My Homebrew Rules
Version 2.10 (December 2023)

These are the rules that I use that are not a part of the RAW (Rules as Written) or may have been but are a good reminder that I run them as they are. These are also able to be updated and changed in the future.

Critical Hits (Brutal Critical) - V1.1

I feel that Critical Strikes in RAW have a decent chance of not being cool so I made a change to them that I feel will make all critical strikes an amazing hit, but these strikes go both ways.
If a character rolls a natural 20 and the attack hits, they land a critical strike. That attack takes all the die that was going to be rolled and maxes them then adds the modifier on top of the roll.
Melee Attack: If the attack was made with a weapon, you also get to roll the same dice of damage and add that on top of the max roll and modifiers. If a player deals an extra die of damage from a feature or trait, like Colossus Slayer, will add the die max and an extra roll of damage. So for example if an attack with a Handaxe, does a d6 of damage, with a +2 modifier of damage, you get a total of 8 then roll another d6 and add that to the total (1d6+8). Sneak Attacks get added to this so if a crit lands with a level 5 Rogus it will be an extra 18+3d6 damage.
Spell Attack: If the attack is a spell, then there is no rolling for damage needed, and will automatically do max damage possible. In cases of Divine Smite that is considered a spell and will only add the maximum amount of damage. So for example, with a 1st-level Guiding Bolt, if it hits deals 4d6 damage, so a critical hit will deal 24 points of radiant damage.

Exhaustion Rules - V1.0

Instead of the D&D 5th Edition Exhaustion Rules, I feel that they can be really brutal and unfair so I decided to go back to make these Exhaustion Rules fairer.
Each level of exhaustion will subtract 1 from all d20 rolls, so a creature with 5 levels of exhaustion will subtract 5 from all their d20 roll results. This can go to 10 levels but if a creature has 10 and fails a check and gains another level they will die.
Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Attunement (Quick Attunement) - V1.0

If a creature wants to attune to a magical item, according to RAW, it takes a full hour of concentration to do so. I believe that this is kind of weird and I rule it as it takes an action to attune to an item but it takes an hour of concentration to be unattuned to an item. However, a creature must still meet the prerequisites if they want to attune to the item.

Falling to 0 Hit Points (Lingering Injuries) - V1.1

If a player reaches 0 hit points they then make a Constitution saving throw with a DC equal to the over damage from 0. So for example, if a creature has 5 hit points remaining and then is dealt 10 hit points of damage then it must make a Constitution saving throw of DC 5 due to the over damage.

If they fail this check then they make a Lingering Injury check. When making these checks a player rolls a d20 and they get bonuses depending on the amount of damage. These injuries will also differ depending on the type of damage dealt, so a final strike that was with Fire will be different than the damage dealt with Bludgeoning. If the final strike is a mix of damage like Fire and Slashing in a single strike the creature taking the injury or the DM can select the type of damage the Lingering Injury gives.

- If the creature reaches 0, they get a +5 to the Lingering Injury check.
- If the creature reaches 0 with a critical hit they get a +2 to the Lingering Injury check.
- If the creature reaches 0 and takes over half the max creature hit points. For example, if a creature's max hit points are 20, and the creature has 5 hit points and then gets dealt 15 points then they receive no bonuses to their Lingering Injury check.

Under the Frightened Condition (Fight or Flight) - V1.1

If a creature is under the frightened condition, according to RAW, have a disadvantage while dealing with the creature they are Frightened of and can't move closer to them. This doesn't represent what a creature would do in this condition, in terms of combat. I rule it as the creature goes into either a Fight or Flight response when under the Frightened condition. The response can be chosen at the beginning of that player's turn and must do what follows

- **Fight**: You can only attempt to kill the creature you are Frightened of and must do as much damage as they can. This means no tactical ideas can come so instead of casting Haste on another creature, that could do more damage in the long run, you must use Fireball on them as that is the immediate maximum damage you could do.
- **Flight**: You must use your entire action to run away from the creature as much as you can, being more specific only take the Dash or Disengage action and use all your movement.

Casting Spells per Turn (1 Leveled Spell a Turn) - V2.0

As a reminder, if a leveled spell is cast on a creature's turn, another leveled spell can not be used on that same turn. So if a Druid casts a Call Lightning with their action they can not also cast Healing Word on their bonus action but they could cast a Shillelagh because that is not a leveled spell. Another specification is that a Divine Smite does not count as a leveled spell and can be used twice in one turn. **CHECK BELOW FOR SOME EXEMPTIONS!!**

Material Components - V1.0

I think that Material Components for spells can be tedious to track so I, for the most part, ignore them but ones that have gold cost I do not ignore and you need the specific cost amount or the specific item of a certain cost to use the spell.

Potion Drinking (Swig a Potion) - V1.2

Currently, in the Dungeon's Masters Guide on page 139, it says that drinking a potion requires an action to consume, I feel as if this is kind of harsh. When you are drinking any potion of healing, you can use your bonus action to drink the potion and if you do so you roll the healing as normal but if you want to use your action to drink one you will automatically receive the max amount of healing that the potion grants. To feed it to another willing creature, an action must be used and they must roll for the healing amount. Potions can not be thrown on a target to gain the effect and one must drink it to gain the benefits.

Help Action - V1.0

Currently, in the Player's Handbook on page 192, it says that you can use the Help action at any time to give a creature advantage on any ability check. I find this to be very strong and does not make sense at some points in roleplay. I changed this to be for ability checks when a creature attempts to help in a check can only help when the creature helping is proficient or has expertise in the skill being checked. This way not every check can be done at advantage and it makes sense in roleplay for those who are proficient in knowing how to be helpful.

Aura of Countercharm - V1.0

Countercharm is a unique ability that Bards get at level 6 that is NEVER USED. The way it needs to be used in RAW and how it works makes it not worth the time and resources. So I have adjusted the rules and updated the rule to be much stronger and usable:

> *At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. While in combat you are playing your instrument, whether that be of voice or a physical one, to create magical effects. While in combat you emit an aura of soothing sound to all who are able to hear you. You and any friendly creatures within 30 feet of you are immune to being Frightened or Charmed. If a friendly creature is already under the frightened or charmed condition before entering the Aura then it immediately ends once they reach inside radius.*

Underwater Rules - V1.0

There are a few rules that are special when it comes to being underwater and combat.

Breathing

Without any special ability to breathe underwater creatures are only able to hold their breath for a limited time. A creature can stay underwater for a certain number of rounds of 5 + the creature's CON modifier (minimum of 0).

Movement

Unless a creature has a swim speed the movement underwater is equal to half of the creature's highest other movement speed rounded up by 5. So for example, if a creature didn't have a swim speed and they have a walking speed of 30ft and a flying speed of 45ft, they would have a 20ft swimming speed.

Elemental Effects

- **Acid**: Any initial damage from acid is damage as normal, although any continued acid damage like from [Acid Arrow](#) will be halved, due to acid being easily diluted with the surrounding water.
- **Fire**: All types of damage from any source will be halved.
- **Lightning**: Any creature within 5 feet of a creature or object that takes lightning damage to make a DC 10 DEX saving throw or take 1d6 lightning damage equal to the spell cast level. Other effects or cantrips will be 1d6 lightning damage. For a spell with a range of touch, this could include the caster as electricity easily spreads underwater.
- **Thunder**: Any creature that takes thunder damage underwater makes a DC 10 CON saving throw or become deafened until the start of their next turn. In addition, any thunder-based spell that emits a loud sound should have its audible range quadrupled as sound is much louder and travels further underwater.

Weapons

- **Melee**: A creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- **Ranged**: A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

The Baldurs Ruling - V1.0

One of the games that has influenced my time and inspiration is Bladeurs Gate 3. They have adjusted the rules to fit more of a video game format, and some of the rulings they made there make a lot of sense that I want to adapt for my tabletop games. Here are some of those rules:

BR - Bonus Action Spells (List V1.0)

Some spells can be cast as a Bonus Action rather than an Action while standing by this ruling I feel is true and good for the overall game. Some of them are not amazing to use this idea so I will be adjusting some of the BA spells to be able to override the one-leveled spell usage. Below is the list of BA spells that are allowed to override the one-leveled spell per turn rule:

- [Expeditious Retreat](#)
- [Healing Word](#)
- [Hex](#)
- [Sanctuary](#)
- [Shield of Faith](#)
- [Healing Spirit](#)
- [Kinetic Jaunt](#)
- [Magic Weapon](#)
- [Misty Step](#)
- [Spiritual Weapon](#)

- [Ashardalon's Stride](#)
- [Grasping Vine](#)
- [Guardian of Nature](#)
- [Far Step](#)
- [Holy Weapon](#)
- [Fizban's Platinum Shield](#)
- [Tasha's Otherworldly Guise](#)
- [Draconic Transformation](#)

BR - Guidance & Bardic Inspiration as a Reaction

These spells or abilities are often forgotten about in D&D and I feel like we should change this. These abilities can now be used as a Reaction in the combat sense of the word, as well as out of combat. Although I want each of these to work differently. Guidance is a cantrip which means that it can be used an infinite amount of times without a cost, while Bardic Insparation is a limited resource. to mitigate the differences and to clarify RAW, guidance will only be able to be used for skill checks or outside combat needs and can be done after the succession has been determined by the DM. Bardic inspiration however can be used in the same way but has much more versatility. They can be used as a Reaction in and out of combat, as well as a Bonus Action although only one creature can have an inspiration at a time, this also goes for Guidance. For example, if the Fighter misses their target's AC by a few points and fails to hit, the Bard can spend their reaction to give them Bardic inspiration on that roll and possibly help them to hit!

BR - Reckless Attack Reaction

Similar to the previous ruling, Barbarians get the ability to Reckless Attack. This can be used before you attack like normal or be done after your initial attack misses and is called so from the DM, the user can now spend their reaction to Reckless Attack. If the choice to reckless attack is chosen prior to attacking they do not spend their Reaction to do the same attack. Also to clarify while Recklessly Attacking all of the user's Melee Attacks using Strength can be done with advantage so the Attack and Extra Attack work here.

BR - Death & Revivify

Being able to revive characters from death can be very strong. I believe that being able to cast this on anyone and everyone can take away the importance of life and death in a game. For this reason, the spell will not be able to work on any NPCs, but can still work on PCs, but not always. Being able to cheat death forever can make the Gods angry so there is some resistance when trying to return to the mortal realm. Each PC will track the number of how many times they have cheated death (how many times they have died and come back to life). This will become their revival DC. So if a PC has never died and it's their first time being brought back they will be revived without a problem. For example, if a PC has cheated death 7 times they roll a D20 and perform a Cheat Death Roll, which can not be buffed in any way, and if the result is a 6 or lower then Death has her cold hands completely surrounding the PC and is unable to return to the mortal realm.

BR - Short Rest

Doing Short Rests is almost nonexistent for a tabletop setting from my experience. So having the RAW ruling of it taking an hour it can be shortened to 10 minutes. Although there are some perks of Short Resting give than just HP like spell slots and Ki. So each of these only refills back to full if a Hit Die was used during their Short Rest that way Short rests can be used more often and Warlocks and Monks can do their abilities without feeling restricted on their very limited resources.

Changes Log

- **Version 1.00**:
  - The initial document was created.
- **Version 1.10**:
  - Changes were made to *Critical Hits* to clarify what is being done.
  - Rules updated with names to quickly identify them.
  - *Safe Area Resting* Rule was deleted.
  - Added *Help Action* Rule.
- **Version 2.00**:
  - Added *Baldurs Ruling* (Updating the previous 1 leveled spell a turn rule)
  - Added *Aura of Countercharm*
  - Added *Change Log*
  - Added *Possible Future Rules*
  - Clarification was made that rules are free to be changed and adjusted.
  - Grammar was adjusted and fixed in some rules.
- **Version 2.10**:
  - Added Underwater Combat Rules

Possible Future Rules to be made

- Safe Area Resting
- Action Point System
- Warlock Eldritch Blast changes depending on the Patron
- Inspiration **BR** (https://youtu.be/pJhq9nFuHYk?si=9KPwcs--TgbsIpTB&t=990)