

Campaign House Rules (4.4)

Characters

- ❖ **Source Books**
 - ❖ Most WOTC source books are fine, but *Races of the Dragon* and *Miniatures Handbook* are subject to approval.
 - ❖ *Magic of Incarnum*, *Tome of Magic*, and *Book of the Nine Swords* are not being used at all
- ❖ **Rolling a character**
 - ❖ When rolling stats (4d6, keep the best 3) all characters must have at least +3 as a total of modifiers, and at least one stat of at least 14.
 - ❖ Alternatively, players may create characters with the point buy method (28 pts).
- ❖ **Action Points (UA 122)**
 - ❖ Start with 2 action points, +1 per level, they may be banked
 - ❖ New higher-level characters brought in start with ½ their calculated AP.
 - ❖ Characters raised from the dead gain +1d6 action points
 - ❖ No extra action points when getting RPGA reward cards
 - ❖ Action points belong to characters, not players.
- ❖ **Character Death**
 - ❖ When a character dies, the replacement character must be a level lower than the current character, to a maximum of two levels below the highest level character.
 - ❖ Characters who die take a negative level (-1 to hit, skill checks, saving throws, -5 hp, and -1 of highest spell slot) and owe a debt of 25% of their current xp. When the debt is paid, the negative level goes away.
- ❖ **Levelling Up**
 - ❖ When a character gains enough xp to level up mid-adventure, they gain a positive level (+1 to hit, skill checks, saves, +5hp, 1 extra spell slot of highest level), until they have time to reflect, study, and such to gain a proper level.
 - ❖ If a character gains two positive levels, they might be allowed to level up mid-adventure if it is reasonable (a level of fighter or existing class, etc).

Experience Points

- ❖ We will use level-independent experience points (UA 213)

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Score Increases
1 st	0	4	2	1 st	--
2 nd	1,000	5	2 ½	--	--
3 rd	3,000	6	3	2 nd	--
4 th	6,000	7	3 ½	--	1 st
5 th	10,000	8	4	--	--
6 th	16,000	9	4 ½	3 rd	--
7 th	24,000	10	5	--	--
8 th	36,000	11	5 ½	--	2 nd
9 th	52,000	12	6	4 th	--
10 th	76,000	13	6 ½	--	--
11 th	110,000	14	7	--	--
12 th	160,000	15	7 ½	5 th	3 rd
13 th	220,000	16	8	--	--
14 th	320,000	17	8 ½	--	--
15 th	440,000	18	9	6 th	--
16 th	640,000	19	9 ½	--	4 th
17 th	890,000	20	10	--	--
18 th	1,300,000	21	10 ½	7 th	--
19 th	1,800,000	22	11	--	--
20 th	2,600,000	23	11 ½	--	5 th

Experience Point Award (by CR)					
1	300	6	2,400	11	14,000
2	600	7	3,600	12	19,000
3	900	8	4,800	13	29,000
4	1,200	9	7,200	14	38,000
5	1,800	10	9,600	15	58,000
				16	77,000
				17	120,000
				18	150,000
				19	230,000
				20	310,000

- ❖ Crafting magic items experience cost depends on market price: Up to 2,000 gp x1, Up to 20,000 gp x2, Up to 200,000 gp x4, More x10
- ❖ Spell experience costs: Up to 3rd level x1, Up to 6th level x2, Up to 8th level x4, 9th or Higher x10
- ❖ House Rule: Characters who study, research, train, or meditate may gain 1d6 x (Int/Wis/Cha) Modifier per week.

Races

- ❖ **Other Races**
 - ❖ You can play any race, class, or region in Southeast Faerun. Warn the DM well in advance of any odd prestige classes or feats that you plan on taking, so I can give plenty of warning about any hoops you may have to jump through in order to have access to them.

- ❖ Any race with an LA of more than +1 should be done with Savage Species style advancement.
- ❖ **LA +0 Races:** Deepwyrms Half-Drow (DM 6), Frostblood Half-Orcs (DM 10), Spirit Folk (FRUE 13), Star Elf (FRUE 9), Varana (OA ??)
- ❖ **LA +1 Races:** Aasimar (???), Draconic Template (RODR 74), Duergar (MM 92), Genasi (FRCS 19), Tiefling (???)
- ❖ **LA +2 Races:** Hagspawn (FRUE 12), Half-Ogre (ROD 96), Volodni (FRUE 15)
- ❖ **Racial Classes:** Aasimar (wotc-www), Centaur (ROW 95, 4HD/+2), Gnoll (ROW 99, 3HD/+1), Minotaur, Tiefling (wotc-www)

Classes

- ❖ **Druids**
 - ❖ A complete list of Animal Companions for Druids is in PHB2.
 - ❖ Wild Shape stats must be worked out in advance.
- ❖ **Sorcerers**
 - ❖ House Rule: Sorcerers start with Eschew Materials as a bonus feat
 - ❖ Sorcerers may take the alternate familiars listed in DMG 203 (Ferret, Hedgehog, Mouse, Screech Owl, Thrush)
- ❖ **Warlocks**
 - ❖ House Rule: Dimension door ability is not able to be shared with others.
- ❖ **Wizards**
 - ❖ Wizards may take the alternate familiars listed in DMG 203 (Ferret, Hedgehog, Mouse, Screech Owl, Thrush)
- ❖ **Other Allowed Classes:**
 - ❖ **Archivist** (HOH 82) common among scholars of Candlekeep and their students.
 - ❖ **Dragonfire Adept** (DM 24) recipients of the heritage of Tiamat and Tchazzar around the Chessenta region, chromatic dragons only.
 - ❖ **Duskblade** (PHB2) available to the githyanki and students of their culture in the Unapproachable East
 - ❖ **Favored Soul** (MH 5) found spontaneously among the faithful of Faerun.
 - ❖ **Hexblade** (CW 5) available to students of the Raumathari culture.
 - ❖ **Ninja** (CV 5) found among the Shou.
 - ❖ **Samurai** (CW 8) found among the Shou.
 - ❖ **Shugenja** (CD 10) found among the Shou.
 - ❖ **Spirit Shaman** (CD 10) found in Rashemen and the Hordelands.
 - ❖ **Swashbuckler** (CW ??) found in the Nelanther Isles
 - ❖ **Warlock** (CA 5) recipients of the heritage of Eltab or other fiends.
 - ❖ **Wu Jen** (CA 14) found among the Shou.
- ❖ **Notes About Prestige Classes**
 - ❖ **Bear Warrior** (CW 16) found among the Uthgardt
 - ❖ **Black Flame Zealot** (CD 21/FRUE 21) found among Kossuthians
 - ❖ **Bladesinger** (CW 17, a tradition of elven warriors)
 - ❖ **Blighter** (CD 23) a cult of Talona in the Great Dale.
 - ❖ **Church Inquisitor** (CD 26) found among Tyrants.
 - ❖ **Dark Hunter** (CW 20) found among the Deep Gnomes, Drow, and Duergar.
 - ❖ **Darkwood Stalker** (CW 23) found among the High Forest elves.
 - ❖ **Dervish** (CW 25), found among the Mulhorandi and Murghom.
 - ❖ **Dragon Descendant** (DM 34) a monastic order that worships Tiamat.
 - ❖ **Dragon Lord** (DM 38) Chessentan followers of Tchazzar or Tiamat.
 - ❖ **Dragon Samurai** (MH 18) found among the Shou.
 - ❖ **Entropomancer** (CD 36) found among the Chessentans, most notably among the Karanoks.
 - ❖ **Frenzied Berserker** (CW34) found among the Rashemi.
 - ❖ **Gnome Giant-Slayer** (CW 36) found among gnomes of the Silver Marches.
 - ❖ **Halfling Outrider** (CW 38) found among halflings of the Silver Marches.
 - ❖ **Justicar** (CW 47) found among the Impilturans.
 - ❖ **Kensai** (CW 49, found among the Shou)
 - ❖ **Knight Protector** (CW 55) found in Silver Marches and the North.
 - ❖ **Nature's Warrior** (CW 63, found among the Uthgardt)
 - ❖ **Rainbow Servant** (CD 54, found only in Maztica)
 - ❖ **Ronin** (CW 77, found among the Shou)
 - ❖ **Swift Wing** (DM 50) worshippers of draconic deities, likely Tiamat
 - ❖ **Warchief** (MH 24, found among humanoid tribes)
 - ❖ **Wyrms Wizard** (DM 55, found among the Cult of the Dragon)
- ❖ **Disallowed Prestige Classes:** Daggerspell Mage (CV 31), Daggerspell Shaper (CV 36), Diamond Dragon (DM 30), Geomancer (CD 41), Green Star Adept (CA 41), Hurling Hurler (CW 40), Knight of the Chalice (CW 53), Loredelver (ROD 117), Luckstealer (ROW 118), Master of the Unseen Hand (CW 60), Racial Paragons (UA 32), Radiant Servant of Pelor (CD 52), Ravager (CW 73), Scar Enforcer (ROD 130), Seeker of the Misty Isle (CD 61), Shadow Sentinel (ROD 137), Shining Blade of Hieroneus (CD 63), Skypledged (ROW 126), Stormtalon (ROW 131), Suel Arcanamach (CA 63), Temple Leader of Olidammara (CD 67), Ur-

Priest (CD 70), Urban Soul (ROD 141), Void Disciple (CD 72), War Hulk (MB 23), Warmage (MH 14)

Skills

- ❖ **Concentration:** Casting defensively checks are opposed by enemy attack rolls. If the enemy succeeds, they get an attack of opportunity.
- ❖ **Craft (Alchemy):** Non-spellcasters can use Craft (alchemy), but all DCs are +5
- ❖ **Diplomacy:** Diplomacy can be used for haggling – If you can change a merchant's attitude to helpful (usually DC 30 + the merchant's ranks in Diplomacy) you get a 10% discount. If you fail badly, you may alienate the merchant.
- ❖ **Sleight of Hand:** If you want to cast a spell unobtrusively by minimizing verbal and somatic components, make a Sleight of Hand check vs. an observer's Spot check. Sleight of Hand is a trained-only skill.
- ❖ **Tumble:** Tumble checks are opposed by enemy attack rolls. If they succeed, they get an attack of opportunity. Tumbling through an opponent's square grants them +10 to the opposed roll.
- ❖ **Aid Another:**
 - ❖ If you aid a person, for every 10 above DC 10 you succeed by, you add an additional +1
 - ❖ If you take -4 to your skill roll, you can increase everyone else by +2 (such as move silently, diplomacy, etc).

Feats

- ❖ **Leadership:** See the Leadership feat for house rules.
- ❖ **Rapid Reload:** Rapid Reload can affect firearms as well as crossbows.

Equipment

- ❖ Rather than say items aren't available, a successful Gather Information check will find (or sell) these items. Knowledge skills (arcana for magic items, local for a group of settlements, etc) give a synergy bonus, and there are other modifiers (you befriend a fence of the local thieves' guild; you get a +4 to find black market items, etc). Yes, you can take 10.
- ❖ You can hire a specialist to find these items for you (merchants, traders, nobles, etc) – cost is detailed below. The finding cost plus the item cost must meet the town's gold limit.

Rarity	Item	DC	Hire?	Time
Very Common	Swords, cows, bread	5	n/a	n/a
Common	One Use Magic Items (scrolls of 0-2 nd level, potions, etc), alchemical items, masterwork items	10	n/a	30 min
Uncommon	Magic Items (swords, armor, scrolls of 3-4 th level, wands, staves, etc), Exotic Weapons (nunchaku, khopeshes), odd alchemical items (faerunian), foreign currency, black market items	15	2gp	1d4+1 hours
Specialty	pistols, smokepowder, cursed magic items, scrolls of 5 th -6 th level spells, enhanced alchemical items	25	3gp/day	1d3 days
Rare	Zakharan Items, scrolls of 7 th level spells, custom one use magic items made to order	35	500 + 5gp/day	2d4 days
Exotic	Potions of 4 th or 5 th level spells, Scrolls of 9 th level spells	45	1000 + 8gp/day	3d6 days
Uncommon	Non-core rulebooks	+10		
Faerunian	Spells, scrolls, shadow weave items, etc.	+15		
Shou	Wu Jen scrolls, Oriental Adventures Equipment, etc	+20		
Underdark	Svirfneblin dart thrusters, drow house tokens, etc	+20		
Rare	Extradimensional (flamecraft, githcraft), non FR books	+25		

Upkeep

- ❖ Instead of tracking daily living costs, upkeep will be charged on a monthly basis. This includes food, clothing, and regular taxes. This replaces the rules in the DMG, page 130.

Upkeep	Upkeep/Month	Notes
Destitute	1gp	10% of disease, -2 to all Charisma checks
Impoverished	2gp	-2 to all Charisma Checks
Meager	5gp	
Poor	10 gp	
Common	20 gp	
Good	50 gp	
High	100 gp	
Extravaqant	200 gp	Great Renown, 1 henchman
Aristocratic	500 gp	Great Renown, 5 henchmen
Nobility	1,000 gp +	Great Renown, 10 henchmen

- ❖ **Destitute:** The homeless, mentally ill, and vagrant, street urchins and refugees. The destitute get the bare minimum of foodstuffs to survive, and wear filthy rags. Destitute characters have a 10% per month of contracting filth fever, and suffer a -2 penalty to all Charisma checks.

- ❖ **Impoverished:** Tenement-dwelling poor who work occasionally and depend on church and state for support. They eat broth, porridge, or other bland fare, and wear threadbare clothing. This includes beggars, unemployed commoners, and unsuccessful rogues. Impoverished characters suffer a -2 to all Charisma checks.
- ❖ **Meager:** Commoners or experts who have some serviceable skills and earn 3-5 sp per day. They eat poorly and drink watered ale, but can occasionally visit a tavern, and buy some new clothing each year.
- ❖ **Poor:** These commoners, warriors, adepts and experts live comfortably, but without luxury. Meals are simple, and they may occasionally treat themselves to a bottle of wine or a mug of ale. Their clothing is simple and unadorned.
- ❖ **Common:** Regularly employed folk with some skills, earning at least 1gp per day. These are the lower class in urban areas and reasonably well off farmers or hunters in rural areas. Most bards, barbarians, fighters, monks, rogues, druids, sorcerers and rangers fall into this category.
- ❖ **Good:** People who live reasonably well, living in a rented house, or on property handed down from their parents (minimum social class for anyone who has purchased property). They have quality food at every meal, and own a few changes of clothing. These people, which would include most clerics, paladins or wizards, may drink wine, and have hobbies, books, or minor affordable vices.
- ❖ **High:** People who live in a large house with expensive furnishings. They drink freely and eat meat at every meal. They can afford jewelry and luxuries. These people would include most aristocrats.
- ❖ **Extravagant:** If these folk see something they want, they buy it. They hold dinner parties and eat at the finest inns, and wear the most recent fashions and expensive jewelry at all times. People who live extravagantly almost certainly employ a personal servant (one henchman NPC Expert 1) and count as having Great Renown for the Leadership feat.
- ❖ **Aristocratic:** Known for their status and wealth, and ownership of property (of at least 120,000 gp). People who live among the aristocracy employ a staff of people (5 henchmen NPCs of any class, 1st level).
- ❖ **Nobility:** These people have been accepted into the highest social classes of their realm. They are property owners (of at least 750,000 gp). The nobility are always waited upon by servants (10 henchmen NPCs of any class, 1st level).

Combat

- ❖ **Throwing Allies or Enemies:** You can throw allies or enemies without the Fling Ally or Fling Enemy feat. See those feats for house rules.
- ❖ **Unconscious Characters:** Administering a potion to an unconscious character requires being in the same square.
- ❖ **Instant Death:** When rolling a Fortitude save for death from massive damage, for every 10 pts over the threshold, +2 is added to the DC. Therefore, a medium creature taking 60 pts of damage must make a Fortitude save of DC 17.

Spells

- ❖ **Summon Monster:** All *summon monster* spells can summon the standard monsters. To summon specific variant monsters, a Knowledge (the Planes) check of DC 25 + the spell's level must be rolled, or the spell fails and is wasted. If the summoner is a conjurer they get +2, if the summoner is a cleric with a matching domain (fire, air, etc), they get +2. There is an alternate list of summonable monsters available. Some alternate monsters can be summoned automatically with specific material components, knowledge, or other circumstances.

Magic Items

- ❖ Recharging magic items is possible. An initial cost of 10% of the full price magic item must be paid, and then a cost of gp and xp per charge. Recharging is faster – 2,000 gp per day can be recharged.
- ❖ Custom magic items (including intelligent items) are not readily available unless the PCs have magic item creation feats, or close allies (helpful attitude) with magic item feats that are willing to assist them.

Miscellaneous

- ❖ True Names can be researched or overcome to bind creatures (BED 32).