

D&D 4e Rules Changes

Stats:

Intelligence Bonus for Skills – Highly intelligent characters have an easier time learning skills and languages. Characters may choose a number of languages or background skills equal to their Int bonus. Each point devoted to languages gives him 1 additional language. Each point devoted to Background Skills means he is Trained in a non-adventuring skill, related to his life before becoming an adventurer. Options include Knowledge skills, Professions, Crafts, Performs, hobbies, area knowledge, etc. No skill should significantly duplicate a standard adventuring skill (so no Arcana or History). But things like Law, Profession: Ratcatcher, Weaponsmith, Heraldry, Singing, Dancing, Farming, Sailing, Vintner, or Waterdeep Knowledge are all fine.

Races:

Elves – Replace their Group Awareness ability with a +1 bonus to Reflex defense.

Half Elves – They get +2 Cha and a +2 to their choice of Dex, Wis, or Con. When choosing their Dilettante power, Half Elves may choose either a level 1 Encounter Power from another class and use it as a Daily power or an At Will used as an Encounter. They also receive a +1 bonus to Reflex saves instead of the Group Diplomacy power.

Halflings – Halflings get a +2 racial bonus to Initiative, a result of their bold nature and quick reactions.

Classes and Powers:

Cleric: Channel Divinity: Divine Fortune – It grants a +1 bonus to either all of the Cleric's attack rolls or saving throws (choose which bonus you want when the power is used) until the end of your next turn (instead of +1 to only 1 roll).

Ranger: Prime Shot – You only get the Prime Shot ability if you choose the Ranged Weapon style.

Warlock: Infernal Pact – You gain temporary HP equal to either your level or the level of the creature killed, whichever is lower.

Wizard: Arcane Implement Mastery –

- **Wand of Accuracy** – As an Immediate Interrupt once per encounter when you fail an attack roll, you may roll again, this time with a bonus equal to your Dex bonus. You must keep the 2nd result.
- **Orb of Imposition**: As an Immediate Interrupt once per encounter when a target succeeds at a save, you may force them to discard that roll and try again, this time with a penalty equal to your Wis bonus. Or you may extend a spell 1 turn, as normal.
- **Staff of Defense**: Once per encounter as an Immediate Interrupt, when you are hit by an attack, you may force the attacker to discard that roll and try again, this time with a penalty equal to your Con bonus. They keep the 2nd roll.
- **Familiars**: Wizards have a 4th option as an Implement, a Familiar. While your Familiar is within 10 squares of you, it acts as a free and natural Implement, giving a +1 bonus at 3rd level, +2 at 8th, +3 at 13th, +4 at 18th, +5 at 23rd, and +6 at 28th. In addition, it understands and obeys simple commands and once per encounter, you may channel a spell through your familiar if it is within 10 squares, casting the spell as if you were standing where your familiar is. The familiar has a speed of 6 and it can't be targeted for attack individually. It can carry no more than 1 pound, and has little manual dexterity.

Wizard: Spellbook – Wizards always keep a back-up copy of their spellbook in a safe place at home, in their school, etc. If their traveling spellbook is lost or destroyed, they are unable to change the spells they have memorized until they gain access to their back-up copy. All of the spells a Wizard knows of a level are taken as a package deal. If a Wizard knows two first level spells, and reaches a point where he loses "a" spell and replaces it with "a" new spell (such as level 15), he loses his suite of first level spells and replaces them with an equal number of spells at the new level. A Wizard who multiclasss gives up both spells in his slot in exchange for 1 power from his other class. A Wizard is only able to prepare one spell from each package per day. If he wants to retain a first level spell at fifteenth, he can do this by retraining, and including the first level spell in a different set.

Wizard/Warlock: Sorcerer – A Sorcerer is a Wizard who was born with the natural ability to cast spells, rather than learning and studying them from a spellbook. They are treated as a Wizard, except they get the Class Skills and Proficiencies of a Warlock, do not get the Spellbook, Implement Mastery, or Ritual Casting abilities, and they may choose only 1 of the 4 Cantrips. All of their Wizard spells are cast using either Con or Cha, whichever they prefer, instead of Int. They can't use Implements to enhance the power of their spells, they increase naturally through Power of the Blood instead. They also get the following abilities:

- **Spontaneous Casting**: A Sorcerer may cast a lower level spell in place of a higher level spell of the same kind (Daily, Encounter, or even Utility, if it's the same frequency), even if he has already used the lower level spell.

- **Mystical heritage:** A sorcerer's power can come from the same sources as a Warlock's Pacts, and grant similar, though more limited, abilities. A Sorcerer gains access to the Warlock spells of a single Pact, and casts them as if a member of that Pact. He may not cast Warlock spells from other Pacts, though. The Sorcerer gains either the Eldritch Blast or appropriate Pact at will power as a bonus at will power, but they don't gain the Pact Boon for their heritage.
- **Power of the Blood** – A Sorcerer naturally increases in power by gaining levels, getting an inherent +1 bonus to attack and damage with his spells at 3rd level, and increasing an additional +1 every 5 levels after that. When he's Bloodied, it's easier to tap that power, giving him an additional +1 attack and damage, as well as a +1 on saves vs Arcane spell effects.

Paragon (Class) – Instead of choosing a Paragon Path, you may focus on your own class, becoming a Paragon Cleric, Paragon Wizard, etc. At 11th level, all of your class' Encounter powers get a +1 damage bonus, and your class' Daily Attacks get a +2 damage bonus. At 11th level you also gain an Action Point power: When you use an Action Point to take an additional action in order to use one of your powers, that power does bonus damage equal to ½ your level to 1 target of your choice that you hit. At 12th level, choose any 1 Utility power for your class, up to 10th level. At 13th, 15th, 17th, and 19th level, you gain additional class powers without replacing your old powers. This means you will eventually have 1 more Encounter and Daily power than most characters, as you are effectively trading your Paragon encounter and Daily powers for retaining 2 of each from much lower levels.

Punishing Strike (Cleric Encounter 27) – To make this power more balanced with Haunting Strike, it's Reliable.

Firestorm (Cleric Daily 19) – Initial damage is 3d10 + Wisdom, not 5d10 + Wis.

Astral Storm (Cleric Daily 29) – Initial damage is 4d10 + Wis, not 6d10 + Wis.

Sure Strike (Fighter at will 1) – You add your Str bonus to the damage.

Dance of Steel (Fighter Encounter 3) – If you are wielding a Polearm or Heavy Blade, the target is slowed whether it hits or not.

Rain of Blades (Fighter Encounter 3) – It allows 1 main attack, and with the proper weapon, 1 secondary attack.

Careful Attack (Ranger at will 1) – The attack bonus is +4, not +2.

Twin Strike (Ranger At Will 1) – The 2 attacks each suffer a -2 penalty on the attack rolls.

Shadow Wasp Strike (Ranger Encounter 3) – All Hunter's Quarry dice automatically do max damage on this attack.

Blade Ward (Ranger Encounter 23) – The damage is 3[W], not [W].

Commander's Strike (Warlord at will 1) – The ally who makes the attack must be within melee weapon range of the target, but the Warlord need only be able to see the target, he does not need to be in melee range himself.

Feather Me Yon Oaf! (Warlord at will 1) – This power works identically to Commander's Strike, but the ally must make a basic ranged attack, not melee, and adds the Warlord's Int bonus to the damage.

Shapechange (Wizard Utility 22) – This is a new spell, an upgraded version of Disguise Self (Wizard Utility 6). It works the same as that power, except the duration is Int mod hours, and it includes tactile and audible changes.

Chain Lightning (Wizard Daily 23) – The spell hits only 3 targets, not every enemy within 20 squares. The 1st takes 4d6+Int, the 2nd 2d6+Int, and the 3rd takes 1d6+Int. Each must be within 5 squares of the previous target.

Thunderclap (Wizard Daily 23) – The spell has an Area of either Burst 2 within 20 squares, or 1 target. If the Wizard chooses to affect only 1 target, the damage is 6d6+Int.

Meteor Swarm (Wizard Daily 29) – On a hit, a target is also knocked prone.

Closing Spell (Battle Mage PP 20) – If you have no other Daily Attack spells remaining, the bonus damage is 3d10, not 5d10.

Destructive Salutation (Blood Mage PP 20) – On a miss, targets are not stunned, they only suffer ½ damage.

Corellon's Blade (Wizard of the Spiral Tower PP 20) – The destination in the Feywild may not be so harmless after all! Have the target make a saving throw for the round it's there. Success = harmless location, Failure = dangerous location, 3d8 damage.

Revised Feats:

Dragonborn Senses, Long Jumper, and Sure Climber now give +2 to their respective skills, not +1.

Ferocious Rebuke – It allows the Tiefling to push the target Cha mod squares, not 1 square.

Durable - The feat also allows you to regain 4 Healing Surges per extended rest instead of 3, in addition to the +2 Surges.

Pelor's Radiance – This power now affects all Shadow creatures within range, not undead (unless the undead is also Shadow).

Two Weapon Fighting - Besides the regular +1, on a Critical Hit with your primary weapon, roll and add the off-hand weapon's damage die instead of +1 if it is not getting a chance to attack on its own this round (such as in a Ranger's attack powers).

Weapon Proficiency - The feat allows you to learn either all Simple Melee Weapons, all Simple Ranged, all Martial Melee (requires all Simple Melee), all Martial Ranged (requires all Simple Ranged), or all weapons of a specific group (Axe, Mace, etc)

New Feats:

Bolt (Req: Wisdom 13, Wizard) – This feat allows a Wizard to change any Blast spell into a Bolt instead. A Bolt affects a 1 square wide path that is twice as long as the Blast. So a Blast 3 would become a Bolt 6.

Canny Defense (Req: Int 15, Dex 13) – While wearing no armor or cloth armor, you get a +2 armor bonus to AC.

Class Mastery (Req: May not have a multiclass feat) – You may spend an Action Point to reroll any 1 dice roll related to your class, including an attack or damage roll with a class power, a skill roll with a class skill, etc. The reroll gets a +2 bonus.

Death From Afar (Req: Warlord, Str 15) – You may use all of your Melee Weapon powers at range with Heavy Thrown weapons instead, unless the power specifically states another requirement (such as a charge into melee).

Eldritch Essence (Req: Warlock) – When you select this feat, you may choose 1 of the following Essences to add to your Eldritch Blast once per encounter. Adding an Essence is physically draining on the Warlock, and consumes one of his Healing Surges. Effects last until the end of your next turn. You may take this feat multiple times, each time learning a new Essence type that may be used once per encounter. You may only add 1 Essence per Blast. An Essence changes the Eldritch Blast to that type of damage for the round. If a target has sufficient immunity to that type of damage that he suffers no damage, he also suffers no secondary effects from the Blast. If he is vulnerable to that damage type, he takes the usual extra damage.

- **Brimstone (Fire):** Target suffers +5 fire damage from the blast, and gains Vulnerability to fire 5.
- **Hellfire (Cold):** Target is Restrained.
- **Poison:** Target is Weakened and Slowed.
- **Lightning:** Target is Dazed, and the Blast has a +2 attack bonus if the target is wearing metal armor.
- **Necrotic:** Target suffers a -2 to saving throws and gains only ½ effect from any healing.
- **Radiant:** Target is blinded.
- **Thunder:** Target is deafened, pushed away from you Con. bonus squares, and knocked prone.

Fists of Fury – You are an expert at unarmed combat. You gain a +1 Proficiency bonus on unarmed attacks, and you do 1d6+Str damage instead of 1d4. You may use your fists for attack powers that require a weapon.

Greater Divine Channeling (Req: 2 or more Channel Divinity abilities) – You may Channel Divinity a 2nd time in an encounter. You must use a different Channel Divinity power than you used the 1st time.

Infuse Implement (Req: Ability to cast rituals, must have a class Implement) – You gain the ability to prepare a ritual ahead of time and infuse it into your Implement. The preparation takes the usual amount of time and cost of supplies, but it does not take effect upon completion. Instead, while holding your Implement, you may invoke the ritual as a Minor action. If the ritual is not used before taking an extended rest, the character must make a saving throw upon waking. Success means the ritual remains in the Implement. Failure means the ritual was lost and the components wasted. You may only have 1 ritual stored at any one time, even if you have multiple Implements.

Knife-Fighter – You do 1d6 damage when using daggers, instead of 1d4.

Lesser Spell Accuracy (Req: Wizard) – You may choose to not add your Attribute bonus to attacks against any allies (or yourself) caught in the area of effect of your spells.

Paladin's Mount (Req: Paladin, Paragon level) – Once per day as a Standard action, the Paladin may summon his mount. This is a Conjuraction effect, and the Mount remains until dismissed. The mount is treated as a normal, if unusually intelligent, Warhorse (MM pg 159). If the mount is killed, the Paladin must pass 3 Milestones before he may summon another.

Playing to Your Strengths – This feat allows you to swap one stat for another when using a limited number of powers. The swap only affects the basic attack and damage bonuses, not secondary effects related to a stat. You may swap the stats for 1 power at Heroic tier, 2 at Paragon, and 3 at Epic. This feat is especially useful for multiclassers, classes with split prime attributes like Paladins and Warlocks, and for the Half-elf's Dilettante ability.

Racial Paragon (Req: A Racial Encounter power, Paragon level) – Once per encounter you may spend a healing surge, but regain no hit points. Instead you regain the use of one racial encounter power you have already used. Examples include the Dragonborn's breath, Eladrin's Fey Step, Elven Accuracy, Half-Elf's Dilettante power (if they chose an at will as an encounter power), Halfling's Second Chance, and Tiefling's Infernal Wrath.

Resist Magic (Req: Con 13, either Dragonborn or Dwarf) – You gain a +1 racial bonus to Fort and Will defenses against Arcane spells and effects.

Ritual Specialist (Req: ability to cast rituals) – Choose 1 category of rituals (Exploration, Travel, Restoration, etc). You gain a +2 bonus to cast all rituals of this category, and you use 20% less components when you cast these rituals. You may take this feat multiple times, each time choosing a new category to receive this benefit.

Roll With the Blow (Req: Halfling, Dex 13) – Once per encounter, as an Immediate Interrupt after you have been hit by an attack, you may Roll With the Blow. You are Pushed away from your attacker 1 square, and you take the minimum damage that could be rolled on the attack.

Scales and Claws (Req: Dragonborn) – You gain a +1 racial bonus to AC, and do +1 damage with unarmed attacks.

Tap the Power – You gain 1 additional Daily Magic Item power use, giving you 2 at Heroic levels, 3 at Paragon levels, and 4 at Epic levels, before Milestones. All usual limitations apply.

Too Stubborn to Die (Req: Con 13) – Gain a +2 bonus on Death Saving Throws, and if you roll a natural 20 but have no Healing Surges left, you may still wake up with 1 HP.

Two-Handed Swing (Req: Str 15) – Add +1 to your Str bonus to damage with 2-handed weapons (does not including Versatile).

Warlock Arcane Implement Mastery (Req: Warlock) – This feat allows Warlocks to choose 1 Implement to master. They may master a second by taking the Second Implement feat. There are 4 choices:

- **Wand of Deadly Curses:** Once per encounter as a free action, after you've hit a target under your Warlock's Curse but before rolling damage, you may choose to automatically deal maximum Curse damage while using the wand. If this attack kills the target, you gain double the effect for your pact (Teleport up to 6 squares if Fey, gain double the temp HP if Infernal, and gain a +2 bonus for the Star Pact.)
- **Rod of Infused Invocations:** Once per encounter as a free action, the Warlock may choose to do one of the following:
 - He may add, remove, or change 1 damage type from a spell he casts while using the rod. For example, he could make it Radiant if facing undead, remove the Fire descriptor if facing a foe immune to fire, or change a spell from Necrotic damage to Lightning damage. Changing the damage type in no way affects the damage or power's effect.
 - Or he may choose to attack a different defense than the spell normally affects, choosing between Fort, Ref, or Will.
- **Pact Dagger:** Once per encounter as a Free action, you may slash yourself with the dagger (for the usual 1d4+ Str + any bonus for a magic weapon). The damage counts as and replaces any magic bonus of the Pact Dagger for attack and damage rolls until the end of your next turn
- **Familiar:** Identical to the Wizard's Familiar above.

Weapon Finesse (Req: Prof. with Light Blades, Dex 13) – You may use your Dex bonus for basic melee attack rolls with Light Blades instead of Str. However, Str is still used for the damage bonus and this does not affect which attributes are used for powers.

Wild Empathy (Req: Ranger, Cha 13, Nature Trained) – Add +2 to Nature checks, and you can sense what animals are feeling and communicate basic ideas and concepts to them (if they are willing to listen). While you cannot literally speak with animals, you

understand each other far more than normal. Natural Beasts will not typically attack you (unless they are starving, enraged, etc) until and unless you attack one of them.

Winged Flight (Req: Dragonborn or Tiefling) – You have small wings that can only keep you aloft for moments. Once per encounter, you may fly at your normal Speed when moving, until the end of your next turn. You glide to the ground if still in the air when this ability ends.

Multiclassing:

New Feat: Advanced Training (Req: an initial Multiclassing feat, a 15 in the stat required for this class) – You gain the effects of all 3 power swap feats. So, at 4th level you may swap 1 Encounter power, at 8th level you may swap 1 Utility power, and at 10th level you may swap 1 Daily Attack power. In addition, you gain 1 minor class ability or power upon taking this feat:

Cleric	Choose 1 level 1 at will prayer as an Encounter power.
Fighter	Once per encounter until the end of your next turn, add your Wis bonus to any Opportunity attack rolls when using your chosen type of weapon (1h or 2h). You stop any moving opponent.
Paladin	Use Lay on Hands as an Encounter power
Ranger	Choose a Fighting Style (although weaker than a full Ranger's fighting styles, these qualify you for the Paragon Paths and powers). If you choose Ranged style, you get the Prime Shot ability once per Encounter until the end of your next turn (+1 with ranged attacks if you are closer to the target than other allies) If you already have the Prime Shot ability from your base class, this stacks with it. If you choose the 2 Weapon style, you may use 1 handed weapons in your off hand as if it were an off-handed weapon.
Rogue	Once per Encounter, you may use the Rogue Weapon Talent until the end of your next turn.
Warlock	Use Warlock's Curse as an Encounter power, lasts until the end of your next turn
Warlord	Choose 1 form of Commanding Presence. You may use it once per Encounter, until the end of your next turn.
Wizard	Choose 2 of the 4 Cantrips. You may cast them as Encounter powers.

Paragon Multiclassing – In order to take the Multiclass Paragon Path or a Paragon Path from your secondary class, you must have the Advanced Training Feat. The at will power gained at 11th level is an additional power, it does not replace one of your at will powers. Also, you may use an Action Point to regain any power or ability from your multiclass that has an Encounter frequency that you have already used this encounter. At 16th level, you may choose 1 bonus power (Encounter, Daily Attack, or Utility) from the secondary class' list, of 16th level or lower.

Rules:

Extended Rests – After an Extended rest, you don't automatically regain all of your hit points and Healing Surges. Instead, you regain 3 surges and half your total hit points (a number of HP equal to your Bloodied value).

Quarterstaff – It may be used as either a 2 handed weapon, or count as 2 weapons for those using 2-weapon styles.

Milestones – After a milestone, a character has a choice of either gaining another Daily Magic Item power use or, if he doesn't have any more items he can use, or he simply prefers not to, he may recharge 1 of his daily powers or 1 Healing Surge instead.

Minions – Not all Minions have such a weak glass jaw that even a single hp attack will kill them. Minions have a form of Damage Resistance, called Resilience. Resilience acts as DR against all forms of damage, including energy attacks. If an attack manages to break through the Minion's Resilience and still have at least 1 hp of damage remaining, the Minion goes down. If the attack does damage that is only equal to or less than the Minion's Resilience, the Minion is completely unharmed, it was only a scratch. This alleviates the need to track HP, while still giving Minions some ability to withstand weak blows. A Minion's Resilience is set by the DM, but a good starting value is ½ the Minion's level, + its CON bonus. A Critical Hit will always take down a Minion in 1 hit, no matter what its Resilience. To create a minion, give it 1 HP and minimum Normal Damage Expression (see DMG pg 185).

Saves – Certain creatures, such as the Beholder, have powers that cause increasing effects after a failed save. This only applies to failing the regular saves at the end of your turn, not any additional saves from powers, potions, etc.

Self-Stabilizing – When a character is unconscious and dying, if he manages to succeed at 3 Stabilization rolls, he is stabilized and out of danger of dying until and unless he suffers more damage. He remains unconscious however.

Skill Challenges:

Based on rules created by Stalker0, with some changes by me. Skill Challenges had several mathematical problems as written, and these rules aim to help correct them, while also adding some fun new elements.

Allowed Skills: When a DM sets up a skill challenge, he chooses which skills may be used in the challenge. These are known as “allowed skills”. He may also allow the players to choose their own skills, provided they can give a good reason for their use. The DM may allow a player to use a non-approved skill once for either the challenge itself, or only to Aid Another, at a DC of Hard.

Partial Success: Some challenges offer a chance at a partial success. Even if the test ends because the maximum number of failures was reached before the needed number of successes, each success that was gained may still provide some benefit, such as reducing the amount of damage done by a trap being disarmed, or gathering some clues even if you didn’t get exactly the information you wanted. The GM may create a list of effects, such as 0-1 successes = nothing, 2= clue A, 3=clue A+B, etc.

Critical Failure: Any skill check that results in a natural 1 is a Critical Failure. Not only does it count as an automatic failure in the challenge (unless you are only aiding), it cannot be countered by a Skillful Recovery, and it causes a -2 penalty on the next non-aid skill check (This is the only penalty on a critically failed aid roll).

Critical Success: Any skill check that rolls a natural 20 during a skill challenge automatically counts as a success. If that roll + modifier would make the DC, you gain a critical success. A Critical Success is worth 2 successes instead of 1.

Aid Another (Easy): Instead of rolling a regular skill check, a character in the party can choose to aid another. When choosing to aid another, your skill check does not count as a success or failure for the challenge. Instead, a success provides a +2 bonus to the next person’s skill challenge roll, and a Failure has no effect. Each skill can be successfully used to aid another only once per round, and any unused bonus is lost if not used by the end of your next turn. The DC is Easy, not a flat DC of 10.

Skillful Recovery (Hard): A character may spend an Action Point to attempt a Skillful Recovery. You may choose to use skillful recovery as an immediate interrupt whenever you or one of your party members fails a skill check. Make a skill check, using one of the allowed skills for the challenge. If you fail, then the original failure stands. If you succeed, you negate the failure. That skill check neither counts as a failure or a success. You cannot gain a critical success on a skillful recovery roll.

Challenge Level	Easy	Medium	Hard
1 – 3	14	18	22
4 - 6	16	20	24
7 – 9	18	22	26
10 – 12	20	24	28
13 – 15	21	26	30
16 – 18	23	28	32
19 - 21	25	30	34
22 – 24	26	31	36
25 – 27	28	33	38
28 - 30	30	35	40

Complexity	Successes	Failures
1	3	3
2	5	4
3	7	5
4	9	6
5	11	7

Rituals:

Enchant Magic Item – The free version of this ritual may also be used to transform a magical holy symbol into a symbol of a different god. A holy symbol’s power only works for a divine caster who worships the god the symbol is currently dedicated to, but it is relatively easy to transform it into another god’s symbol. Using the ritual this way requires a Religion check, not Arcana.