

DnD Homebrew Rule-book

What is This Book?

This book is a collection of the rules discovered so far, appendixes is sure to happen, as new situations is explored. This book aims to help players have an overview of what the rules are in the world they explore. All of the information in this book can be taken as known knowledge for your character, where relevant.

Inspiration

Inspiration is a reflection on how truthfully you play the character as oppose to your own intends. For some characters this might be the same, in that case inspiration would just be easier to achieve. Inspiration in this homebrew is indistinguishable from proficiency bonus in standard e5 DnD, and should therefore be added to all rolls with exceptions of damage rolls, death saves, and other which explicitly states it. And will not be consumed when used, as in e5.

Inspiration will as the only thing be retained when creating a new character after, in the event a new character is to made because of death.

Gaining inspiration as mentioned above the only way to level up in inspiration, is to play the character truthfully to the character's emotions, physical health, and their dreams. However it is only the player who truly knows what is on character and what is not, it is therefore the responsibility of the player to inform the DnD to inform them, when a action is made that is off character. It is the responsibility of the DM to ask the player when in doubt, before subtracting points progress in leveling up inspiration.

Abilities

Mental Power is the indication of how much mental capacity a character has, not as in intelligence, but as how much the character can handle before needing a mental break. Mental power has been discovered by some to contain magical power in the same way that nature can be controlled by Druids, the mentality of weaker beings can be manipulated by those who train it, to for an example make illusions appear, or even cause damage.

Spells cast with Mental Power consumes energy from the caster, and sometimes from the target. Mental energy is noted below your Mental Power level. The basic level is 10 times your Mental Power level.

Strength describes how strong your character is, it indicates how much you can lift, and how hard you can hit.

Backpack limit is 20 times Strength.

Dexterity is how fast you can move and react. To your CHANGING surroundings.

Resistens - Some creatures and characters have developed a thoughtness or wear some items which give the same effect, this effect is known as Resistens. Your resistens level is a number which you can subtract from any physical or magical attack damage taken.*

*Not natural damage, such as damage taken from hunger.

Health indicates your maximum health points.

When you have lost health equal to your maximum health you will be allowed to roll with die to increase your maximum health with the value. This can at most be done twice a week.

Temp Health some spells and events might give you temporary health points, these should be spent before using your regular health points.

When offered a new amount of temporary healths from another spell or event, this is either to be accepted and thereby to replace your current temporary health points, or be declined, causing no change.

AC aka armor class, your armor class is calculated by adding up the numbers from your equipment, that is if you have a shield +2AC and knight armor +14AC you would have 16 AC. For specific equipment look under items.

Other Abilities

Mage Power is magic found from research, and most mages will also be some level of scholars themselves. There is some debate in the mage community whether or not a mage has to have been born with some magic powers or if it all can be learned, no matter what, they all agree that having been born with magic powers is an help. Some individuals is born with such great level of mage powers that they can reach the same powers as a mage graduate without education. Mage powers and spells covers from all ranges of magic, from being able to make things levitate to obliterate houses with a huge fireball.

Spells cast with Mage Power usually cost mana, the mana is noted below your Mage Power level on your character sheet, your basic mana level is 5 times your mage power. You

Nature Connection is the source of power for the magical beings, who wishes to manipulate nature to their will. Nature connections users are capable of the most wonderful things, from chasing into the skin of a bear in a blink of a second, to grow entire forests out of barren earth. Nature Powers depends on the connection to the earth, and does therefore not use any kind of mana.

Musical Powers – music and magic is closely connected, some can use music to enhance skills and even do damage to their foes.

Sorcerer Power as oppose to mage power, sorcerer power is not learned by studying, but rather given to a being as a gift (or curse) from birth. Sorcerer also uses mana, but the mana can be up to 50* their level. Depending on the power of the sorcerer. It is however only regained after a long rest. With a minimal amount gained after a short rest. Depending on the skill.

Skills

This is a list of the most classic skills, this as the rest of the book is an unfinished list.

Close Combat reflects how good your character is to go toe to toe within 1 distance of the target. If you are 2 or more levels above your foe in this, you have advantage on physical attack rolls against them, when within 1 distance.

Finesse Weapons indicates how good you are with weapons which depends more on skill than pure swinging, this would be weapons like daggers, rapier and short swords. When making an attack with a finesse weapon you can add this level to your probability of hitting.

Fighting shows how good you are at hitting your enemy when fighting melee. This is to be added on your melee attack hit rolls, if there is no other that it fits.

Stabbing it is often harder to hit when trying to stab your target, but for many weapons it also result in more damage. You can choose to stab with your weapon when making an Attack Action, when you do this add the

level of this skill with a d20 and your inspiration, and look in the weapon table for damage done with stabbing with your particular weapon.

Two-Handed – indicates how familiar you're at fighting with a heavy weapon, and how precise you can be hitting your target when pulling all your energy into swinging and hitting the target as hard as possible.

Stealth helps you on rolls to hid from your enemy, this is for non-magical hiding.

Bow how familiar are you at firing a bow? Can you hit what you are aiming for?

Cross Bow how familiar are you at firing and reloading a crossbow? Can you hit what you are aiming for? When level 3 and above in this skill you can draw your crossbow as a bonus action.

Knight Armor It is hard to wear a full set of knight armor, it takes training and experience as well as strength and energy.

Mana Regen is a discipline for mages, mostly only learned by skilled students in the art. It is only learned after the mage, fully understand how they draw their powers, and is able to control this system to regain strength.

Precession is a superior skill for fighters, this skill is a show of how good you're at hitting your mark, each level of this, gives another chance to make a natural crit (20), that means, if you are at level 2 in this skill, you don't only crit on a d20, but also on 18 and 19. (Critting also involving a sure hit)

Gods

This sections is incomplete, however in contrast to the rest of the book, for this chapter it is on purpose. Since this is a book given to every player, and the knowledge here in should be considered common knowledge, therefore nothing more than what a common traveler would know is mentioned in here. This might result in some gods not being mentioned, or some gods being known for other things than that which it followers believe.

Valdemar is known as the god of war, blood and violence and wishes to become king of the gods. His followers is sometimes able to draw from some of his immense powers to makes his wishes come true.

Morgana is the most worshiped of the gods, known also as the mother. Her priests are often given the power to heal, and are known to be selfless in the porsute of helping all living creatures, as these are all her children. Some of cause takes this to mean only humanoids, and some even to only mean certain races. But if you should ever be in dire need, there is no better place to go than a temple of the mother.

Lucifer Morganas brother, where as Morgana has the gift to maintain life Lucifer has the power to reinvoke it in the dead. Lucifer wants to see death, despair, and chaos roam free on earth, and is more likely to be worshiped by a thief than a lord.

The moon - Rouges with the ability to blend into one with the shadows is known to be worshipers of the moon, some even says it is the moon who gives them these powers. The moons intention is not easy to translate, however the priests say that it stands, for the harmony between all living beings, not necessarily without violence.

The sun – Many royals in the kingdoms is know to be worshipers of the sun. The priests of the sun talks about riches and powers for the worthy, and punishment and misfortune for the impure.

Wukong is the defender of the innocent, he does not take sides unless when he judges one side is treated unfairly. But then he would fight for the death.

Gragas is in no way a fighting man, however he is a great warrior. Gragas, would prefer to sing and drink at any local pub beyond anything else. He rumored to often take on a living form and wander and experience the good parts of life. He is known to lend his powers to those who have the same values as himself.

Spell Casting

Magic is everywhere in the world, whether given by the gods, studied, or given from birth, your character will most likely be using some kind of magic.

Spell levels – the spell level indicates how familiar you're with the spell, the affect of each spell level is different from spell to spell, however the common realization is that at level 1 the spell is just learned, and therefore the mana cost is often higher, at level 2 the mana level is lowered to what would be expected for the rest of the time you use the spell. You reach level 2 by practicing the spell, tediously. Reaching level 3 is usually accomplished by being creative with the way you use the spell, showing that you have not only learned the spell, but perfected it. Some spells deal more damage, some allows you to cast them without making signs, or saying the spell. There are legends of higher levels, but is always a sorcerer in a far away world the rumors talk about. But who knows, maybe, just maybe, there really is.

Special Rules

Sure Attack The sure attack rule, is for when it wouldn't make sense for your character to fail on an attack, instead z an x is set by the DM, on your normal

Attacks against unarmed foe you have advantage on your melee attacks if your foe doesn't have a way to block your attacks.

Races and Genders

Genders – Because this is a world of fantasy, we will try to imagine a world that doesn't live by the patriarchy, hasn't heard about misogynists and all together sees women and non-binaries to be just as good and well suited to rule as men.

Races almost always prefer their own race over other, the civilized elves in particular see their race as the superior. If you're traveling a land extinct from everything except humans, you might take a break and think how these humans will handle seeing you, a half demon half orc, approaching their village. If you expect them to not just invite you into their houses with their kids and partners, maybe try planning a head. How have your character developed in such a world.

So in short; no to gender discrimination, yes to racism.

Hunger and Exhaustion

Death – at one point you might go down to 0 health points. If this happens, first check if the damage you received extends so far below 0 down to or below your maximum health points. You're dead, and should start working on your next character. If however the attack that killed you

are not so powerful, you go to the state, save your soul, and loses all fighting points*. Where on the start of each of your turns your only action is to make a roll with a d20, if it is above or equal to 10, you will add one to save your soul, otherwise add one to losing your soul. If you hit a 20 you add two to save your soul and on a 1 you add two to lose your soul. If you get 3 in losing your soul, you get to create a brand new character. If you get 3 in save your soul you will revive with 1 hp after 10 minutes. If you are stabilized you, no longer have to roll, and will awake with 1 hp after 10 minutes. If you are healed you revive and get conscious at once.

*See under exhaustion.

Exhaustion happens when you don't get enough sleep or when you spend too much time fighting. You are able to fight for 2 times your dexterity rounds before gaining a level in exhaustion, referrers to as fighting points. You advance a level when you go a day without sleeping.

Level	Effect
1	Disadvantage on reaction and ability checks
2	Speed is halved
3	Disadvantage on attack rolls and saving throws
4	Max hit points halved
5	Speed reduced to 0
6	death

You can regain all your fighting points by taking a short rest. An additional short rest is able to reduce your exhaustion level from level 1 to level 0, however it can not, reduce any other levels. A long rest reduces your exhaustion level by 2.

Hunger comes from not eating enough, a character needs between 16 to 40 food points a day. And can have a maximum of 1.5 of their daily need. Once an hour they will lose their daily needed points/8. If you go below -0, you will suffer twice the fighting points, when ever you lose these.

Gold and Costs

Exchange rates

1 bronze coin = 10 iron coins
 1 silver coin = 25 bronze coins
 1 gold coin = 10 silver coins
 1 gem = 100 gold coins
 1 rare gem = 20 gems

Basic prices

These are the basic prices in some facilities these might change.

Meal size	Price	Weight	Time to eat	Points*
Snack	5 iron	10g	6 seconds	2
Small	1 bronze	50g	2 min / 5 min while multitasking	5
Medium	2 bronze	100g	5 min sitting	12
fulfilling	5 bronze	250g	10 min sitting	30

*Points refers to hunger points, look under Hunger.

Sleeping accommodation	Squalid	Poor	Modest	Comfortable	Wealthy	Aristocratic
Price	10 Iron	5 bronze	10 bronze	1 silver	3 silver	1 gold

Actions in Combat

Attack – choose how to attack, roll a d20 and add the relevant bonuses to your roll value, if this number is above or equal to the AC of your target you will hit, and be allowed to roll for damage. If you roll a natural 20 you will always hit.

Run As Crazy! Give up your actions and just focusing on running, this action doubles the distance you are allowed to run.

Interact with object – what it sounds like, many interactions with a object can be done as a bonus action, you can always ask the DM beforehand if what you think about doing costs a full action, or can be done as a bonus action.

Disengage – Choosing this actions prevents foes for making opportunity attacks against you for the rest of your turn.

Dodge – All attacks have disadvantage against you until your next turn, as you use your full attention on dodging any incoming attacks.

Ready up action – Is a way for you to prepare against what your enemies might come up with. You can only set up one *Ready* action, you will do this by saying, “in case X happens I’ll do Y” for example; “if the goblin keeps running towards, and comes within 1 distance to me, I’ll hit for it with my long sword.” If the goblin then approaches you, you will make a normal attack when this happens, probably on the goblins turn.

Stabilize a character in save your soul. You have make a medicine check of 10 or more.

Grappling – You have the ability to try and grab a character, the grab roll will be set by the DM depending on your size, the target size, speed, and other events. You are allowed to ask the DM for the difficulties of the roll before doing so.

Opportunity attacks – An opportunity attack happens, when a character leaves the range of a foe in front of them, which is not focused on anything else. Allowing them to make a normal attack action against the character leaving their range.

Items; Armor, Weapons, and More

Weapon	Hit chance*	Damage
Long Sword	Fighting+d20/ Stabbing+d20	1d8*Strength / 1d10*stabbing
Short Sword	Fighting+d20 / Stabbing+d20	1d6*Strength / 1d8*stabbing
Dagger	Fighting+d20 / Stabbing+d20	1d4*Strength / 1d6*stabbing
Fists	Fighting+d20	Strength
Maze	Fighting+d20	1d6*Strength
2 handed hammer	Two-handed+d20	1d10*Strength
Long Bow	Bow+d20	1d6*1/2*(Strength+Bow skills)
Short Bow	Bow+d20	1d6*1/2*(Bow skills+2)
Cross Bow	Crossbow+d20	1d(4-8)*Crossbow
Staff	Fighting+d20	1d4*Strength
Rapier	Finesse+d20	1d8*finesse

We always round down, when working with damage rolls.

*Always add inspiration.

Name	AC	Description	Bonus AC
Shield	+2		
Knight Armor	15	Speed=-5+knight Armor	+3 vs stab
Chain mail	12		+2 vs stab
Leather Armor	10+half dexterity rounded up		+1 vs stab
Rope	8+Primary magic school		

Important rolls

Roll Difficulty:

For any roll the DM will set the difficulties of the roll, here is a guideline for how to describe individual difficulties: Very easy 5, Easy 10, Medium 15, Hard 20, Very hard 25, Nearly impossible 30.

Help with Roll:

Some rolls, allows a fellow adventurer to help you with your task, giving you advantage on your roll. The adventurer just have to state that they are helping you, to give you advantage. If the DM sees a chance that the “help” might have a chance to become a distraction, for example, if someone who has very low tracking, tries to help you with tracking, they might in fact go more in the way, the DM can ask the adventurer to make a roll to see if, they give advantage or disadvantage to the roll.

Group Rolls:

If you are a group which tries to accomplish something. If half of the group succeeds, rounded up the roll success.

Magic investigation – Look for magic, you’re allowed to add your inspiration and your highest magic class level.

Athletic – Sometimes when you try to do something more athletic than just running you will be asked to make a roll in Athletic.

Acrobatic – Parkour?

Sleight of Hand – Mostly used for stealing, poisoning or other sinister stuff.

Stealth – For when it is best not to be seen.

Endurance – Not only for spicy food.

Insight – For when you need insight into a social situation, for example to check if someone is lying to you.

Medicine – Healing.

Deception – Lying.

Intimidation – What it says.

Persuasion – persuade.

Tracking wild animals, or characters.