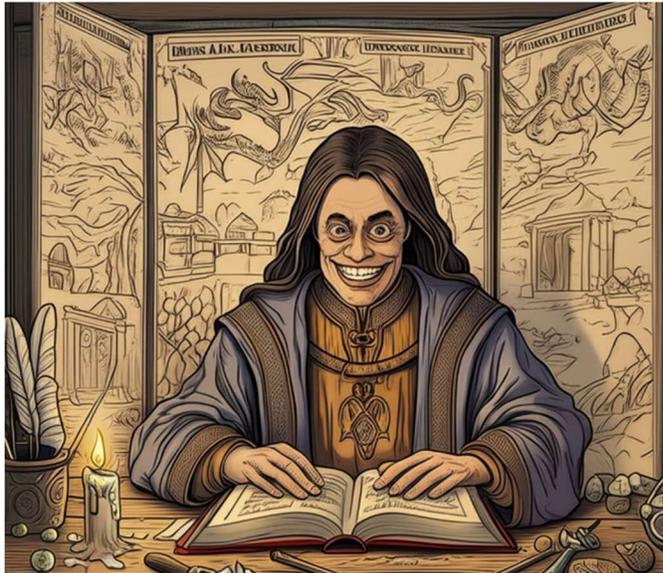


Ye Olde House Rules



- **Character generation**
 - **Ability Scores**
 - roll 4d6: re-roll any 1's, keep the top three
 - repeat this to get a set of six scores; make this set 1
 - roll another six sets of 4d6, re-rolling any 1's; make this set 2
 - keep the set of six scores you like the best
 - arrange the six scores to your abilities as you see fit
 - adjustment: you may shift up to two points from any ability to any other – no ability score can go up or down by more than two points
 - now you're ready to modify ability scores based on race, class, etc.
 - **Hit Points** are maximum for the first three levels, roll as normal for every level after that; you can always re-roll any 1's for hit die rolls
- **Healing Potions** are at full strength assuming a 5th level caster created them. So:
 - Cure Light heals 13 points of damage
 - Cure Moderate heals 21 points of damage
 - Cure Serious heals 29 points of damage
 - Cure Critical heals 37 points of damage
- **Idea Rolls:** If a player gets stuck figuring something out and the DM thinks the character might have a chance at an idea, then the DM might ask you to roll d100. If the roll is equal to or less than the character's INT score x 3 then the DM will give the player a hint at an idea that might help. (e.g. Dantric has an INT of 14, so $3 \times 14 = 42$. If Dantric rolls a 42 or less, he has an idea and the DM tells him that bridge over there might be easier for crossing the gorge).
- **Faith Rolls:** Once per session, if a character is pious and regularly venerates a deity, the DM might decide the deity can take a hand to help with something. The DM asks for a Faith Roll and the player rolls d100. If the roll is equal to or less than the character's WIS score x 3 then the DM

will make Deus Ex Machina shit happen. (e.g. Geirbera honors Kord regularly, so the DM asks her to make a Faith Roll. She has a WIS of 16, so if she rolls d100 and gets $3 \times 16 = 48$ or less, perhaps that heavy snow drift behind the enemy becomes a small avalanche just as the bad guys activate the doomsday weapon.

- **Nat 20's** are always at least double damage and sometimes result in crazy cool damage / effects (see below).
- **Nat 1's** are always incredibly unfortunate and open to the DM's sick sense of humor as to what happens next.
- **Scars:** Any critical hit on your character creates a permanent scar. Come up with a cool description for where the scar is and what it looks like. Add it to your character sheet: now you have a story to tell!
- **Fortune points:** if characters do cool stuff that adds to the story or make a brilliant deduction or just about anything that doesn't have to do with straight hack-and-slash then the DM awards Fortune Points which can be saved and used in the course of the game. These are awarded at random and as fairly as possible, but really are just for fun.
 - You can use Fortune points thusly:
 - Add points to any die roll, point-for-point
 - Use 5 points to re-roll any roll, and take the highest one.
 - Use 10 points to do something awesome with your abilities or skills or feats, but in a wildly effective and cinematic fashion (DM's discretion).
 - Use 20 points to take back the last dumb thing you did. Seriously, even if it meant your character DIED.
- **Critical Damage Rolls:** On a nat20 roll, roll d100 and see how much to modify the damage. This does not include damage bonuses added by magical spells or benefits other than a magical weapon's damage bonuses. Add those after adding up the modified damage.
 - 01-50 x2 damage
 - 51-75 x3 damage
 - 76-90 x4 damage
 - 91-00 x5 damage
 - (e.g. Bernard hits with a nat20 attack with a +1 magical mace while being affected by bardic song Inspire Courage (+1 damage) and a Divine Favor spell (+1 damage/ 3 levels). He rolls 1d8 damage: $7 + 1$ (magic weapon bonus) + 2 (STR modifier) = 10 points damage. He then rolls d100 and gets a 71, which results in 3x damage for $3 \times 10 = 30$ points of damage. Finally, he adds the +1 for the bard Inspire Courage and +1 for Divine Favor for a total of 32 points of damage.)
- **Honor Points** (Sakura Campaigns)
 - (see the Honor Rules)
- **Roll the Bones** (Norgardian Campaigns)
 - (see Roll the Bones rules)
- **Runes** (Norgardian Campaigns)
 - (see the Rune Magic rules)

- **Dueling Rules** (Sakura Campaigns, possibly to be expanded into other regions of Nemmyrl)
 - (see the Dueling Rules)