

House Rules

Criticals and Fumbles: A natural 1 is always a fumble; you miss your attack and all following attacks for that round, while you recover your weapon. You cannot fumble natural attacks or unarmed attacks. When a possible critical hit is rolled a second roll of 12d20, that hits again means a critical hit is scored; the die roll and the appropriate modifiers are doubled (sneak attacks and other precision damage is NOT doubled on a critical hit).

"Track" is a phrase used to try and bring the group back into line. The phrase may be used by the Dungeon Master or any player whenever that person feels that the side talk is getting out of hand. The purpose of TRACK is to get the group back on the subject, the game at hand.

"Chuck" is a phrase used by the Dungeon Master to inform the party that the subject being discussed is not relevant to the game. Some NPCs might be named CHUCK, because they are of little importance. The purpose of CHUCK is to get the group moving past a point that matters little to the game as a whole. Not every NPC of little consequence will be named chuck, but if too much time is being wasted on them then the DM may announce that their middle name is CHUCK.

When dice are rolled; and one dice falls to the floor then the whole group of dice must be re-rolled. If one dice comes up cocked, then only that dice must be re-rolled. This way we won't be scrambling to see what was rolled on the floor.

There has been an issue in the past with a person who cheated, back in my gaming group from Virginia. I told him that his cheating only hurt the party because I would be forced to make the encounters tougher. To prevent this happening again I want all party members to roll their die where others can see the results. I want to trust my players and we only win when the story we are telling comes out well, so I expect you all to roll your dice fairly. Once stated I don't think I will have to bring this issue up again.

The current Dungeon Master is responsible, with approval from the host's householders, for who will be accepted in the game. This decision is made based upon a group decision, but the Dungeon Master for the current campaign is responsible for who can be invited to the game. Players who wish to bring other people (even if they are only going to observe) should try and contact the Dungeon Master at least one day prior to game, they also need to contact the games host and secure their permission prior to inviting someone into their home. If you have a candidate for a new player, then give them my email address and the web address for my site. Hopefully you will make the introduction in time for the new player to roll up their character prior to coming to the game. I have a pretty open schedule and with a little coordination I can meet with most people prior to the game in order to roll up their character with them.

Players who are absent for the game can request that another player or the Dungeon Master play their character. This insures the character will get a share of experience and treasure earned in that session. If the Dungeon Master has to play the character though expect that character to hang in the back ground and it may require a little prodding from the players to get the DM to make a move with the absent player's character. This is because the DM is concentrating on the game and what the NPCs are doing in response to the party's actions;

he is not trying to be a party member as well. If another player plays your character, then they will be expected to act as they have seen the character operate in the past. They may be called for it by the DM or by other players if they don't do this. However, whatever happens to that character will happen and this is the penalty for not being at the game. With this in mind your character can be accessed in Dropbox if needed. It hurts continuity when a character is suddenly absent for no logical reason and it strains the players sense of immersion in the game when the DM is scrambling to explain why a party member is suddenly absent. Therefore, it is encouraged for missing players to let someone else play their character. If experience, magic items and treasure are to be handed out then the character must be present to get their fair share and the player must be there or they have to accept whatever the party decides to give them.

Treasure will be awarded to the party members and divided among those who are present for the adventure in a fashion that the party decides is fair. If a party member is present for when the treasure is found or taken, then they should be entitled to an equal split. Typically, if an item of major value is given out then the party will come upon wealth of similar value later on in the adventure. When wealth is given out it is meant to be used by the party. They may decide to utilize it, sell it, trade it, or dispose of it. It all depends on the item and the party's alignments. For example, there is a market for cursed items; however, dealing in that market is evil, since these items are typically given to harm another person or creature.

It is important to remember that the game host has to clean up the mess afterwards. As such the game host can require the participants to help with the clean up after the game. If everyone cleans up after themselves, it will help make the mess easier to clean up (especially with the trash and cans). The game host and the DM will coordinate their schedules to determine when the game ends. Normally, that will be when the game host decides to end the game.

Rules lawyers, no one has memorized all the rules. When a rule question comes up players are encouraged to look it up on D20PFSRD, to settle the matter. However, once battle has been engaged then it is important to continue with the game, rather than take time to look up a rule. Even if the DM is wrong, lets continue with the game and address the situation after the battle is over. For example, when I first started DMing I was mistaking the rules for Stoneskin with the 2nd edition version where the damage is added up and not applied to the character until after the Stoneskin is penetrated. Under Pathfinder, the damage is applied to the Stoneskin up to 10 points then, any extra damage is applied to the protected character. In the end the same damage was applied to the character and he went down when he should have. I determined at the time it was more important to continue with the battle rather than spend the time looking up the rule. I looked up the rule after the battle was concluded and agreed with the player and would have adjusted things in his favor if there were a need to. In this case it was not needed.

When in doubt refer to D20PFSRD and the Rules as Written (RAW). Any exceptions will be brought up in future installments of this article. The rule on criticals and fumbles is different than the rules found in the book or on the website and are so noted. I do not consider any text to be flavor text. That means that a hide shirt only covers the shoulders and the chest, it does not include gauntlets, or a helm and it does not protect the abdomen. A chain shirt, and a breastplate cover only the torso; since that is what they say they cover. When the description is too vague then I will make an on the spot ruling. For example, both leather armor and studded leather armor don't say what areas of the body they cover only what they

are made out of. I say they cover the torso as does all light armor, unless noted otherwise. Gauntlets are only included with armor when the armor description says so as it does for chain mail, the same can be said for a helm. Unless noted otherwise light armor covers the torso, medium armor covers the torso, arms and legs, and heavy armor covers the entire body head to toe; read the individual armor descriptions to be sure. I will not be allowing the armored skirt or piecemeal armor rules. If the rule is listed as optional then I probably won't be using it.

If a player wants to use an automatic die roller then they must use the [Brock Jones die roller](#) or another die roller approved by the DM, they may not use some die roller they have on their phones.

Average damage is allowed for characters with high damage output. The player must announce they are using the average damage prior to making the attack.

Attacks can be pre-rolled for the combat that you are in. Any rolls made must record the die roll, the adjusted die figure (according to the proper modifiers), and the damage dealt for each attack. When that player's turn comes up they can announce what armor class they hit and what damage they dealt. When their opponent's armor class is known they may simply give out the total amount of damage dealt. When energy damage or precision damage is applied to an attack that number should be written separately unless the players know that their foe is not immune to that type of damage. For example, standard goblins are not immune to fire damage, but until you know they are standard goblins, by either properly identifying them with a Knowledge check or by successfully damaging them you must track the damage separately. Pre-rolled attacks must be written down so that they can be referenced. After the combat is over and provided combat has not been reengaged within one minute then those pre-rolled combat rolls and the damage associated with them is moot and thrown away; even if a fumble or a critical is made. Typically, casters have a more complex turn—trying to find a legitimate target, knowing what spell to cast and so on, so I won't be requiring them to pre-roll. Martial characters will be more likely to deal in multiple attacks and so need to make pre-rolls.

Healing Potions: are treated as healing draughts and can be poured over the person to cure them. You do not have to force them down the subject's throat and worry about killing them if they choke on the potion.

Praying for divine intervention: is a last-ditch method to gain a service from your God. It always comes with a price to be paid. Characters have a 10% chance to receive aid from their god (5% of it being directly from the god itself). They may make only three such pleas per day before exhausting the patience of their god, who will then be deaf to further pleas for a week. To plea for divine intervention the character must ask what they want and make an offer of what they are willing to give in return. Remember the Robert A. Heinlein quote "Gods have the manners and morals of small children." Therefore, if divine intervention is called for and answered the gods may be petty, cruel and unreasonable; it all depends on the god. Deities will act according to their alignment and their description. Greed is usually universal though so if you offer something valuable to a divine source they will likely act favorably toward the one asking the favor; provided the item(s) offered are worth what it would take to grant the favor.

Spell Trigger devices: like wands, potions, rods, and staffs don't require a Concentration check to use, once the person commits to using them they operate and can't be interrupted, (unless the item is destroyed, sundered, or taken away; taking an item

from someone would require an opposed CMB vs. CMD check), they can be counter-spelled as normal though. Using rods, staves and wands typically don't provoke attacks of opportunity. Using a potion in combat typically provokes an attack, drawing a magic item like a rod, staff, or wand can provoke an attack of opportunity. Using a rod, staff or wand that is already in your hand does not provoke an attack. Counter-spelling a spell from an item would be difficult, they would have to know what the spell is being cast (and using an item typically doesn't require the use of somatic or any other visual components), but if you used a wand of fireballs on one round then your enemies might expect you to be using that same spell the next time you start waving a wand. This rule means it is more advantageous to use a wand in battle. If you can't step out and you use a magic item; if you are hit in combat (and take damage) you will not be required to make a Concentration check to activate the device, as you would when casting a spell. Or if you are running you would have to make a Concentration check to cast a spell; with a spell completion item you do not. Spell completion items are a way to get around the need for a Concentration check. Wondrous items don't necessarily enjoy the same benefit they will be decided on a case by case basis; consult the DM. Most belts and headbands are constantly active and wouldn't require a Concentration check. A magical helm could be used constantly; as with a helm of comprehend languages, or require activation to be used, as in a helm of underwater action. Use of neither helm would require a Concentration check to activate.

A 20 is always a success and a 1 is always a failure on an attack or saving roll, but not necessarily so for skill checks, if you have enough skill points in a skill a roll of a one may not mean a failure, and if you don't have enough points in a skill then even on a 20 you may not succeed.

A natural 20 is always a success; for saving rolls it is a success even if you normally don't have enough bonuses to make the roll. The same holds true for an attack, even if you don't have a realistic chance of hitting you will hit and probably score damage if you roll a natural 20. However, if a natural 20 is needed to hit then it will not be a critical hit.

The rules in the Core Rulebook allow you to add magical enhancements to any masterwork items. You are limited in the number of pluses you can add to a weapon to +10; half of these bonuses can be modifiers to hit, the rest have to be equivalent bonuses like flaming +1, shocking burst +2, or holy +2 (I do not allow the sharpness or vorpal enchantments). There are some enhancements that only cost money (and do not count as pluses toward an armor's final bonus), you may add up to 10 such enchantments. A weapon or armor that was previously enchanted, or an item that just has a magical plus value (like headbands bracers of defense and some belts) , may be enchanted again and improved, however you must pay the difference between the price for the previous item and the price of the new enhancement, you must have a caster of the appropriate level and they must spend proper time in days for crafting the item (1 day per 1,000 gp value round fractions up to the nearest day) and they must have the proper spells. Any caster, of the proper level and with the proper spells, and feats, as well as any skills required, may improve the enchantments on an existing set of armor, weapon headbands, and bracers of defense. If just a magical power, that has no plus assigned to it, is to be added to a set of armor then the cost, time, and level requirements for adding that enchantment must be paid.

For example to turn a +2 sword into a flaming +2 sword the new sword would be the equivalent of a +3 sword the old sword cost 8,000 gp and a new +3 sword would cost 18,000 gp the difference is 10,000 gp so that much money must be spent, the caster

must be able to enchant a +3 sword; meaning they must be able to cast the spell Magic Weapon, Greater and the spell description says they can enchant an item of +1 per 4 levels so they must be 12th level, since Magic Weapon, Greater is a 6th level spell they have to be at least an 11th level caster. The caster must possess the feat Craft Weapons and Armor and they must have a Spellcraft (in this game substitute the proper Knowledge, typically Knowledge (Arcane)) of 5+ the minimum caster level to create the spell which means a Spellcraft (Knowledge skill) of 17; this is the final skill check value not the number of ranks in the skill. The same holds true for improving on magical armor. For improving a set of Bracers of Armor from +2 to +3 the caster must have the feat Craft Wondrous Item, they must spend the difference in creation cost which is 4,000 gp, they must be able to use the spell mage armor and be at least 6th level with a Spellcraft (Knowledge(Arcane)) of at least 11.

If any other magic item is to be enchanted to add powers to an existing item, then the cost for this enchantment is the difference between the original item and the new enchantment plus 50% in gold piece value. The time required is the time required to add the new enchantment (1 day/1,000 gp value, using the total price to be paid, meaning you need to include the extra 50% value) and the spells, skills, and feats required are the spells, skills, and feats required to add the new enchantment. If they want to take an existing Cape of the Mountebank and add to it a Cloak of Elvenkind they must spend 2,500 +50% of the base price of 1,250 gp for a total price of 3,750 gp. They must be 3rd level, able to cast the spell invisibility, they must be an elf, and they must possess the feat Craft Wondrous Item.

The time required to create a magic item is 8 hours of uninterrupted activity per 1,000 gp of value, spent in consecutive days (round fractions of a day up to the nearest day). An adventurer may work on magic items if they work in 4 hours block, on consecutive days, doing 2 hours of work per 4 hours of work spent while adventuring. For the Cape of Montebank having the Cloak of Elvenkind added to it the caster must spend 3.75 days, round off to 4 days if they are adventuring and crafting then they must spend 60 hours meaning they can finish the item in 15 days, this assumes they have 4 hours to spare after adventuring, eating, sleeping and traveling. Clearly, it is more economical to spend downtime crafting.

If I haven't listed the item here in this article then assume that to improve an item costs the base cost for the new item plus 50% of that cost for the increase. The time spent to craft the item will be based on the total cost at a rate of 1 day/1,000 gp and all fraction of a days are rounded up. For example, belts, headbands, and helms are not listed above so they will require the +50% price adjustment.

A maximum of 10 Loun Stones can be used by one character. No limit is included in the rules so I am creating a limit of my own.

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[Table of Contents](#)