

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
 - 3 metamagic options at 3rd level
 - 4th option at 6th level
 - 5th and 6th at 10th and 17th level (as normal)
- 2 additional sorcery points
- 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

INT (Arcana) check when a spell is cast

- DC is 15 + spell level to identify specific spell, 10 + spell level to identify the level

- Consumes your **reaction**, but you *can* cast Counterspell as part of the same reaction
- Advantage if the spell is on your spell list
- Disadvantage if you don't have Arcana proficiency
- Can't retry identifying a spell without getting more information

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 Workshop

Rules in this section are *not* in current use - they're here for feedback and possible future integration.

3.1 Character Progression

A system to split ASIs from feats would be good to allow MAD classes to keep statistical parity while still being able to take interesting feats.

Proposed solution: +1 to an ability score and +1 feat point every even level

3.1.1 Ability Score Improvements

Giving a +1 to any ability score every 2 levels seems doable. This lets a MAD class with a typical +2/+1 race go from 17/16/14 to 20/18/14 or 18/18/16 at level 10. It's a bit of an accelerated power curve (easily accessible +4 primary modifiers at level 2) but that's fine.

3.1.2 Feats

- Feats will cost either 1 or 2 feat points.
- Half-feats cost 1 point and full feats cost 2.
- Half-feats no longer grant stat bonuses.
- Lucky is banned due to the generally low number of combats per long rest.

4 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
- 6/15/21: Redo spell ID rules
 - Random instead of deterministic
 - Allow people without proficiency to try (at disadvantage)
 - Consume reaction without preventing simultaneous counterspell
 - Make use of advantage/disadvantage less awkward
- 6/26/21
 - Allow spell ID arcana check to identify spell level (DC 10 + spell level)
 - Add character progression stuff to workshop

5 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)