

# Living Rules Doc

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All published content is allowed, including optional subclasses/features/options from Tasha's.

## 1 Character Mechanics

### 1.1 Character Creation

- Standard point buy for stats (27 points, min 8, max 15)
- Any race (besides Variant Human and Custom Lineage) can take a feat at character creation in exchange for their racial ASI(s) becoming a single +1
- Players can assign racial ASIs to any stat, but cannot put multiple racial ASIs on the same stat (a la Tasha's)

### 1.2 Leveling Up

- PCs get a free feat at levels 4 and 8 in addition to the ASIs at those levels

### 1.3 Class Changes

#### 1.3.1 Monk

- Additional ki points equal to proficiency bonus
- If you are not wearing armor and not wielding a shield, enemy creatures have disadvantage on opportunity attacks against you
- Can make grapple/shove checks with DEX (Athletics)

### 1.3.2 Sorcerer

- Additional metamagic options
  - 4 metamagic options at 3rd level
  - Another two at 10th level (up to 6)
  - Another two at 17th level
- Additional sorcery points equal to proficiency bonus
- All subclasses get origin spells (specific spells TBD)

### 1.3.3 Warlock

- Warlocks can choose to use INT as their primary stat
  - CHA save proficiency becomes INT save proficiency
  - Spellcasting stat becomes INT
  - All class features that reference CHA will use INT instead

## 1.4 Race Changes

- Dragonborn breath weapons are a bonus action, not an action

## 2 Gameplay

### 2.1 Resting

- Slow Natural Healing variant rule from DMG
  - Short rests are 1 hour; hit dice can be used to restore HP
  - Long rests are 8 hours; all resources are restored, and hit dice can be used to restore HP.
  - Can only benefit from 1 long rest every 24 hours

### 2.2 Combat

#### 2.2.1 Flanking

- Prerequisites:
  - Two allied creatures, both directly adjacent to a hostile creature (but on opposite sides).
  - The allied creatures cannot be unconscious or incapacitated.
- Result: The allied creatures are **flanking** the hostile creature
  - While flanking, melee attacks get a +2 to hit

#### 2.2.2 Moving through enemy space

- A creature can do either of the following as an action or bonus action to move through enemy space.
  - **Overrun**: Make a contested STR (Athletics) check. Larger creatures have advantage.
  - **Tumble**: Make a contested DEX (Acrobatics) check.

#### 2.2.3 Cleaving and Piercing

- Cleaving (requires reducing an enemy to 0 HP with a melee weapon attack)
  - Any excess damage can be applied to another creature within reach
- Piercing (requires reducing an enemy to 0 HP with a ranged weapon attack)
  - Any excess damage can be applied to a creature 5 feet behind target (following straight line of projectile path)
- AC must be equal to or below the initial attack roll for both cleaving and piercing

#### 2.2.4 Identifying Spells

- Passive INT (Arcana) check
  - Advantage (passive +5) if spell is on spell list
  - Identify spell level with DC 10 + spell level
  - Identify spell with DC 15 + spell level

### 2.2.5 Other Changes and Clarifications

- Potions require a bonus action to drink, not an action
- You cannot use both your action and your bonus action to cast spells of level 1 or higher in the same turn.

## 3 Changelog

- 2/9/21: Initial version
  - Add rules from /u/Caesarr
    - \* Rules to take effect immediately:
      - Monk changes (additional ki, conditional disadvantage on opportunity attacks, grapple/shove with DEX)
      - Sorcerer changes (metamagics, additional SP, origin spells)
      - Warlock changes (INTlocks)
      - Cleave rules
    - Rules to take effect at next character creation:
      - \* Non-human races can give up their +2 ASI for a feat
- 2/16/21: Add flanking, wording/structure clarifications, move TODOs
  - Exhaustion on hitting 0 HP seems like a bad call

## 4 TODOs

- Consider if sorcerer changes are overtuned given availability of feats (ease of taking Metamagic Adept)
- Consider boosted healing rules (spells/potions heal max or double dice if healing creature above 0 HP)