

Homebrew Rules:

Fall Damage

The limit for the amount one can take as fall damage is not 20d6 but instead its up to the DM to choose when a creatures fall damage becomes simple death or how much damage one takes.

Critical Roll

If you roll critical roll and roll a 1 on the damage die, you can reroll the damage die and must use the new roll.

Recharge

Any ability that requires a recharge roll to be useable in the creatures next turn, now requires the roll to be done at the end of its turn in the turn it used this ability. Furthermore, a visual que will show if the creature has managed to recharge its ability.

Safe Long-rest

To be able to take a Greater-Short rest the party must be in a “safe” environment. The story behinds this is that if the party is in need for a “Guard-rotation” means that the place is not safe. This “can” include towns if there are creatures who are ACTIVELY hunting you. Here you can choose to still take a long rest but thereby taking the chance the hunters find you. It would be wise to maybe amount some sort of defense to allow you to do a long rest.

Greater-Short rests take the usage of “Rest Dices” which can be used as seen below:

- **A player can spend any amount of their Rest Dices to regain Hit points just as short rests, plus your CON modifier**
- **A player can spend any amount of Rest Dices to roll, the rolled amount is the amount of spell slots to regain (Add spell-casting modifier to the roll). The regained spell slots can be distributed as wished amongst all levels.**
- **A player can spend any amount of Rest Dices to roll, Add spell-casting modifier to the roll and then times it with your spell level. The final amount is the number of spell points you can regain.**

The amount of Rest dices you can spend on a Greater-Short rest is determined as follow:

You spend any amount of your hit-dices to roll a number of d4's which is determined by your current level. The rolled number is how many “Rest Dices” you have for that greater-shortrest. The rest dices themselves are your hit dices.

- **Lvl 1 – 5 : 1d4**
- **Lvl 6 – 10: 2d4**
- **Lvl 11 – 13: 2d6**
- **Lvl 14 – 20: 2d8**

Flanking

Flanking does not give advantage on rolls, but instead a + 2 to hit. Furthermore, for each person flanking the same creature adds + 2 to the hit. Meaning 2 people flanking the same creature give a simple +2 to attacks whilst 3 people flanking give a + 4.

Some creatures are immune against flanking, but these are rare.

- Gigantic creatures are mostly immune
- Swarms are immune as they no front/rear
- Creature who has enhanced/powerful level of combat skills (Master warriors, Deities, Divine being) beings that have trained enough to omit flanking. (DM Discretion)

Death Saves

Death saves are rolled by the player and kept secret until either a full failure (Death) or stable state. Only the DM must know what the roll is

Healing potions

Healing potion can be used as bonus action, the player then rolls the potions normally, but can also be used as an action, regaining the maximum amount of hit points the potion can give.