

C&C House Rules For Braxus

Version 1.1

*Came hence from deeps of shadow fell, to dare the sword of Kolinkar,
The dread wyrm Aelzinyth.
With malice came he, that shook the seas, to rend and tear and maim.
Yet stands the man, bold Kolinkar with dwarf-blade close at hand.
To greet the dread wyrm Aelzinyth, and cut the great fiend down.
In all the days of wretched life, no man as this had stood,
To slay the dread wyrm, fell Aelzinyth,
With dwarf-blade close at hand.*

The Saga of Kolinkar
translation by Lucas Memnoch the Younger

The following house rules are meant to make the game more exciting, more enjoyable, and more in-line with the Sword and Sorcery roots from which Braxus originated. This list covers all those things not listed in the Player's Guide to Braxus and the C&C PHB. Materials from 3.5 may also be used from time-to-time on an ad hoc basis and is the contemporary D&D touchstone rather than 3.0.

FEATS: To simulate the heroic characters of Howard, Leiber, Moorcock, and others, PCs and certain NPCs are allowed a limited selection of feats to enhance their abilities. PCs begin play with 1 feat at 1st level, and then receive a feat at 3rd, 6th, 9th, etc. Fighters get feats at every even level after first (i.e. 2nd, 4th, etc.). In all instances, PCs may swap an ability granted by their class (say Combat Dominance for instance) for a feat and perhaps pick that ability up later. Available feats are covered in the Player's Guide to Braxus.

ABILITY BOOST: In a similar vein to the ruling above, PCs and NPCs enjoy a +1 to an attribute of their choice at 4th, 8th, and 12th level.

MULTI-CLASS: Until such time as the Trolls or EGG grace us with rules for such, we'll be employing the rules designed by Jackal, and available for comment or perusal

on the CKG playtest thread on TLG's forum. Here is a summary of those rules:

When a player wishes to have a multiclass character he must abide by the following restrictions:

- ☐ No more than two classes may be taken.
- ☐ To advance a level the character must earn enough experience points to advance in both classes at the same time. For example, a 1st level fighter/rogue would require 3252 experience points to advance to a 2nd level fighter/rogue.
- ☐ The character must take the prime from both of his classes. For example a fighter/rogue must have both strength and dexterity as prime attributes. Human characters may still choose their third attribute as they wish.
- ☐ The character uses the best bonus to hit chart available to him. A 2nd level fighter/rogue would use the fighter's +2 bonus to hit.
- ☐ The character uses the highest hit die type available to him. For example a fighter/rogue would use the fighter's d10 hit dice each time he advances a level. Like single-class characters the true multiclass character may not have more than 10 hit dice though the character does continue to gain the higher hit point progression beyond 10th level.
- ☐ The character may use any armor and weapons available to both of his classes unless one class is restricted in the use of either due

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- *to spiritual or honorable reasons, such as the cleric, druid, and knight classes. In such a case the character must still abide by these restrictions.*
- *The character gains all other benefits and penalties of both classes such as a fighter's extra attack and a wizard's inability to wear armor while casting spells.*

STARTING HIT POINTS: PCs and select NPCs get maximum HPs at 1st level

SPONTANEOUS HEALING: Good (Hannite only) Clerics may cast healing spells spontaneously a number of times per day equal to their starting Wisdom bonus +1.

CRITICAL HITS: Critical hits make combat exciting and offer the PCs and "bad guys" an opportunity to end a combat quickly. When fighting against "mooks" (as defined by the CK), PCs and select NPCs do double damage (roll your dice twice and double any modifiers) on a roll of natural 20. Propelled missile weapons such as bows, crossbows, etc. will have the same effect on a roll of natural 19.

Other combatants will crit PCs and select NPCs on a roll of natural 20, or natural 19 using the current D&D 3.5 method.

SIGNATURE SPELLS: The C&C PHB provides the core spells for the campaign, but players are not limited to only these spells. Spell casters may replace one of their known spells with a signature spell at each spell level that they are able to cast. These spells can be chosen w/ CK approval from virtually any 3.5 book.

CASTING WHILE IN COMBAT: The C&C system represents an on-going melee once two opponents are locked in combat with any number of swings, thrusts, and parries occurring throughout the combat round. This presents a serious hindrance to spell casting and as such, no one may cast spells in a round that they lose initiative to an enemy who they are in melee with. If the spell caster has initiative, he may

make a concentration check (Con) with a difficulty adjusted by the enemy's level. If he succeeds, he may cast freely. Failing this check costs the spellcaster his spell and initiative for the round. Note that certain spells such as Burning Hands, Cure Light Wounds used against Undead, etc. assume that the opponent is standing right beside you and so neither Con check nor initiative is required.

MOVING PAST A READIED

OPPONENT: Though C&C doesn't require the use of miniatures, they do add a visual element to combat that can be fun and helps with positioning. Our model for using miniatures assumes that combatants who are not surprised or already engaged, immediately turn to face their opponent. Additionally, once you engage with an enemy, you can't just run around to get behind the opponent or run by a readied opponent.

To that end, running or moving past an enemy who is armed with a melee weapon should incur some kind of penalty, typically an attack just like a reckless withdraw from combat. Thieves, Assassin, and other stealthy types can try to slip by doing a Move Silent check.

Those characters who are Dex Prime, may attempt to maneuver to the rear or flank of an engaged opponent via a Dex check. Due to their latent stealthy abilities, Thieves and Assassins are obviously better at this than other characters.

HIT POINTS AT EACH LEVEL: Players may take the high average of their dice at each level, or roll the dice and disregard any 1 that is rolled.

ENCUMBERANCE: Players should check p. 3 of the C&C PHB errata for correct numbers for the items that they carry. In Braxus, the base number for calculating encumbrance is 10+ STR modifier rather than 8+ STR modifier. In addition, the effects of light encumbrance can be ignored.

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