

D&D 4e PHB Rules Changes & Additions

Stats:

Intelligence Bonus - Background Skills – Highly intelligent characters have an easier time learning skills and languages. Characters may choose a number of languages, skills, or background skills equal to their Int bonus. Each point devoted to languages gives him 1 additional language. Each point devoted to an adventuring skill gives a +1 bonus to that skill. Each point devoted to Background Skills means he is Trained in a non-adventuring skill, related to his life before becoming an adventurer. The proper stat bonus to be applied to each skill should be worked out with the player. Options include Knowledge skills, Professions, Crafts, Performs, hobbies, area knowledge, etc. They shouldn't significantly duplicate an adventuring skill, but things like Law, Profession: Ratcatcher, Weaponsmith, Heraldry, Singing, Dancing, Farming, Sailing, Vintner, or Waterdeep Knowledge are ok.

Races:

Elves – Replace their Group Awareness ability with a +1 racial bonus to their 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 a level 1 At Will used as an Encounter. They also receive a +1 racial bonus to their Reflex defense in place of their Group Diplomacy ability.

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.

Warlock: Arcane Implement Mastery – Warlocks may choose to master 1 Warlock Implement at creation. 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 keyword 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 your usual damage, typically 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 below. A Warlock familiar's appearance is often related to his pact.

Wizard: Arcane Implement Mastery – The abilities gained have been revised, though still follow the same focus for that item.

- **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. A familiar may appear to be anything from a tiny animal, bird, or reptile, a crystal, a ball of light, or even a mundane object of some sort, such as a staff (once chosen, it's appearance can't change, however), but it's not really a living creature, it's a fragment of the wizard's soul and cannot be permanently destroyed. 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, with +1d6 per plus on crits. In addition, it understands and obeys simple mental commands and once per encounter, you may channel a spell through your familiar if it is within 20

squares, casting the spell as if you were standing where your familiar is. Like any other Implement, it is not usually individually targeted by spells, area effects, etc, but if needed, it has as many HP as the Wizard's Healing Surge and all the Wizard's defenses, and a speed identical to the Wizard's. It can carry no more than 1 pound, cannot attack, and has little manual dexterity. If it's destroyed, he can recreate it with a short rest.

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. A Wizard who multiclasses gives up both spells in his slot in exchange for 1 power from his other class. A Wizard is able to prepare one spell from each package per day.

Paragon (Own Class) – Instead of choosing a Paragon Path, you may focus on your own class, becoming a Paragon Cleric, Paragon Wizard, etc. At 11th level, you gain your choice of Skill Training in 1 additional class skill or Skill Focus in a class skill. You also receive an Action Point Power: you gain a +2 attack bonus with a class power used during your extra action. Finally, you also gain an additional Encounter power at 11th level from your class list, up to 13th level, in place of a Paragon Encounter power. At 12th level, choose any 1 Utility power for your class, up to 10th level. At 16th level, your class Defense bonus is doubled. (So a Cleric's +2 Will becomes +4 Will) Instead of gaining a 20th level Paragon daily power, you may take an additional Daily Attack from your class list, up to 19th level. (The slightly higher level Encounter power balances the lower level Utility and Daily).

Guardian of Faith [Addition/Revision], page 64 - Add "Creatures can move through the space occupied by the guardian" to the power's effect. Replace "Any creature" in the fourth sentence of the Effect line with "Any enemy."

Firestorm [Revision], pg 69 – Replace the Hit line with: 3d10+Wisdom modifier damage

Punishing Strike [Revision], page 71- On the Attack line, replace "Strength + 2" with "Strength + 4", and add "Reliable".

Astral Storm [Revision], pg 69 – Initial damage is 4d10+Wisdom modifier, not 6d10

Solar Wrath [Addition], page 74 - Add the "Implement" keyword.

Battle Cry [Revision], page 74 - Replace the "Implement" keyword with the "Weapon" keyword.

Combat Challenge [Revision], page 76 - In the second paragraph, replace "a marked enemy that is adjacent to you shifts or makes an attack" with "an enemy marked by you is adjacent to you and shifts or makes an attack."

Cleave [Revision], page 77 - On the Hit line, replace "enemy adjacent to you" with "enemy adjacent to you other than the target."

Sure Strike [Revision], pg 77 – Roll 2d20, choosing the better result for your attack roll, instead of a flat +2 bonus.

Dance of Steel [Revision], page 79 - On the Weapon line, replace "slowed" with "immobilized".

Rain of Blows [Deletion], pg 79 – Remove "2 attacks" from the Attack line

Come and Get It [Revision], page 80 - Replace the Effect line with: Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Stalwart Guard [Addition/Deletion/Revision], page 81 - Add the "Stance" keyword, Replace "Close burst 1" with "Personal", Remove the Target line, Replace the Effect line with the following: Effect: Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.

Devastation's Wake [Revision/Deletion], page 84 - Replace the Effect line with: Effect: Until the start of your next turn, you can make a secondary attack as a free action against any enemy that starts its turn adjacent to you. Remove the Secondary Target line.

No Surrender [Revision], page 84, - Replace the action type "Immediate Reaction" with "No Action."

Warrior's Urging [Deletion/Revision], page 85 - Remove the "Charm" keyword, Replace the Effect line with the following: Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Steel Grace [Revision], page 88 - Replace "Containing Strike or Reaping Strike" with "any 1st level At Will Fighter weapon attack"

Hallowed Circle [Revision], page 93 - Replace the Effect line with the following: Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

Thunder Smite [Revision], page 94 - Replace the parenthetical on the Attack line with the following: If the target is marked by you, the attack can score a critical hit on a roll of 19–20.

Hand of the Gods [Revision], page 97 - Replace “Minor Action” with “Standard Action”

Certain Justice [Revision], page 100 - On the Hit line, replace the second sentence with the following: If the target is marked by you, it is also weakened and dazed until it is not marked by you.

Hunter’s Quarry [Revision/Addition], page 104 - In the first paragraph, replace “enemy nearest to you” with “nearest enemy to you that you can see.” Replace the first sentence of the second paragraph with the following: “Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level.” Add the following sentence at the end of the second paragraph: “If you have dealt Hunter’s Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.”

Careful Attack [Revision], pg 105 – The Ranger adds 2x his attribute bonus to his attack roll instead of attribute bonus +2.

Twin Strike [Revision], pg 105 – In order for the Ranger to make a 2nd attack, he must target a different opponent, no more than 2 squares away from the primary target. He may not attack the same target twice with this power.

Shadow Wasp Strike [Revision], page 107 - Replace both instances of “AC” with “Reflex”.

Blade Cascade [Revision], page 109 - On the Attack line, replace the second sentence with “Alternate main and offhand weapon attacks until you miss or until you make five attacks.”

Blade Ward [Revision], page 112 - On the Hit line, replace “[W]” with “2[W]” Also, if your attack hits, the target’s attack that you interrupted is weakened, doing only ½ damage if it hits.

Sneak Attack [Revision], page 117 - Replace the first sentence with: “Once per round, when you have combat advantage against an enemy and hit that enemy with an attack that uses a crossbow, a light blade, or a sling, the attack deals extra damage. If you have dealt Sneak Attack damage since the start of your turn, you cannot deal it again until the start of your next turn.”

Ghost on the Wind [Revision], page 125 - On the Hit line, replace “move into any square” with “shift into any square”.

Instant Escape [Revision], page 127 - Replace “Immediate Interrupt” with “Immediate Reaction.”

Warlock’s Curse [Revision/Addition], page 131 - Replace the third sentence of the first paragraph with the following: “If you hit a cursed enemy with an attack, you deal extra damage.” Add the following clause to the end of the last sentence of the first paragraph: “so if you have dealt Warlock’s Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.”

Frigid Darkness [Revision/Addition], page 133 - On the Hit line, replace “all of your enemies” with “you and your allies.” On the Star Pact line, add “until the end of your next turn” to the end of the sentence.

Banish to the Void [Revision], page 139 - On the Hit line, replace “The target attacks the nearest target on its next turn” with “The target makes a basic attack against the nearest creature on its next turn.”

Hurl Through Hell [Addition], page 140 - On the Hit line, add “(save ends)” after “stunned.”

Whispers of the Fey [Revision/Addition], page 141 - Replace “Utility 20” with “Attack 20.”

Collect Life Spark [Addition] page 142 - On the Fey line, add “until the end of your next turn” to the end of the sentence.

Commander’s Strike [Revision], pg 145 – Replace “Melee Weapon” with “Range 10”

Feather Me Yon Oaf! [New Power] – This power is identical to Commander’s Strike, except that the ally makes a ranged basic attack against the target instead of a melee basic attack. You also add your Intelligence modifier to your ally’s damage.

Make Them Bleed [Addition], page 149 - Add “Melee weapon” as the power’s range.

Chimera Battlestrike [Revision], page 152 - Replace “Minor Action” with “Standard Action.”

Shapechange [New Power], – 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.

Jump [Revision], page 161- Replace the Effect line with: Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

Dispel Magic [Addition], page 162 - Add the “Implement” keyword.

Cloudkill [Revision], page 166 - Add “Attack: Intelligence+2 vs. Fortitude” above the Hit line.

Chain Lightning [Revision], pg 167 – This spell attacks only 3 targets, a single Primary, Secondary, and Tertiary target. There is no attack against all targets within 20 squares. The Primary target takes 4d6+Int, the Secondary target takes 2d6+Int, and the Tertiary target takes 1d6+Int. Each must be within 5 squares of the previous target.

Thunderclap [Revision], pg 167 – The spell may take one of 2 forms: a Burst 2 within 20 squares that deals 3d6+Int mod, or a single target, in which case the damage is 6d6+Int mod and the target is Deafened as well as Stunned until the end of your next turn.

Meteor Swarm [Addition], pg 169 – On a hit, a target is also knocked prone.

Closing Spell [Revision], pg 169 – You get a +1d10 bonus for each Daily Attack spell already used, so +3d10 max, not 5d10.

Destructive Salutation [Deletion], pg 170 – On a miss, targets are not stunned, they only suffer ½ damage.

Corellon’s Blade [Revision], pg 171 – 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, take 3d8 damage.

Skills:

Level of Knowledge, page 180 - In the table, replace “15” with “10” in the Common entry, “+10” with “+5” in the Paragon tier entry, and “+15” with “+10” in the Epic tier entry.

Bluff, page 183 - In the shaded box, replace the text under “Create a Diversion” with the following: “Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack.”

Endurance, page 185 - In the table, replace “Ignore Hunger: 10 + 2 per day” with “Ignore Hunger (after 3 weeks): 20 + 5 per day.” In the table, replace “Ignore Thirst: 10 + 4 per day” with “Ignore Thirst (after 3 days): 20 + 5 per day.” In the table, replace “Hold breath (each round after 5): 10 + 1 per round” with “Hold breath (each round after 3 minutes): 20 + 5 per round.” Add to table “Hold breath (maintain in a round you take damage): 20”

Insight, page 185 - In the table, replace “10 + creature’s level” with “10 + one-half the creature’s level”, “25 + effect’s level” with “25 + one-half the effect’s level”, and “15 + effect’s level” with “15 + one-half the effect’s level.”

Perception, page 186 - In the shaded text, replace “standard action” with “minor action” in the 3rd sentence.

Stealth, page 188 - Replace all text after the first paragraph with the following: **Stealth:** At the end of a move action.

◆ **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy’s passive Perception check. If you move more than 2 squares during the move action, you take a –5 penalty to the Stealth check. If you run, the penalty is –10.

◆ **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you’re outside the enemy’s line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don’t have superior cover or total concealment and aren’t outside the enemy’s line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.

◆ **Success:** You are hidden, which means you are silent and invisible to the enemy (see “Concealment” and “Targeting What You Can’t See,” page 281).

◆ **Failure:** You can try again at the end of another move action, but the enemy is alerted that something may be out there, and may try active Perception checks to find you (see below), or simply raise the alarm immediately.

◆ **Remaining Hidden:** You remain hidden as long as you meet these requirements.

- **Keep Out of Sight:** If you no longer have any cover or concealment against an enemy, you don’t remain hidden from that enemy. You don’t need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can’t use another creature as cover to remain hidden.
- **Keep Quiet:** If you speak louder than a whisper or otherwise draw attention to yourself, you don’t remain hidden from any enemy that can hear you.

- **Keep Still:** If you move more than 2 squares during an action, you must make a new Stealth check with a –5 penalty. If you run, the penalty is –10. If any enemy’s passive Perception check beats your check result, you don’t remain hidden from that enemy.
- **Don’t Attack:** If you attack, you don’t remain hidden.
- ◆ **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can’t become hidden again as part of that same action.
- ◆ **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don’t make a new check), you don’t remain hidden from that enemy. Also, if an enemy tries to enter your space, you don’t remain hidden from that enemy.

Thievery, page 189 - Under Pick Pocket, replace “DC 20 + your target’s level” with “DC 20 + one-half your target’s level.”

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 total 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)

Eyes of Selune (FR Players Guide) – You may reroll all saves that you failed this round, not just 1.

Sheela Peryroyl’s Gift (FR Player’s Guide) – Target is you and 1 ally, not you or 1 ally.

New Feats:

Arcane Implement Mastery (Req: Warlock) – This feat allows Warlocks to choose an additional Implement to master. They may master 1 at creation, and may choose a second by taking this feat.

Armor Specialization: Cloth (Req: Dex 13, Paragon tier) – While wearing cloth armor, you get a +1 feat bonus to AC.

Background Skills – Each time this feat is selected, you may choose 3 additional background skills, as listed under Int bonus.

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.

Class Mastery (Req: May not have or take a multiclass feat) – You may spend an Action Point to reroll any 1 dice roll directly related to your class, including an attack or damage roll with a class power, a skill roll with a class skill, etc. Keep the better roll.

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. If a target has sufficient immunity to that type of attack 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):** The blast gains the High Crit ability (pg 217), and the target suffers 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 -5 to all saving throws and gains only ½ effect from any healing/regeneration powers or abilities.

- **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.

Heavy Weapons Specialist (Req: Str 15) – Add +1 to your Str bonus to damage with 2-handed weapons (does not including Versatile weapons used with 2 hands).

Heroic Surge – Once per encounter, you may spend a Healing Surge as if it were an Action Point. This is in addition to the normal Action point in an Encounter.

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, you may cast them in ½ the time (5 minutes instead of 10), and you use 20% less components with 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. Make an Acrobatics check with a DC equal to the attack that hit you. If you succeed, you are Pushed away from your attacker 1 square, and you take only ½ damage.

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

Tap the Power – Once per day, you may recharge one of your spent Magic Item Daily Powers with a Minor Action.

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.

Vestigial Wings (Req: Dragonborn or Tiefling) – You have vestigial batlike wings that are not strong enough to allow actual flight, but they can slow your rate of descent somewhat when falling. All falling damage for you is rolled on d6’s, not d10’s.

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.

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.
Swordmage	Choose either Aegis of Assault or Aegis of Shielding as a bonus Encounter power.
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 1st level at will power gained at 11th level is an additional power, it does not replace one of your at will powers. Also, instead of gaining an extra action, you may use an Action Point to use any power or ability from your multiclass that has an Encounter frequency and not expend its use. You may then use it again later in the encounter if needed. At 16th level, you gain the Defense bonus of the secondary class, in addition to your own class’ defense bonus.

Rules:

Adventuring Gear [Addition], page 222 - In the Adventuring Gear table, add the following text after Lantern: Oil (1 pint) 1 sp 1 lb.

Brew Potion, page 301 - Change the ritual’s level from 5 to 1.

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).

Keywords, page 55 - Replace the second and third sentences of the fourth paragraph with the following: “Also, resistance doesn’t reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies. For example, a character who has resist 10 lightning and resist 5 thunder who takes 15 lightning and thunder damage takes 10 damage because the resistance value to the combined damage types is limited by the lesser of the two resistances.”

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

Milestones – Remove Milestones from the game. Instead, all characters get 1 Action point that may be used once per Encounter. Magic items do not require Milestones to be charged, a character may simply use the powers at their stated frequency. To prevent a golf bag of items with Daily powers from being used in succession, a character may only use the Daily Power of an item for a given slot once per day. So if he has already used a Daily Belt Slot item, he can’t use another Daily Belt Slot power until after an extended rest. Rings and any other items that grow more powerful after a Milestone now require a Healing Surge to be spent to achieve the increased functionality, but it may be done at any time.

Replacing Powers - Characters do not replace powers at Paragon and Epic levels. Instead, they simply gain new powers without losing their old ones. This means they will have 2 additional Encounter and Daily powers by the end of their Paragon levels, and 4 each by the end of Epic levels, but they will all be low level powers, little better than powers of the next greater frequency. Not only is this more realistic than forgetting powers you've used all through your career, it allows for more choices in combat and faster battles, with less need to fall back on At Will powers so often.

Retraining – You may retrain any feats, not just Heroic tier feats.

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 until the end of the encounter however.

Targeting Objects- Add the following to the end of the first paragraph: “Some powers include objects as targets. At the DM’s discretion, a power that targets a creature can also target an object, whether or not the power lists an object as a potential target.”

Skill Challenges:

Allowed Skills: The DM chooses which skills may be used in the challenge. He may also allow the players to use other skills, provided they can give a good reason for their use. The DM may allow each player-suggested skill to be used once per challenge, for either the challenge itself, or only to Aid Another if he feels the skill is not central to the challenge.

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	10	15	20
4 - 5	11	16	21
6 – 7	12	17	22
8 – 9	13	18	23
10 – 11	15	20	25
12 – 13	16	21	26
14 - 15	17	22	27
16 – 17	18	23	28
18 – 19	20	25	30
20 - 21	21	26	31
22 - 23	22	27	32
24 - 25	23	28	33
26 - 27	24	29	34
28 - 30	25	30	35

Complexity	Successes	Failures
1	3	3
2	4	3
3	5	3
4	6	3
5	7	3
6	8	3
7	9	3
8	10	3
9	11	3
10	12	3

Monsters:

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. 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. 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).

Monster HPs – There are now Lesser and Greater monsters. Divide all Lesser monster HPs by $\frac{1}{2}$, using the Bloodied value for full HP and half that for the new Bloodied value, and multiply their XP by 75%. Greater monsters use the rules as written. Any monster except a Minion can be a Lesser monster, even an Elite or Solo.