

# 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 skills equal to their Int bonus. The skills may be trained or untrained, it doesn't matter. If it's a class skill, it gets a +2 skill bonus; if not, it gets a +1 bonus. Each point devoted to languages gives him 1 additional language.

## 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.

## Classes and Powers:

**Cleric – Channel Divinity: Divine Fortune** – It grants a +1 bonus to either all attack rolls or all 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** – Wizards have a 4<sup>th</sup> 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 3<sup>rd</sup> level, +2 at 8<sup>th</sup>, +3 at 13<sup>th</sup>, +4 at 18<sup>th</sup>, +5 at 23<sup>rd</sup>, and +6 at 28<sup>th</sup>. 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.

**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. When a Wizard replaces a Daily or Utility spell after gaining a level, he must lose 1 spell, but gains 2 new ones of the higher level (3 with Expanded Spellbook). When he uses retraining, he merely trades 1 spell for another 1 of the same level.

**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 the attack hits or misses.

**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.

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

**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.

**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.

## 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.

**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.

- **Brimstone (Fire):** Target suffers +5 fire damage from the blast, and gains Vulnerability to fire 5.
- **Hellrime (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.

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

**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.

**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.

**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.

**Two-Handed Swing (Req: Str 15)** – Add 1 ½ your Str Bonus to damage with 2-handed weapons.

**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, you may choose to automatically deal maximum damage from your Warlock's Curse 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 Sustaining:** Once per encounter as a free action, when using a power than can be sustained and holding the rod, you may select one of the following options:
  - If the Sustain requires an additional attack roll, you may discard 1 failed attack and reroll it. You must keep the 2<sup>nd</sup> result.
  - If the Sustain requires a saving throw, you may force the target to reroll a successful save, keeping the 2<sup>nd</sup> roll instead.
- **Pact Dagger:** Once per encounter as a Minor action, you may slash yourself with the dagger (for the usual 1d4+ Str + any bonus for a magic weapon). The damage replaces any magic bonus of the Pact Dagger for your next spell's attack and damage roll. If not used by the end of your next turn, the bonus is wasted.
- **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. This feat 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 only reluctantly attack you, suffering a -2 penalty on attack rolls until and unless you attack one of them, at which point the penalty is removed. This penalty only applies to attacking you, not any of your companions.

## Multiclassing:

**Warrior of the Wild (Ranger Multiclass)** – The Hunter's Quarry lasts till the end of your next turn.

**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 4<sup>th</sup> level you may swap 1 Encounter power, at 8<sup>th</sup> level you may swap 1 Utility power, and at 10<sup>th</sup> level you may swap 1 Daily Attack power. In addition, you gain 1 minor class ability or power upon taking this feat:

<b>Cleric</b>	Choose 1 level 1 at will prayer as an Encounter power.
<b>Fighter</b>	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.
<b>Paladin</b>	Use Lay on Hands as an Encounter power
<b>Ranger</b>	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.
<b>Rogue</b>	Once per Encounter, you may use the Rogue Weapon Talent until the end of your next turn.
<b>Warlock</b>	Use Warlock's Curse as an Encounter power, lasts until the end of your next turn
<b>Warlord</b>	Choose 1 form of Commanding Presence. You may use it once per Encounter, until the end of your next turn.
<b>Wizard</b>	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 11<sup>th</sup> 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 16<sup>th</sup> level, you may choose 1 bonus power (Encounter, Daily Attack, or Utility) from the secondary class' list, of 16<sup>th</sup> level or lower.

## Rules:

**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.

**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  $\frac{1}{2}$  the Minion's level, + its CON bonus (Monster listings already add the  $\frac{1}{2}$  level bonus to stat mods). 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 a flat minimum Normal Damage Expression for its level (see DMG pg 185).

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

## 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.

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

**Allowed Skills:** When a DM sets up a skill challenge, he can choose which skills are appropriate for the players to use in the challenge. These are known as “allowed skills”. He may also allow the players to choose their own skills, provided they can provide a good reason for their use.

**Non-allowed Skills:** A player may wish to use a skill that the DM has decided not to allow for the challenge. If the DM wishes, he can allow the player to use the skill for the challenge itself, or only to Aid Another. Either way, a secondary skill can only be used successfully once per challenge, and the DC is Hard.

**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. In addition, if that roll + modifier would make the DC, you gain a critical success. You can use your critical successes to use the skillful recovery mechanic (see below).

**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 roll, and a Failure has no effect. Each skill can be successfully used to aid another only once per round. You can score critical successes and failures on aid another rolls, but you may not use Daredevil Stunt on aid checks. The DC is Easy, not a flat DC of 10.

**Skillful Recovery (Hard):** You can 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 can use skillful recovery a number of times equal to the number of critical successes you have obtained through the challenge. You cannot gain a critical success on a skillful recovery roll. **Example:** In a negotiation with the duke, the fighter makes a comment that angers the duke. The charismatic rogue uses a hard diplomacy check and makes a comment about the duke's dining hall. The duke, already impressed with the rogue

from a previous comment he made (critical success) thanks him kindly, and forgets the fighter's comment.

**Daredevil Stunt (Hard):** True skill masters can choose to make Hard checks in order to gain more critical successes. Choose any allowed skill that normally has an easy or medium difficulty. You can now gain a critical success if you roll an **18, 19, or 20** if the skill check had been Easy, or **19 or 20** if it had been Medium. However, only a natural 20 is still an automatic success. A daredevil stunt still counts as a success or failure for the challenge.