DiBastet's Houserules

Rules that DiBastet uses
with his Secrets of Alancia group
(and for all his other games as well)

Character Options Rules

The following rules include those pertaining general character creation and simple reworks of certain class abilities.

Feats are Amazing

Every character receives a feat at 1st level.

Human

The following traits replace the normal human options.

Ability Score Increase: Three different ability scores of your choice increase by 1.

Skills: You gain proficiency in one skill of your choice.

Adaptable: Once per short rest you can give yourself advantage to a single ability check, attack roll or saving throw. Once you use this ability you can't use it again until you finish a short or long rest.

Fighting Styles

The following fighting styles are changed:

Great Weapon Fighting

When you attack with a melee weapon that you are wielding with two hands, you increase the weapon's damage die type by one step. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting

When you engage in two-weapon fighting, you gain a +1 bonus to attack and damage rolls you make with those weapons.

Multiclass Handwave

Multiclass requires no minimum ability scores.

Class Changes

Barbarian

Berserker
Frenzy is reworded.

Frenzy
You can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one.

This attack uses your Strength modifier, its damage die is a d4, and it deals your choice of bludgeoning, piercing or slashing damage.

Druid

Wild Shape is reworded.

Wild Shape
Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this ability at will. You can revert to your normal form by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table.

While you are transformed, the following rules apply:

• Your game statistics remain your own, except when noted here.

• You can roll a d4 in place of the normal damage of your unarmed strike. Your unarmed strike damage type is the same as your form's natural weapons.

• Your AC becomes 13 + Dexterity modifier.

• You gain all of the creature's skill and saving throw proficiencies, using your own Proficiency bonus.

• You gain all of the creature's natural abilities and senses, like Darkvision, movement speed, Pack Tactics and Pounce, but not its natural weapons or special attack options, like Multiattack. If the creature has any legendary or lair actions, you can't use them.

• You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

• You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

• You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Moon Circle

Circle Forms and *Primal Strike* are reworded.

Circle Forms

Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1, but must abide by the other limitations there. Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

While you are transformed, the following rules apply:

• You can use Wisdom instead of Strength for the attack and damage rolls of your unarmed strikes.

• Your unarmed damage changes as you gain druid levels, at the same rate as a Monk of the same level.

• Your AC becomes 12 + Proficiency bonus + Dexterity modifier.

Primal Strike

Starting at 6th level, while in beast form you can attack twice, instead of once, whenever you take the Attack action on your turn. Additionally, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Fighter

The fighter class gain the *Combat Superiority* ability at 1st level and *Relentless* at 13th.

Combat Superiority

At 1st level, you learn several martial maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuvers of your choice at 5th, 9th, 13th, 17th. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority dice. You have two superiority dice, which are d6s, and you expend one whenever you use a maneuver. You regain them all when you finish a short or long rest.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Relentless

Starting at 13th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

Arcane Archer

Arcane Shot is reworded. *Ever-Ready* shot is removed, as it's unneeded because of the Fighter's *Relentless* ability.

Arcane Shot

Replace "*You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.*" with "*Using this ability spends one of your superiority dice.*"

Battlemaster

Combat Superiority is reworded.

Master Combat Superiority

When you choose this archetype at 3rd level, you improve your maneuver ability.

Maneuvers. You learn one additional maneuver of your choice. You learn one more additional maneuver of your choice at 7th, 10th and 15th level. And the end of a Long Rest you may replace one maneuver you know with a different one.

Superiority Dice. Your superiority dice turn into d8. You also gain two additional superiority dice. You gain another superiority die at 7th level, and one more at 15th level.

Cavalier

Unwavering Mark and *Warding Maneuver* are reworded. The Cavalier gains the *Extra Combat Superiority* ability at 3rd level.

Extra Combat Superiority

When you choose this archetype at 3rd level, you gain two additional superiority dice. You gain another superiority die at 7th level, and one more at 15th level.

Unwavering Mark

Replace "you can make this special attack a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses of it when you finish a long rest." with ", using this ability spends one of your superiority dice."

Warding Maneuver

Replace "*you can roll 1d8 as a reaction*" with "*you can expend one superiority die as a reaction*". Replace "*You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.*" with "*Using this ability spends one of your superiority dice.*"

Champion

The Champion gain the *Always Armed* ability at 3rd level.

Always Armed

When you choose this archetype at 3rd level, you become proficient with improvised weapons and your unarmed strikes use a d4 for damage.

Samurai

Fighting Spirit is reworded. *Tireless Spirit* is removed, as it's unneeded because of the Fighter's *Relentless* ability. The Samurai gains the *Focused Combat Superiority* ability at 3rd level, and *Improved Combat Superiority* at 10th.

Focused Combat Superiority

When you choose this archetype at 3rd level, your superiority turn into d8.

Fighting Spirit

Replace "*You can use this feature three times, and you regain all expended uses of it when you finish a long rest.*" with "*, using this ability spends one of your superiority dice.*"

Improved Combat Superiority

When you reach 10th level, your superiority dice turn into d10. When you reach level 18, your dice turn into d12.

Monk

Add the following line to the *Ki* ability: "*You can use your Ki save DC in place of the normal save DC of an attack option, such as Grapple or Shove.*"

Way of the Four Elements

All Ki costs are reduced by 1.

Whenever an Elemental Discipline allows you to learn and cast a specific spell that deals Acid, Fire, Cold, Lighting or Thunder damage (such as *Burnings Hands*), you can choose to learn any other spell of the same level that deals Acid, Bludgeoning, Fire, Cold, Lighting or Thunder damage (such as *Earth Tremor* or *Ice Knife*).

Ranger

Use the UA Revised Ranger

Beast Master

Animal Companion and *Beast Bond* are reworded.

Animal Companion

You learn the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose for your familiar to assume the form of any beast that has a challenge rating of 1/4 or lower. It gains all the benefits of your *Beast Bond* ability.

Beast Bond

Add the following bullet point to the ability.
  • The companion can take the Attack action normally.

General Rules

Charges, not Ammo

Just like melee attacks represent multiple swings, feints and parries, it is assumed that each ranged attack represents multiple shots, with a character reloading whenever the opportunity presents itself.

Instead of counting each and every spent projectile, the player writes down a single Charge of ammo on its character sheet. A charge is an arbitrary narrative number, between 5 and 20 shots, similar to a "quiver", and is the only unit a player needs to care about. Whenever a player roll a 5- on an attack roll with a ranged weapon that has the Ammunition property, at the end of the attack one ammunition charge is spent. If the weapon has the Loading property it must be loaded again.

Encumbrance

Items don't have a listed weight. Instead characters can carry any number of individual items up to their Strenght score.

If a character carries weight in excess of that, he is encumbered, which means its speed drops by 20 feet and it has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Gritty Realism

A short rest is 8 hours and a long rest is 5 days.

Heroic First Aid

As an action, you can spend one use of a healer's kit to tend to a creature, allowing it to spend a single Hit Die as if on a short rest. The creature can't regain hit points like this again until it finishes a short or long rest.

Instant Death

When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your Constitution Score.

DiBastet's Favorite HP Reduction

Hit Points at 1st Level: Constitution score + half your class' Hit Die maximum (3 for d6, 4 for d8, 5 for d10 and 6 for d12).
Hit Points at Higher Levels: Half your class' Hit Die maximum.
NPC Hit Points: Instead of using a formula, just reduce NPC HP by half the listed amount.

Simplified Weapons and Armor

Weapons and armor are simplified and have specific names removed from their stats, so each stat may represent a wide range of armament. A Finesse weapon might be a rapier, a sidesword or saber, while a medium armor might be brigandine, light chainmail or anything else the DM and player might come up with.

Proficiency
Since there are no specific weapon stats, there is no specific weapon proficiencies. Sorcerer and Wizard have no weapon proficiency. Bard, Cleric, Druid, Monk, Rogue and Warlock have Simple Weapon proficiency. Barbarian, Fighter, Paladin and Ranger have Martial Weapon proficiency. Any racial weapon training becomes Martial Weapon proficiency.

Martial Proficiency
There are no different lists for simple and martial weapons. Instead, characters who are proficient in no weapons or Simple weapons only use the first damage value; characters proficient in Martial weapons use the second damage value.

Simplified Armor

Name	Price	AC	Stealth	Weight
Light Armor				
Light I	5gp	11 + Dex modifier	-	8 lbs
Light II	50gp	12 + Dex modifier	-	10 lbs
Medium Armor				
Medium I	50gp	13 + Dex mod (max 2)	-	20 lbs
Medium II	250gp	15 + Dex mod (max 2)	Disadvantage	40 lbs
Name	Price	AC	Stealth	Weight
Heavy Armor				
Heavy I	75gp	16	Disadvantage	55 lbs
Heavy II	1000gp	18	Disadvantage	65 lbs
Shield				
Shield	10gp	+2	-	6 lbs

Simplified Weapons

Melee Weapons

Name	Price	Damage (Simple)	Damage (Martial)	Weight	Properties
Finesse	10gp	1d6	1d8	2 lbs	Finesse
Heavy	15gp	1d10	2d6	4 lbs	Heavy, two-handed
Light	2gp	1d6	1d8	2 lbs	Light
Light, Finesse	2gp	1d4	1d6	1 lbs	Finesse, light, thrown (range 20/60)
Polearm	2gp	1d4	1d6	2 lbs	Versatile (1d6 or 1d8), thrown (range 20/60)
Polearm, Heavy	8gp	1d8	1d10	4 lbs	Heavy, two-handed, reach
Polearm, Mounted	10gp	1d10	1d12	6 lbs	Reach, special
Primitive	1sp	1d4	1d6	2 lbs	Light
Primitive, Throw	5sp	1d4	1d6	2 lbs	Light, thrown (range 20/60)
Throwable	2gp	1d6	1d8	2 lbs	Thrown (range 30/120)
Versatile	5gp	1d6	1d8	3 lbs	Versatile (1d8 or 1d10)
Whip	2gp	1	1d4	3 lbs	Finesse, reach

Ranged Weapons

Name	Price	Damage (Simple)	Damage (Martial)	Weight	Properties
Blunderbuss	25gp	1d8/1d6	1d10/1d8	6 lbs	Ammunition (range 30/120), firearm, heavy, loading, two-handed
Bow	25gp	1d6	1d8	2 lbs	Ammunition (range 150/600), two-handed
Capturing	1gp	-	-	3 lbs	Special, thrown (range 5/15)
Carbine	30gp	1d10	1d12	6 lbs	Ammunition (range 150/600), firearm, loading, two-handed
Crossbow	25gp	1d8	1d10	5 lbs	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, hand	30gp	1d4	1d6	3 lbs	Ammunition (range 30/120), light, loading
Pistol	30gp	1d8	1d10	3 lbs	Ammunition (range 150/600), firearm, loading, two-handed
Pistol, Light	20gp	1d6	1d8	2 lbs	Ammunition (range 100/400), firearm, light, loading
Primitive	1sp	1d4	1d6	-	Ammunition (range 30/120)
Rifle	50gp	1d12	2d8	8 lbs	Ammunition (range 180/720), firearm, heavy, loading, two-handed
Throwing	5cp	1d4	1d6	0,25 lbs	Finesse, thrown (range 20/60)

Weapon Properties

Capturing Weapon. A Large or smaller creature hit by a capturing weapon is restrained until it is freed. It has no effect on creatures that are formless, or creatures that are two or more sizes larger than the user. A creature can use its action to make a DC 10 Strength saving throw, freeing itself or another creature within its reach on a success.

Dealing 5 slashing damage to the capturing weapon (AC 10) also frees the creature without harming it, ending the effect and destroying the weapon.

Blunderbuss. When you make an attack roll with this weapon at close range you use the first damage die, and the second one on attacks made at long range.

Firearm. When you roll a natural 1 on an attack roll with this weapon it jams and stops working. When it becomes wet it jams and stops working. You must spend one minute and make a DC 10 Gunsmith tool check to unjam it. Not all settings have firearms available.

Loading. Because of the time required to load this weapon, after spending a charge of ammunition you must spend an action reloading this weapon before being able to attack again with it.

Polearm, Mounted. You have disadvantage when you use a mounted polearm to attack a target within 5 feet of you. Also, a mounted polearm requires two hands to wield when you aren't mounted.

Reach. You may choose to not count as being within 5 feet of opponents in the same zone when using this weapon.

Combat Rules

Attack Options

Using the Attack action, you can make a special attack. Instead of making an attack roll, you use one of the Attack Options below.
If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
The save DC for any of these options equals 8 + your proficiency bonus + the stat modifier listed in the option.

Climbing onto a Bigger Creature

You can climb on a creature that is at least two sizes larger than you and is within your reach. Using at least one free hand, you try to cling to the target. The target must make a Dexterity saving throw. The save DC uses your Strength modifier. On a failed save you successfully moves into the target's creature space and clings to its body. While in the target's space, the you move with the target and have advantage on attack rolls against it.

Shaking Off. The larger creature can use its action to remove you. When it does so you must make a Strength or Dexterity saving throw (you choose the ability to use). The save DC uses the target's Strength modifier. On a failed save you land on a space adjacent to the target, of its choice.

Disarm

The target must make a Strength or Dexterity saving throw (the target chooses the ability to use). The save DC uses your Strength modifier. On a failed save, it drops the object you choose. The object lands at its feet.

Grapple

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target. The target must make a Strength or Dexterity saving throw (the target chooses the ability to use). The save DC uses your Strength modifier. On a failed save, you subject the target to the grappled condition. The condition specifies the things that end it, and you can release the target whenever you like (no action required). Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength or Dexterity saving throw at the same DC.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Shove

The target must make a Strength or Dexterity saving throw (the target chooses the ability to use). The save DC uses your Strength modifier. On a failed save, you either knock the target prone or push it 10 feet away from you.

Taunt

The target must make a Wisdom saving throw. The save DC uses your Charisma modifier. On a failed save, it has disadvantage on attack rolls against creatures other than you until the end of your next turn.

Threaten

The target must make a Wisdom saving throw. The save DC uses your Charisma modifier. On a failed save, it is frightened of you until the end of your next turn.

Theater of the Mind and Combat Zones

Action scenes are divided in Zones, narrative regions of arbitrary size, typically around 30 ft on a side. A narrative zone may be connected to adjacent narrative Zones.

For example, a tavern brawl might primarily happen on the tavern floor (one zone), while some of it might also happen on the stairs and balconies of the upper floor (another zone, adjacent to the main one), or the immediate region outside of the front door (another zone, adjacent to the main one) Characters don't move on a grid, but if required they move from narrative Zone to another.

Attacks in Combat Zones

Range is combat zones is abstract.

Melee: Every creature on the same Zone is considered to be in melee range (and within 5ft) of any other creature in the same Zone.

Ranged: Anything on the same zone as a creature is also considered to be up to 30ft away for range purposes. Creatures one zone away are from 31ft up to 60ft away. Each zone adds another 30ft to the distance.

Movement in Combat Zones

A creature that moves between 15 and 40ft per turn may move from one zone to another by using its move.

A creature that moves between 45 and 70ft may move up to two zones, and every 30 additional feet increase the number of zones by 1.

Opportunity Attacks: When a creature leaves a combat zone it takes up to 1d4-1 opportunity attacks from hostile creatures within the zone, provided there are enough opponents for that.

Dash: When using the dash action a creature may move the number of zones allowed by its movement.

Disengage: When using the Disengage your movement doesn't provoke opportunity attacks for the rest of the turn.

Areas of Effect in Combat Zones

The number of creatures affected by an area of effect is determined randomly as follows.

• **Circle, Cylinder or Sphere:** 1d2 + Radius / 5.
• **Cone:** 1d2 + Size / 10.
• **Cube or Square:** 1d2 + Size / 5.
• **Line:** 1d2 + Length / 30.

In addition to the above number of random targets, any creature that is Restrained or somehow unable to move (such as *Paralyzed*, *Unconscious*, *Petrified*, etc) is also hit. Creatures that are Grappled by a creature that is hit are also likewise hit (although the DM might consider giving them *Cover* against the area of effect).

Any area that covers a 30 ft circle hits everything in the zone. Areas larger than that may cover or hit multiple zones by the DM's discretion.

Two Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, or attack with any weapon on one hand and weapon with a d4 damage die on the other, you add the two weapon damage dice together when rolling for damage with your attacks. You can use either weapon damage type. If either weapon has a special property, such as Reach, Throw or magical abilities, you can use it for your attacks.

A BACK COVER ON A COLLECTION OF HOUSERULES?

Now that seems a bit excessive, doesn't it?

But DiBastet inclued one anyway because he
had time to spare and he thinks
he is funny like that.

Poor deluded guy.

D&D®

Created by DiBastet and the Secrets of Alancia team