

# DUNGEONS & DRAGONS



A HOUSE RULE COMPENDIUM FOR 5TH EDITION

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BY DND4VR

version 1.0

# DUNGEONS & DRAGONS

Adventure awaits brave heroes! Here you will find ancient ruins haunted by the specters of civilizations long past. Here you will discover the powerful arts of priest and wizard alike. Here you will quest with vast armies marching to defeat wicked dragons in desolate lands. Here you will create all that you imagine...

Welcome to the Realms of Dungeons & Dragons! Now is the time to join your fellows in fun and adventure like you have never experienced before. What you accomplish is up to you and the only limit is your imagination.

Let's begin! The house rules you will read here are meant to accompany the core rule books of D&D 5E. Enjoy.

## CHARACTER RACES

### DRAGONBORN TRAITS

Dragonborn have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Alignment.** Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil can be terrible villains.

**Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Due to your draconic ancestry, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Draconic Ancestry.** You have draconic ancestry and the wisdom of the ancients flows through you. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 5th level, 4d6 at 11th level, and 5d6 at 17th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

TABLE: DRAGONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Damage Resistance.** You have resistance to the damage type associated with your draconic ancestry.

**Thick Skin.** Your natural Armor Class is 10 + your Constitution modifier (minimum 0) + your Dexterity modifier. You have 1 point of Damage Reduction against non-magical bludgeoning, piercing, and slashing damage.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic.

**Subraces.** Each dragon type is a subrace, but other than their associated draconic ancestry there are no differences.



## DWARF TRAITS

Dwarves have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Dwarves mature slightly slower than humans, reaching maturity around the age of 25, but are not considered full adults until 50. On average, they live about 350 years, but can live as long as 500 years.

**Alignment.** Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

**Size.** Adult dwarves usually stand between 4 and 5 feet tall and weigh 150 to 175 lbs. Your size is Medium.

**Speed.** Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor, even if you lack the required Strength to wear it.

**Shadowsight.** Due to spending much of your life underground, you have superior vision in dim conditions. You can see in dim light within 60 feet of you as if it were bright light. You can discern colors in dim conditions, but they are muted and not as vibrant. You gain no benefit in conditions of darkness.

**Armor Expertise.** When wearing light, medium, or heavy armor that you are proficient with, your Armor Class improves by 1. You can don and doff any armor you are proficient with in half the normal time. You can don or doff a shield as a bonus action.

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Dwarven Toughness.** Your hit point maximum increases by 1 at 1st level, and it increases by 1 hit point every time you gain a level.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

**Languages.** Dwarves speak, read, and write Dwarvish and Common.

**Subraces.** Hill dwarves are slightly smaller than Mountain dwarves in height and weight. Mountain dwarves tend to be more resistant to change and untrusting of strangers.

Duergar, or Gray Dwarves, live in the Underdark and are typically evil. Duergar lose the Armor Expertise trait, but gain Duergar Magic (see SCAG).

## ELF TRAITS

Elves have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and typically live to be 750 years old. However, it is not unheard of for elves to reach 1000 years or longer.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile has made them vicious and dangerous. Drow are more often evil than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Speed.** Your base walking speed is 35 feet.

**Shadowsight.** Spending much of your life under the starry night and in deep forests, you have superior vision in dim conditions. You can see in dim light within 60 feet of you as if it were bright light. You can discern colors in dim conditions, but they are muted and not as vibrant. You gain no benefit in conditions of darkness.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.

**Keen Senses.** You have proficiency in the Perception skill.

**Magical Bloodline.** You know one cantrip of your choice from the a class spell list. When you reach 3rd level, you learn one first-level spell from that spell list. When you reach 5th level, you learn one second-level spell from that spell list. You regain the ability to cast these spells after a Long Rest. Your spellcasting ability for these spells is as the class the spell list is chosen from.

**Trance (Reverie).** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. You still require a total of 8 hours or more to benefit from a Long Rest.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Subraces.** There are several subraces of elves.

Drow live in the Underdark and are nearly always evil. You have Darkvision. You can speak, read, and write Undercommon. At the option of the DM, you lose Magical Bloodline and Elf Weapon Training, but gain Drow Magic and Drow Weapon Training (see the Player's Handbook).

## GNOME TRAITS

Gnomes have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

**Alignment.** Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small. For purposes of determining how much you can carry, light, pull, or drag, your Strength is considered 4 points lower (to a minimum of 3).

**Speed.** Your base walking speed is 25 feet.

**Shadowsight.** Accustomed to life underground and in dense forests, you have superior vision in dim conditions. You can see in dim light within 60 feet of you as if it were bright light. You can discern colors in dim conditions, but they are muted and not as vibrant. You gain no benefit in conditions of darkness.

**Artificer's Lore.** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**Dedicated Worker.** You gain Expertise in one skill with which you are proficient. When you make a skill check with this skill, you add double your proficiency bonus instead of your normal proficiency bonus.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Natural Caster.** Your heritage is immersed in the magic of enchantment and illusion. Choose one of the following cantrips to know: Friends, Minor Illusion, or Vicious Mockery.

When you reach 3rd-level, choose one spell from the 1st-Level Bard spell list that is either of the Enchantment or Illusion school to know. When you reach 5th-level, choose one spell from the 2nd-Level Bard spell list that is either of the Enchantment or Illusion school to know.

You regain the ability to cast these spells after a Short or Long Rest. Intelligence is your spellcasting ability for these spells.

**Nimble Fingers.** You gain proficiency in the Sleight of Hand skill and have advantage when using this skill.

**Speak with Small Beasts.** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

**Tinker.** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it.

You can have up to three such devices active at a time. When you create a device, choose one of the following options:

**Clockwork Toy:** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

**Fire Starter:** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

**Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

**Subraces.** There are three subraces of Gnomes: Forest, Deep, and Rock. Rock Gnomes are the most common as Forest Gnomes tend to be distrustful of outsiders and strangers. Deep Gnomes, or Svirkneblin, live underground moreso than their surface loving kin. Unlike Duergar or Drow, they are not normally evil.



## HALF-ELF TRAITS

Half-elves have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Alignment.** Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Vision.** Your vision is Normal.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Touch of Magic.** You choose one cantrip from any spell list to know. You use the appropriate Ability Score when casting this cantrip for any attack or DC save purposes.

**Uncommon Understanding.** You gain proficiency in the Insight skill.

**Wide Horizons.** You pick up your skills in a variety of ways. When you select your Class Skills, you can choose skills not listed under your Class Features as well as from those listed. Whenever a Class or Archetype feature grants a new skill, you can elect to choose any other skill instead.

**Languages.** You can speak, read, and write Common and two extra languages of your choice. Half-Elves typically learn Elven, but you can choose any language.

**Subraces.** None.



## HALF-ORC TRAITS

Half-orcs have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Alignment.** Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

**Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Broad Back.** You have advantage when making non-skill based Strength checks. You are considered Large for purposes of determining how much weight you can carry, lift, drag, or pull.

**Menacing.** You gain proficiency in the Intimidation skill.

**Natural Survivalist.** You gain proficiency in the Survival skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Languages.** You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

**Subraces.** None.

## HALFLING TRAITS

Halflings have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Alignment.** Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small. For purposes of determining how much you can carry, light, pull, or drag, your Strength is considered 4 points lower (to a minimum of 3).

**Speed.** Your base walking speed is 25 feet.

**Vision.** Your vision is Normal.

**Brave.** You have advantage on saving throws against being frightened.

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Hobbyist.** You gain proficiency in one tool or kit of your choice.

**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Naturally Stealthy.** You gain proficiency in the Stealth skill and have advantage on Stealth checks. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Stone Slinger.** From a lifetime of games and fun, you are adept at throwing small, light objects quickly and with accuracy. When you make a ranged attack with a small, light object (no more than 1 lb.), you gain a +1 to the attack roll. Items include darts, daggers, and stones (not from a sling). As a bonus action, you make an additional ranged attack when you are making a ranged attack with these small items.

**Stout Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

**Subraces.** There are three subraces of Halfling: Hairfoot, Stout, and Tallfellow. Hairfeet are the most common and are easily identified by the patches of hair on the top of their feet. Stout are common, shorter and heavier than Hairfeet. The tallfellows are, as their name implies, taller than other halflings and can even reach over 4 feet in height on occasion.

## HUMAN TRAITS

Humans have the following racial traits.

**Ability Score Increase.** Choose three different ability scores and increase each by 1 point.

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment. The best and the worst are found among them.

**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Vision.** Your vision is Normal.

**Feat.** You gain one feat of your choice.

**Incredible Determination.** You gain proficiency in saving throws for one ability score of your choice.

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Tool.** You gain proficiency in one tool or kit of your choice.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

**Subraces.** None.



## TIEFLING TRAITS

Tieflings have the following racial traits.

**Ability Score Increase.** You choose one ability score to increase by 2 points and a different ability score to increase by 1 point.

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Alignment.** Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dark Heritage.** Your infernal heritage confers partial resistance to magic effects. You choose one ability from Intelligence, Wisdom, or Charisma. You have advantage when making saving throws against magical spells and effects for the chosen ability.

**Hellish Resistance.** You have advantage on saving throws against fire and cold damage. You have resistance to fire damage.

**Infernal Legacy.** You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Lore Master.** You gain proficiency in the Arcana skill.

**Languages.** You can speak, read, and write Common and Infernal.

**Subraces.** Each subrace of tiefling has a heritage linked to a particular Devil Lord.

## ROLLING ABILITY SCORES

If you don't use the Standard Point Buy system, you can roll for your ability scores. You roll a 1d6 and 1d4, and add 6 to the result. You do this six times, recording the total result. Arrange your results into the six ability scores as you wish.

This method generates scores from 8 to 16, with an average result of 12. If you have two or more totals that are 8 or 9, you can reroll one to try to improve it, but must take the second result even if the total is 8 or 9.

## INTELLIGENCE

You gain one additional instrument, kit, language, skill, or tool proficiency for each bonus of Intelligence modifier. A negative modifier results in the player having to choose an instrument, kit, language, skill, or tool of each negative point that is not learned.

When your Intelligence modifier changes, additional proficiency in a instrument, kit, language, skill, or tool is gained or lost depending on the modifier increase or decrease.

## CHARACTER ADVANCEMENT

Your proficiency bonus and Armor Class bonus are determined by your Character Level as shown below.

### CHARACTER ADVANCEMENT

Character Level	Proficiency Bonus	AC Bonus
1-2	+2	—
3-5	+3	+1
6-8	+4	+1
9-11	+5	+2
12-14	+6	+2
15-17	+7	+3
18-20	+8	+3

## BACKGROUND PROFICIENCIES

When you select your background, you can choose to gain Expertise in one of your background proficiencies at the cost of learning the other background proficiency.

You can still learn the other background proficiency by using one of your class slots as usual or using slots available from high Intelligence (see above).

## EXPERTISE

Through extended study and dedication, you have improved your ability with a kit, skill, or tool of your choice.

You gain a +2 bonus to your proficiency in the selected kit, skill, or tool. This bonus increases to +3 at 7th-level and to +4 at 14th-level.

## ADVANCING TIER

When your character reaches levels 5, 11, and 17, you choose one ability score and increase it by 1.

You gain proficiency in one of the following of your choice:

- a skill, language, tool, or kit
- four simple weapons
- two martial weapons
- shields
- heavy shields (you must have proficiency in Shields)

You can also choose the following, but you do not gain the benefit of the ability score increase:

- an armor-type (in order: Light, Medium, Heavy)
- a saving throw

## MULTICLASS PROFICIENCIES

You learn the proficiencies listed in the PHB when multiclassing. If you already have all the listed proficiencies, you can select another proficiency of the same type.

If no other proficiencies are applicable, you can learn a skill from your new class instead.

## UNARMORED DEFENSE

All versions of unarmored defense from different sources stack provided the bonuses come from different abilities and comply with all the conditions of those sources.

## SPELL CASTING AND CANTRIPS

Your effective level for determining the power of your cantrips is based on total calculated caster level, not your character level.

## SORCERERS

Sorcerer use their Constitution ability score as their spellcasting ability score modifier instead of their Charisma score. Their saves are still Constitution and Charisma.

## MORTAL WOUNDS

Mortal wounds represent your character's ability to withstand physical trauma. Your mortal wounds are equal to your Constitution score plus your character level.

## FIGHTING STYLES REVISIONS

When you gain a Fighting Style option, you receive the benefits of the new features as detailed below.

### ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

If you have made an attack with a ranged weapon, you can use your bonus action to make another ranged weapon attack of the same type (missile or thrown). You cannot use this feature with a weapon with the Loading property.

### DEFENSE

While you are wearing armor, you gain a +1 bonus to your armor class.

You can use your reaction to half the damage from one attack. You can use this feature after the attack is rolled, but before damage is determined.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon and any attempts to disarm your weapon are with disadvantage.

After you have made an attack with your melee weapon, you can use your bonus action to make a second attack with the same weapon, (OPTION: but your attack is with disadvantage).

### GREAT WEAPON FIGHTING

You gain a +1 to damage when wielding a weapon with both hands.

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the heavy or versatile property for you to gain this benefit.

You can use your bonus action to grant yourself a +1 bonus to your AC until the start of your next turn.

## PROTECTION

While wielding a shield, you gain a +1 bonus to your AC.

When a creature you can see attacks a target that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

## TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your Strength ability modifier to the damage of the second weapon.

Attacking with the second weapon no longer costs your bonus action.

## IMPROVED WEAPON DAMAGE (FIGHTER)

When you gain a third level in the Fighter class, you increase the damage you deal with weapons by one die type as shown on the table below.

### IMPROVED WEAPON DAMAGE

Normal Weapon Damage	Increased Weapon Damage
1 (1)	2 (2)
d4 (2)	d6 (3)
d6 (3)	d8 (4)
d8 (4)	d10 (5)
d10 (5)	d12 (6)
d12 (6)	d20 (10)
2d6 (7)	2d8 (9)

## INSTANT STAND (MONK)

When you reach 5th level in the Monk class, you can use your reaction to recover from a prone position to standing without spending any of your movement.



# EQUIPMENT

## WEARING ARMOR

When you wear armor in which you have proficiency (other than shields), you only add half its weight towards your total weight carried.

Without proficiency, the armor weight is normal for the wearer and the AC granted by the armor is one point worse.

## DEXTERITY LIMITS TO ARMOR CLASS

Wearing light armor does not limit the bonus you can get to your Armor Class from a high Dexterity Score.

Medium armors are limited to a +3 maximum bonus and heavy armors are limited to a +1 maximum bonus.

## MOVING IN ARMOR

Although armor is designed to allow as much movement as possible, there are some limitations.

**Jumping in Armor.** Long jumping distances are reduced by 1 foot for each point of AC an armor grants above 10. High jumping distances are reduced by half that amount.

Due to their cumbersome nature, shields also reduce the distances you can jump. A shield will decrease your long jump distance by one foot per point of armor class the shield grants and high jumping distances by half that amount.

Magical armor and shields do not include their magical bonuses to your armor class when determining the decrease your jumping distances.

### EXAMPLE: JUMPING IN PLATE ARMOR

Plate armor grants an Armor Class 18. Since this is 8 points above 10, your long jump distance would be reduced by 8 feet and your high jump distance by 4 feet.

## SHIELD WALL

Three or more creatures can form a shield wall. To form a shield wall, each creature must be wielding a shield other than a buckler and occupy a space next to each other.

Each creature can use its bonus action for their shield to gain an additional +2 bonus to their Armor Class while part of the shield wall. Any attacks they make while behind the shield wall have disadvantage.

## NEW SHIELDS

There are three new shields available for use in the game: bucklers, kite shields, and tower shields.

### NEW SHIELD TYPES

Shield Name	Proficiency	AC Bonus	Weight
Buckler	Shield	+1	3 lbs.
Kite	Heavy Shield	+3	10 lbs.
Tower	Heavy Shield	+4	15 lbs.

### BUCKLERS

A buckler is a small, round shield typically about a foot or more in diameter. It grants the wielder some protection but is light enough to allow the user to hold an item in their hand at the same time. Any items held must weigh 2 lbs or less and can easily be carried in one hand.

If a character attempts to attack with a Light weapon held in their shield-hand while employing a buckler, the attack has disadvantage.

### HEAVY SHIELDS

Heavy shields have their own proficiency and require a Strength 13 to use effectively. Characters without a Strength 13 only gain a +2 bonus to Armor Class when using a heavy shield, even if they have proficiency.

Only the Fighter and Paladin classes begin with Heavy Shield proficiency. Multiclassing into either the Fighter or Paladin classes grants Heavy Shield proficiency. Other classes can gain the heavy shield proficiency by taking the Shield Mastery feat.

Using a heavy shield imposes disadvantage on Dexterity (Stealth) checks. Used as an improvised weapon, heavy shields do 1d6 bashing damage, but your attack roll is with disadvantage.

### KITE SHIELDS

Kite shields are long and shaped like an upside-down tear drop. The wider section at the top provides protection equal to a normal shield but its greater length allow for additional protection over the upper legs.

### TOWER SHIELDS

A tower shield covers the holder from neck to calf and is usually rounded back towards the wielder. They are very heavy and cumbersome to use but offer near full protection from attacks.

## WEAPONS

Name	Cost	Damage (Average)	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 (2) bludgeoning	2	Light, stun
Dagger	2 gp	1d4 (2) slashing	1	Finesse, light, thrown (20/60), wound
Greatclub	2 sp	1d10 (5) bludgeoning	10	Heavy, stun
Greataxe	3 gp	2d6 (7) piercing	8	Heavy, reach, skewer
Handaxe	5 gp	1d6 (3) slashing	2	Light, thrown (20/60), wound
Javelin	5 sp	1d6 (3) piercing	2	Skewer, thrown (30/120)
Light Hammer	2 gp	1d4 (2) bludgeoning	2	Light, thrown (20/60)
Mace	5 gp	1d6 (3) bludgeoning	4	Stun, versatile (1d8 (4))
Quarterstaff	2 sp	1d6 (3) bludgeoning	4	Stun, versatile (1d8 (4))
Sickle	1 gp	1d4 (2) slashing	2	Light
Spear	1 gp	1d6 (3) piercing	3	Skewer, thrown (20/60), versatile (1d8 (4))
Unarmed Strike	-	1 bludgeoning	-	Finesse, light, special
<i>Simple Ranged Weapons</i>				
Crossbow, Light	25 gp	1d8 (4) piercing	5	Ammo (80/320), loading
Dart	5 cp	1d4 (2) piercing	¼	Ammo (80/320), loading
Shortbow	25 gp	1d6 (3) piercing	2	Ammo (80/320)
Sling	1 sp	1d6 (3) bludgeoning	½	Ammo (30/120), stun
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 (4) slashing	4	Versatile (1d10 (5)), wound
Flail	10 gp	1d8 (4) bludgeoning	2	Stun
Glaive	20 gp	1d10 (5) slashing	6	Heavy, reach, wound
Greataxe	30 gp	2d6 (7) slashing	7	Heavy, wound
Greatsword	50 gp	2d6 (7) slashing	6	Heavy, wound
Halberd	20 gp	1d10 (5) slashing	6	Heavy, reach, wound
Lance	10 gp	1d12 (6) piercing	6	Reach, skewer, special
Longsword	15 gp	1d8 (4) slashing	3	Skewer, versatile (1d10 (5))
Maul	10 gp	2d6 (7) bludgeoning	10	Heavy, stun
Morningstar	15 gp	d8 (4) piercing	4	Stun, versatile (1d10 (5))
Pike	5 gp	1d10 (5) piercing	18	Heavy, reach, skewer
Scimitar	25 gp	1d8 (4) slashing	3	Finesse, light, wound
Shortsword	10 gp	1d6 (3) piercing	2	Finesse, light, wound
Trident	5 gp	1d6 (3) piercing	4	Skewer, thrown (15/45), versatile (1d8 (4))
War Pick	5 gp	1d8 (4) piercing	2	Stun
Warhammer	15 gp	1d6 (3) bludgeoning	2	Stun, versatile (1d8 (4))
Whip	2 gp	1d4 (2) slashing	3	Finesse, light, reach, special
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1	Ammo (25/100), loading
Crossbow, Hand	75 gp	1d4 (2) piercing	3	Ammo (30/120), light, loading
Crossbow, Heavy	50 gp	1d10 (5) piercing	18	Ammo (100/400), heavy, loading, skewer
Longbow	50 gp	1d8 (4) piercing	3	Ammo (150/600), heavy, skewer
Net	1 gp	-	3	Finesse, loading, special, thrown (5/15)

# WEAPONS

## WEAPON RULES

The following rules affect weapons, weapon attack rolls, and weapon damage.

**Dexterity** never adds to weapon damage, even if a weapon property or type allows you to use your Dexterity score modifier to your attack roll.

**Strength** adds to all weapon attacks unless a weapon property specifies otherwise. You add your Strength score modifier to your damage roll. Certain weapons adjust your Strength modifier bonus.

**Ranged Weapons** do not gain your Strength score modifier bonus to damage when attacking a target at long range unless your Strength score modifier is negative.

**Minimum Strength Requirement** for using a weapon is equal to the maximum damage for the weapon, otherwise your attack is with disadvantage. For example, a greatsword requires Strength 12 since it does 2d6 damage, with a maximum of 12.

## WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown on the Weapons table.

**Finesse.** You can choose to use your Dexterity score modifier or your Strength score modifier to your attack roll. You still apply your Strength modifier to damage.

**Heavy.** You use both hands when attacking with heavy weapons, otherwise your attack is with disadvantage. You add an additional half your bonus to damage from your Strength modifier (round down) when using both hands. Small creatures cannot use heavy weapons with only one hand.

**Light.** You use half (round down) your bonus to damage from your Strength modifier. If used while two-weapon fighting as a second weapon, you add no damage from your Strength unless you have the Two-Weapon Fighting Style feature.

**Loading.** You do not add your Strength modifier to damage, even if you have the Crossbow Expert feat.

**Ranged.** You use your Dexterity modifier for your attack roll, not your Strength modifier. You apply your Strength modifier to damage if your target is within normal range.

**Reach.** You have disadvantage when attacking a target within 5 feet of you. Polearm Master removes this disadvantage. If you use your weapon as an improvised weapon you can attack a target within 5 feet of you without disadvantage.

**Skewer.** When you roll a critical hit, your target might be skewered on your weapon if you choose. The target must make a Dexterity saving throw with a DC equal to 8 plus your attack modifier. On a failed save, the target will automatically take damage at the end of each of its turns unless it uses its action to remove itself from your weapon.

You cannot attack with that weapon while your target is skewered unless it has the ammunition property or was thrown.

**Stun.** When you roll a critical hit, your target might be stunned. The target must make a Strength saving throw with a DC equal to 8 plus your attack modifier or be stunned until the end of its next turn.

**Versatile.** When used with two hands, you can grant either the finesse property or the heavy property to your weapon when you attack. You can change which property you choose at the beginning of each of your turns.

**Wound.** When you roll a critical hit, your target might bleed excessively from your attack. The target must make a Constitution saving throw with a DC equal to 8 plus your attack modifier. On a failed save, the target will take damage from your attack again at the end of its next turn.

Your target can prevent this damage by using its action to make a DC 10 Wisdom (Healing) check or by gaining at least 1 hit point before the end of its next turn.

## SPECIAL WEAPONS

Weapons with special rules are described here.

**Lance.** When mounted, a lance inflicts 2d12 damage if the mount charges 20 feet or more. When unmounted, a lance has all the properties of a greatspear except weight.

**Net.** A net can be used to restrain a target or knock them prone by tripping them. When you use your net, your target must make a Dexterity (Acrobatics) check against a DC equal to 8 plus your proficiency bonus and your Dexterity score modifier. On a failed check, you choose whether your target is restrained or knock prone. A restrained target can make a new check using its action to escape the net. A prone target may stand up normally on its turn.

**Unarmed Strike.** Although a light weapon, you add your full Strength modifier to damage when you attack with an unarmed strike.

**Whip.** A whip has reach of 15 feet. A whip can be used to grapple, knock a target prone by tripping it, or keep it at bay similar to a shove. Instead of making an attack roll, your target makes a Dexterity (Acrobatics) check against a DC equal to 8 plus your proficiency bonus and your Dexterity score modifier. On a failed check, you choose whether your target is grappled, tripped, or pushed back 5 feet.



## FEATS

The following are revisions to feats, and new feats, available to characters and NPCs.

### GREAT WEAPON MASTER

The Power Attack feature (-5 on attack roll, +10 damage) is limited to once per turn.

### HEAVY ARMOR MASTERY

The Damage Reduction feature applies against magical attacks if you are wearing heavy armor that is also magical. Magical attacks include monsters with attacks that have the Magical Weapons property and spells which require an spell attack roll. You do not benefit from damage reduction against spells which require a saving throw or deal damage indirectly in some other manner.

### SHARP SHOOTER

The Power Shot feature (-5 on attack roll, +10 damage) is limited to once per turn.

### LONG THROWER [New]

When you use a thrown weapon, your normal range is tripled and your long range is doubled. If you have a thrown weapon in hand and can see a target, you can use your reaction to make a ranged attack with the thrown weapon in hand prior to your first turn.

### REACTIVE [New]

You can take two reactions during the round instead of being limited to one. You cannot take both reactions in response to the same triggering event.

## MOVEMENT

Below are house rules on movement.

### MOVING WHILE BLIND

Each foot of movement costs 2 extra feet of speed (3 total). Contact with a sighted guide reduces the cost by 1 foot (only 2 total).

If you Dash while blind you must make a DC 10 Dexterity (Acrobatics) check or fall prone.

## INITIATIVE

### INITIATIVE MODIFIER

You choose either your Dexterity, Intelligence, or Wisdom score to modify your initiative. For every full three points of ability score modifier you have for the ability score you choose, you add a +1 bonus to your Initiative roll.

If you have the Alert feat, you add a +2 bonus to your Initiative roll.

### THE INITIATIVE ROLL

You determine your initiative roll by rolling a d6 and add your total initiative modifier. The creature with the highest initiative roll goes first.



# COMBAT

## COMBAT RULES

The following house rules affect combat and add new mechanics.

### CONCENTRATION CHECKS

In combat, a Concentration check is used to remain conscious. To make a Concentration check, you roll a Constitution saving throw with a DC equal to 10 or half the damage you take, whichever is higher.

### CRITICAL HITS AND FUMBLES

A natural 20 is always a hit, and is a critical hit provided you do not require a natural 20 to hit. On a critical hit, you inflict the maximum damage possible for the attack (you do not double dice).

A natural 1 is always a miss and is a fumble provided you can miss on a 2 or higher. If you fumble, you make a special check DC 15 using the same bonus you had on the attack roll. Success indicates no fumble and no further checks are required. Failure indicates an unfavorable situation, such as dropping your weapon, getting it stuck, snapping a bowstring, etc. and requires an additional check. Failure on the second check indicates drastic situational effect, such as falling prone, breaking your weapon, hitting an ally, etc. The DM rules as to the exact issues depending on the encounter.

### EXCESSIVE DAMAGE AND STUN

If you take damage greater than your Mortal Wounds, you must make a Concentration check or be stunned until the end of your next turn.

### FLANKING

When you are flanking an enemy, it allows you to use your bonus action to aid an ally who is also flanking, granting them advantage on their attack rolls.

## HIT POINTS AND DYING

Often you will take damage from a physical attack, a spell, from the environment, or some other source. Damage is dealt to your hit points and reduces your hit points by the amount of damage you take. When your hit points are depleted, you are in immediate danger of dying.



### REDUCED TO 0 HIT POINTS

If you have more than 0 hit points and an attack reduces your hit points to 0, you are injured. You suffer one level of exhaustion and you must make a Concentration check to remain conscious.

While at 0 hit points, you may make reactions and move normally, but you may only make an action or bonus action on your turn. At the end of each round while you are at 0 hit points, you must make a death saving throw.

### HIT WHILE AT 0 HIT POINTS

If you have no hit points remaining and are damaged, you must make an immediate death saving throw (this is in addition to the one you will make at the end of the round if you are still at 0 hit points). If the damage was from a critical hit, the death saving throw is with disadvantage. If the damage exceeds your mortal wounds, the death save roll is failed automatically.

### MASSIVE DAMAGE AT 0 HIT POINTS

If your hit points 0 and you take damage greater than your Mortal Wounds, you die.

### MAKING DEATH SAVING THROWS

You make a DC 10 Constitution check to stabilize (not a saving throw). Successes and failures cancel each other out until a cumulative total of either three successes or failures are made. You need to accumulate three successes to become stable, but if you accumulate fail three death saving throws, you die.

A natural 1 counts as two failures. A natural 20 restores you to 1 hit point and stable. If you are healed to 1 hit point or higher, you no longer make death saves and are stable, but any failed death saves you have accumulated remain with you until you recover.

## RECOVERING FROM DAMAGE

### DEATH SAVE FAILURES AND EXHAUSTION

At the end of a short rest, you can expend one of your hit dice to make a DC 10 Constitution saving throw. Success removes a death save failure or a level of exhaustion (your choice). You can only recover one death save failure or one level of exhaustion during a short rest in this manner.

At the end of a long rest, you automatically remove one death save failure or one level of exhaustion.

### SECOND WIND AND RELENTLESS

These features also remove one level of exhaustion when used in addition to the other benefits they grant.

### LESSER AND GREATER RESTORATION

A Lesser Restoration spell will grant an additional Constitution saving throw (as above) to remove one death save failure or one level of exhaustion.

A Greater Restoration spell can also automatically remove one death save failure (it already allows the removal of one level of exhaustion).

# SPELLCASTING

## CANTRIPS

Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards know all cantrips in their class Spell List. Other class archetypes (such as Eldritch Knight or Arcane Trickster) that gain cantrips from these class spell lists must choose their cantrips as normal, however they learn one additional cantrip for each level obtained in the archetype.

## PREPARED SPELL EXCHANGE

Once per short rest, you can swap out a prepared spell for another spell to prepare. You can do this a number of times equal to your spell casting ability modifier.

## THE SPELL POINT SYSTEM

Spells are cast using spell points which are gained when your character takes a level in any class which has the spellcasting feature. These spell points represent your characters limited arcane and divine access and replace the spell slot mechanic.

## GAINING SPELL POINTS

When you select a level in Bard, Cleric, Druid, Sorcerer, or Wizard, you gain 4 spell points. Adding a level in Paladin or Ranger grants 2 spell points, and a level of a spellcasting archetype such as Eldritch Knight or Arcane Trickster adds 1 spell point (add initial points for the two class levels required for the archetype as well).

Add each spellcasting ability score modifier you use to your pool of spell points.



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## SPELL POINT COST

A spell costs 1 point per spell level that it is cast at. Cantrips do not cost any spell points to cast.

## SPELL POINT RECOVERY

After a short rest, you regain a number of spell points equal to your spellcasting ability score modifier. If you use more than one ability score in your spellcasting, you regain points for each.

You regain all your expended spell points when you finish a long rest.

## CLASS FEATURES

Certain classes have features which allow the character to recover spell slots. Those features are modified below.

### ARCANE RECOVERY (WIZARD FEATURE)

Arcane Recovery allows you to recover spell points equal to half your Wizard levels (round up).

### FONT OF MAGIC (SORCERER FEATURE)

Font of Magic allows you to expend Sorcery Points to regain spell points and vice versa as a bonus action. The sorcery point cost is 1 plus the number of spell points (up to 5) you wish to gain. You can also expend spell points to gain sorcery points (up to 5) with a spell point cost equal to 1 plus the number of sorcery points you wish to gain.

### OTHER FEATURES THAT REGAIN SPELL SLOTS

Any feature which allows a character to recover spell slots allows them to recover the same number in spell points.

## COUNTERSPELL AND DISPEL MAGIC

Casting either of these spells always requires a spellcasting check with a DC equal to 10 plus the twice the spell level you are countering. You gain a +1 bonus to your check for each level of the spell level above 3rd that you use for the Counterspell or Dispel Magic spell.

Spells of 3rd level and below require a check and are not automatically countered or dispelled.

## OVERCASTING

When you overcast a spell, you are casting it at a spell level higher than you are normally allowed. You cannot overcast a spell at a spell level greater than your caster level and the spell point cost is doubled. After the spell is cast, you take psychic damage equal to the spell points you spent and this damage cannot be avoided by any means.

## THANKS!

My special thanks to all my friends and players for dealing with the constant changes and tweak that ended in what you read here. My thanks to [homebrewery.naturalcrit.com](http://homebrewery.naturalcrit.com) for their amazing site where this was created.