

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)