

DUNGEONS & DRAGONS[®]

SIMPLY 4E

A SET OF RULES TWEAKS FOR 4TH EDITION D&D TO SIMPLIFY GAME PLAY.

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These rules tweaks are designed to remove some of the faulty math found in 4th Edition and simplify character creation by eliminating the need for magic items and simplifying character creation.

ABILITY SCORES

Instead of determining ability scores and having races apply a bonus to ability scores, they are completely ignored with this system.

When designing your character, your primary ability score for your class is considered to be a +5 bonus. Your secondary ability score is considered to be a +3. All remaining ability scores are ignored. You can assume a +0 bonus for these if you need to have an ability score for some reason.

RACES

When selecting a race, you do NOT gain any of the ability score adjustments, just ignore them.

CLASSES

Below is a chart giving you the info needed to play classes.

There are some assumptions made with this chart, for instance, Defenders will have more hit points because they are designed to soak up damage. Strikers will have greater accuracy because that is what they do.

Class	Key Abilities	AC	Fort	Ref	Will	Initiative	HP at 1 st Level	Surges
Ardent	Charisma (+5) Constitution (+3) Wisdom (+3)	17	14	13	17	+0	27	9
Artificer	Intelligence (+5) Constitution (+3) Wisdom (+3)	15	14	16	14	+0	24	8
Assassin	Dexterity (+5) Charisma (+3) Constitution (+3)	17 + light shield	14	16	14	+2	22	8
Assassin (Executioner)	Dexterity (+5) Charisma (+3)	17	14	16	14	+2	24	8
Avenger	Wisdom (+5) Dexterity (+3) Intelligence (+3)	15	14	14	17	+2	26	8
Barbarian	Strength (+5) Constitution (+3) Charisma (+3)	17	18	13	13	+2	27	9
Barbarian (Berserker)	Strength (+5) Dexterity (+3)	17	18	13	13	+2	27	10
Bard	Charisma (+5) Intelligence (+3) Constitution (+3)	17 + light shield	13	14	17	+0	24	9
Bard (Skald)	Charisma (+5) Intelligence (+3)	17 + light shield	13	14	17	+0	24	8
Battlemind	Constitution (+5) Wisdom (+3) Charisma (+3)	18 + light and heavy shields	16	13	15	+0	35	13
Cleric (Templar)	Strength (+5) or Wisdom (+5) Charisma (+3)	17	16 or 13	13	15 or 18	+0	24	8
Cleric (Warpriest)	Wisdom (+5) Constitution (+3)	17 + light or heavy shields	14	13	17	+0	28	10
Druid	Wisdom (+5) Dexterity (+3) Constitution (+3)	15	13	14	17	+0	28	9
Druid	Wisdom (+5)	15	13	14	17	+0	28	9

(Protector)	Constitution (+3) Dexterity (+3)							
Druid (Sentinel)	Wisdom (+5) Constitution (+3)	15 + light shields	15	13	16	+0	28	10
Fighter (Knight)	Strength (+5) Constitution (+3)	19 + light and heavy shields	18	13	13	+0	35	12
Fighter (Slayer)	Strength (+5) Dexterity (+3)	18	18	13	13	+0	35	12
Fighter (Weaponmaster)	Strength (+5) Dexterity (+3) Wisdom (+3) Constitution (+3)	18 + light and heavy shields	18	13	13	+0	35	12
Invoker	Wisdom (+5) Constitution (+3) Intelligence (+3)	17	14	14	17	+0	26	8
Monk	Dexterity (+5) Strength (+3) Wisdom (+3)	15	14	17	14	+0	24	8
Paladin	Strength (+5) Charisma (+3) Wisdom (+3)	19 + light and heavy shields	17	14	14	+0	27	13
Paladin (Blackguard)	Strength (+5) Charisma (+3)	19 + light and heavy shields	17	14	14	+2	27	11
Paladin (Cavalier)	Strength (+5) Charisma (+3)	19 + light and heavy shields	17	14	14	+0	27	13
Psion	Intelligence (+5) Charisma (+3) Wisdom (+3)	15	13	16	15	+0	24	6
Ranger	Strength (+5) Dexterity (+3) Wisdom (+3)	17	17	14	13	+2	24	7
Ranger (Hunter)	Dexterity (+5) Wisdom (+3)	17	14	17	13	+2	24	6
Ranger (Scout)	Dexterity (+5) Wisdom (+3)	15	14	17	13	+2	24	7

Rogue (Scoundrel)	Dexterity (+5)							
	Strength (+3)	17	13	18	13	+2	24	7
	Charisma (+3)							
Rogue (Thief)	Dexterity (+5)							
	Strength (+3)	17	13	18	13	+2	24	7
	Charisma (+3)							
Rune priest	Strength (+5)	18 +						
	Constitution (+3)	light	16	13	15	+0	28	10
	Wisdom (+3)	shields						
Seeker	Wisdom (+5)							
	Strength (+3)	15	13	14	17	+0	24	7
	Dexterity (+3)							
Shaman	Wisdom (+5)							
	Constitution (+3)	15	13	14	17	+0	28	10
	Intelligence (+3)							
Sorcerer	Charisma (+5)							
	Dexterity (+3)	15	13	13	18	+2	24	7
	Strength (+3)							
Swordmage	Intelligence (+5)							
	Strength (+3)	15	13	16	15	+0	27	11
	Constitution (+3)							
Vampire	Dexterity (+5)	15	14	16	14	+2	24	2
	Charisma (+3)							
Warden	Strength (+5)	18 +						
	Constitution (+3)	light and	17	13	14	+0	29	10
	Wisdom (+3)	heavy						
Warlock	Charisma (+5)	shields						
	Constitution (+3)		15	13	14	17	+2	24
	Intelligence (+3)						7	
Warlock (Binder)	Charisma (+5)							
	Dexterity (+3)	15	13	14	17	+0	24	6
	Intelligence (+3)							
Warlock (Hexblade)	Charisma (+5)							
	Dexterity (+3)	17	14	13	17	+2	24	7
	Constitution (+3)							
Warlord (Marshal)	Strength (+5)	17 +						
	Intelligence (+3)	light	17	13	14	+0	24	8
	Charisma (+3)	shields						
Wizard (Arcanist)	Intelligence (+5)							
	Wisdom (+3)	15	13	16	15	+0	22	6
	Dexterity (+3)							
Wizard	Intelligence (+5)	15	13	16	15	+0	24	7

(Bladesinger)	Dexterity (+3)							
	Intelligence (+5)							
Wizard (Mage)	Constitution (+3)	15	13	16	15	+0	22	6
	Wisdom (+3)							
	Charisma (+3)							
Wizard (Witch)	Intelligence (+5)	15	13	16	15	+0	22	6
	Wisdom (+3)							

POWERS

When looking up your powers and applying ability scores to them, assume your primary ability score is +5 and any other ability score mentioned is +3. For instance, a Vampire has a +5 Dexterity and a +3 for any other ability score mentioned in his classes powers.

I'm not sure how this will work with multi-classed characters as they are not used in my games much. It would be interesting to see if this is broken or not.

FEATS

You can use feats with this system with only a few caveats.

- Ignore any ability score requirements since you don't have any ability scores.
- Feats that increase your attack roll or defenses at higher levels than 1st (such as the Expertise Feat), do not increase after 1st level. Expertise, for instance, gives you a +2 bonus to attack at 11th level, this would be ignored and you would only get the starting +1 bonus. This applies ONLY to defenses and attack rolls and NOT for temporary hit points, damage rolls, etc.

SKILLS

Skills are handled a bit differently since you do not have any ability scores.

- If a skill is in your class list, but you are untrained, your bonus is +3.
- If a skill is NOT in your class list, the bonus is +0.

If you are trained in a skill, you gain the normal +5 bonus with it. An additional +5 if you have Skill Focus in it.

Apply any racial or class skill modifiers as appropriate.

LEVELING UP

When you level up, you do not increase your Defenses, Skills or attack bonuses in any way.

You gain a +1 bonus to damage rolls for every level you have attained (including 1st level).

This balances out pretty well and is taken from Gamma World, so it has to be good.

MONSTERS

Instead of the standard defenses and attacks that the monster has, use these base examples below, tweaking to your taste (avoid adding more than ± 2 to anything as it will cause some instability in the game). You can use the rest of the monster's statistics with the exception of skills, just give them +0 for untrained skills and +5 for trained skills (± 5 depending on other factors).

I've also used the Threshold Damage System over at <http://atminn.wordpress.com/2011/07/08/games-without-hit-points-damage-without-math-part-1/> it works rather well with this set of rules tweaks.

	Skirmisher	Brute	Soldier
Initiative	+2		+2
AC	15	13	17
Other defenses	13	13	13
Attack vs. AC	+6	+6	+6
Attack vs. other defenses	+4	+4	+4

	Lurker	Controller	Artillery
Initiative	+4		
AC	15	15	13
Other defenses	13	13	13
Attack vs. AC	+6	+6	+6*
Attack vs. other defenses	+4	+4	+4*

*Increase accuracy by 1 or 2 for ranged or area attacks.