point, they can recall spell levels up to 1/2 caster level plus the ability modifier appropriate to their class.
  2. If they expend 1 AP and takes 2 hours for meditation, they can recall caster level plus ability modifier.
  3. Each spell refresh option above can be performed **once** in a 24 hour period.
- **Second Wind** - This is similar to an upcoming 4e ability. Once per day, you can take a swift action and recover 1/4 of your hit points
- **Death and Dying** – This is also based around the upcoming 4e system
  1. **At 0 hp or less, you fall unconscious and are dying.** - Any damage dealt to a dying character is applied normally, and might kill him if it reduces his hit points far enough (see #2).
  2. **Characters die when their negative hit point total reaches -10 or one-quarter of their full normal hit points, whichever is a larger value.** - This is less than a 4th Edition character would have, but each monster attack is dealing a smaller fraction of the character's total hit points, so it should be reasonable. If it feels too small, we can increase it to one-third full normal hit points and try again.
  3. **If you're dying at the end of your turn, roll 1d20.**
    - *Lower than 10:* You get worse. If you get this result three times before you are healed or stabilized (as per the Heal skill), you die.
    - *10-19:* No change.
    - *20:* You get better! You wake up with hit points equal to one-quarter your full normal hit points.
  4. **If a character with negative hit points receives healing, he returns to 0 hp before any healing is applied.** - In other words, he'll wake up again with hit points equal to the healing provided by the effect—a *cure light wounds* spell for 7 hp will bring any dying character back to 7 hp, no matter what his negative hit point total had reached.)
  5. **A dying character who's been stabilized (via the Heal skill) doesn't roll a d20 at the end of his turn unless he takes more damage.**

- **Critical Hits** – No more rolling critical confirmations. We use Paizo's Critical Hit Cards for special effects.
  1. Threat Ranges are now Crit Ranges.
  2. If your die roll is within the Crit Range, but not a natural 20, you do maximum weapon damage, if your total to-hit roll is 5 higher than the AC of the creature you are hitting.
    - Example: You roll an 19 (in your crit range) against a monster with AC 20, and your final tohit is 25+, you critical. If your final tohit is 23, you hit, but no critical.
  3. Roll a natural 20 and you do MAX damage + pull critical card. If you have a x3 multiplier then pull two cards, take the best one.
  4. If you can only hit on a nat 20, then roll damage dice as usual.
  5. If the crit card pulls up a (x2) or a (x3) multiplier for damage, it adds +1/2 dice-damage (x2) or +max dice damage (x3). (note, that the bonus damage, like STR and POW would still get x2 or x3). Also, secondary damage like fire damage, or extra dice rolls are still rolled and not added into crits. For Example:
    - Let's assume Fighter Joe does 1d8+STR+PowerAttack (19-20/x2), so with a STR 16 and PowAtt +2
    - Joe rolls a 19. he does max damage of  $8+3+2=13$
    - Joe rolls a 20, he does max damage (13) and on the crit card, he does x2 and 1d2 strength drain, so he does a total of  $(8+3+2)+(4+3+2) = 22$  dam.
    - If Joe has a flaming sword (+1d6 fire), rolls a 20, and on the crit card gets the BOMB x3 damage, he does  $13+13+1d6 = 26 + 1d6$ .
  6. Sneak attacks, extra maneuver dice, etc don't get multiplied or maxed out.

## Unearthed Arcana Rules

- **Action Points** – Pg 122
- **Craft Points** - for creation of Magic Items. Pg 97.
- **Buy back LA classes** - if you have taken a LA class, you may buy it back. Pg 18.
- **Character Traits and Flaws** – Pg. 86-92
- **Metamagic Components** – Pg 139.

## Skills

There are a number of changes I made to make the game more fun for the players:

- **Skill Experience** - +1 skill point/4 levels in spot/listen/search representing your experience.
- **Opposed Diplomacy checks** -- excellent mechanic. [Located here.](#)
- **Opposed Tumble** - In order to tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so, through a threatened area make a Tumble check. Basically it's  $d20 + \text{Tumble Skill}$  vs.  $d20 + \text{Opponents BAB} + \text{Dex Modifier}$ . If you tumble through an occupied square, then the opponent gains a +4 to his BAB check. In either case, Each additional enemy after the first applies a -2 penalty to your Tumble check. It makes tumbling through a kobold a lot different than tumbling through an Ogre Barbarian 10.

## Books available

### WOTC

- Core 3.5 books (PH, DMG)
- DMG II and PH II
- Compete XXX Series
- Races of XXX Series
- Heroes of XXX Series
- Frostburn, Sandstorm, Seawrack
- Tome of Magic
- Magic of Incarnum
- Tome of Battle (Book of Nine Swords)
- Any 3.5 compatible FR material
- SOME Eberron and FR material that isn't setting specific (i.e. no prestige classes tied to the setting) and must be 3.5 compatible.
- *Excluded: Psionics, Savage Species, BoVD or BoED.*

### Non WOTC Books

- 3.5 compatible sources from Paizo (Dragon Magazine), Malhavoc (except Iron Heroes), Necromancer Games or Green Ronin are generally OK, but must be approved before using. Some Mongoose Games stuff is OK, needs approval.
- Other 3.5 compatible sources may not be OK, but in *some* circumstances I will allow something – but it should be role-played out. It's just too hard to have everything and be able to make assumptions about other NPCs having these skills and abilities as well.