

HOUSE RULES

FOR
D&D 5TH EDITION



Version 1 - Updated August 2018

Rule and no.	Rule description	Reasoning
1. Starting HP	All Players start with maximum HP at level 1	Avoid to weak characters at level 1 and make life at level 1 less lethal
2. Character death	<p><u>If Milestone XP system:</u> If a character dies – player can start up new character one level lower.</p> <p><u>If XP point advancement:</u> If a character dies – player can start up new character one level lower but add a number of XP equal to the percentage of progress the character had at the current level at the time of death</p>	Death should never be trivial and always have a penalty – so it is feared. However level loss should also be fair looking at how close character was to reach next level
3. Starting Characters as higher level	Starting characters at higher level provide the character with the starting wealth and magic items as listed on the “starting at higher levels” sheet	For balancing the party. Plus it is not fun to start at higher level being the only one not having any gold or items
4. Luck Feat	Luck Feat cannot be selected	Though heavily debated – most tend to rate the luck feat as overpowered – specially if only having few encounters between long rests.
5. Sorcerer - Warlock “The Sorlock”	Sorcerer-Warlock multiclassing is not allowed	<p>Roleplay perspective: Either you have a patron and pact magic OR an Origin and meta magic to roleplay – not both.</p> <p>Game Balance: Overpowered. Twin and quickening cantrips/converting warlock slots to Sorcerer points leads to combos being able to deal significant more damage than other classes at same level</p>

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6. Barbarian – Moon Circle Druid	Barbarian – Moon Circle druid multiclassing not allowed	<p>Gameplay mechanics: Overpowered: Combat wild shape with druid spell slots combined with Barbarian dmg. resistances makes character almost invincible</p>
7. Barbarian - Fighter	Barbarian – Fighter multiclassing not allowed	<p>Roleplay perspective: Either you have selected to be a Barbarian (which is a lifestyle) or stick to being a regular Fighter – not both. Gameplay mechanics: Overpowered: Barbarian only limitation is the limited attacks, combined with Fighter (specially Champion and Great Weapon Fighting) leads to having it all: Multiple attacks, high crit chance, reroll damage, and damage resistance</p>
8. Healing Word spell	Healing word spell is banned from spell lists	<p>Roleplay perspective: Assisting a fallen comrade should always be a challenge that needs focus (spending actions and movement to get to victim). Healing word removes all of this with a snap of your fingers as no touch is required. Gameplay mechanics: Overpowered – same reason as roleplay perspective. In addition having this on spell list of other classes than the cleric erodes the Clerics class’ role as the only master healer</p>
9. Inspiration	Inspiration cannot be give to other players only received by ones own character and used by ones own character	<p>Roleplay perspective: The metagaming perspective of giving to another player – not character is counterproductive to the roleplaying aspect and pure metagaming.</p>

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10. Critical and Fumble	<p>Attack roll of 20 ALWAYS hit and deals critical damage. All dice are rolled twice and plusses added hereafter. In addition you get to roll on the Critical Table</p> <p>Attack roll of 1 ALWAYS miss and all subsequent attacks and actions after this roll in the same turn are lost (if multiple attacks). Planned bonus actions or at will/free actions after the fumble roll are also lost. In addition you get to roll on the Fumble Table</p>	<p>Roleplay Perspective: Critical and Fumble rolls are just fun and after 30 years – we still love it. So why should we not also apply it for DnD 5th Edition.</p> <p>Gameplay mechanics: Rolling a 20 and a 1 only happens a few times during a game session – just doing double damage seems like a very small addition and a cantrip cast as a bonus action or a class feat used as bonus action used regular throughout a session, can do the same level of “damage adder”</p>
11. Healing potions	<p>Drinking a healing potion requires 1 standard action as per base rules. However Potions ALWAYS yields the max. HP (i.e a fixed amount). So a 2d4+2HP standard healing potion always yields 10 HP</p>	<p>The character must spend a standard action versus alternatively one last attack action. It is to random and decisive if the player rolls roll or high. It should always pay off to drink a potion as a last way out.</p>
12. Flanking	<p>Flanking is an optional rule in DM Guide. Instead of gaining advantage if flanking - following house rule applies: +2 to attack if flanked by 2 opponents +3 to attack if flanked by 3 or more opponents</p>	<p>It is not so hard to arrange flanking situation and it almost to easy a way to get advantage. Additionally this rule erodes the differentiation factor and specialty for the creatures that have pack tactics ability.</p>