

# My Homebrew Rules

Version 1.10 (August 2023)

These are the rules that I use that are not really a part of the RAW (Rules as Written) or may have been but are a good reminder that I run them as they are.

## Critical Hits

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 then they land a critical strike. That attack takes all die that was going to be rolled and maxes them then add 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).

**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 max 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

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 fail a check and gain another level will die once they gain the 11th level of Exhaustion.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

## Attunement

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 kinda weird and I rule it as it takes an action to attune to an item but it takes an hour of concentration to unattuned to an item. Although a creature must still meet the prerequisites if they want to attune to the item.

## Falling to 0 Hit Points

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 Lingered 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 that the Lingered Injury gives.

- If the creature reaches 0, they get a +5 to the Lingered Injury check.
- If the creature reaches 0 with a critical hit they get a +2 to the Lingered 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 Lingered Injury check.

## Under the Frightened Condition

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. I believe that this doesn't really represent what a creature would do in this condition, in terms of combat. I rule it as the creature goes into either 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 possibly do more damage in the long run, you must use [Fireball](#) on them as that is the immediate max 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 can take the [Dash](#) or [Disengage](#) action and use all your movement.

## Casting Spells per Turn

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.

## Material Components

I think that Material Components for spells can be really 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

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 kinda 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 wanted to use your action to drink one you will automatically receive the max amount of healing that the potion grants.

## Help Action

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.