

Lands of Kria

SUPPLEMENTAL RULES

We're using D&D 3.5e for this campaign, but with the following "House Rules".

Hit Points:

- At first level, PCs get max **Hit Points**. No roll is needed.
- When leveling up, players can re-roll if they get a low number when rolling for **HP** as follows:

Hit Point (HP) Re-roll Conditions		
d4	Wizards, Sorcerers	Re-roll on a 1
d6	Rogues, Rangers	Re-roll on a 1
d8	Clerics, Druids, Monks, Rangers	Re-roll on a 1 or 2
d10	Fighters, Paladins	Re-roll on a 1 or 2
d12	Barbarian	Re-roll on a 1, 2, or 3

Starting Languages:

- Additional "starting" languages provided by a PCs **Intelligence** score modifier do not have to be selected at level one. They can be "banked" for later use.

Skills:

- **Listen** is always a class skill. Or, to put it another way, **Listen** is never a cross-class skill.
- **Jump** is not modified by movement speed. However, vertical jumps with no running start still double the DC.

Multi-classing:

- **Multi-classing** should be determined at first level, and absolutely before the character earns any XP between second and third levels.
- All newly gained XP is split evenly between the classes.

Combat:

- **Individual initiative** (d20 + modifiers) is rolled once per combat (or until new opponents join the battle). Attack order proceeds from highest to lowest.
- **Critical Hits** occur on a Natural 20 (or as specified in the Player's Handbook table 7-5) and twice the normal damage dice are rolled. Bonuses apply only once. A critical hit cannot strike for less than the maximum damage of a regular attack.
- **Attacks of Opportunity (AOO)** occur less frequently than described in the rulebooks, and are determined based on the situation and at the discretion of the DM.
- **Weapon Immunity** situations where silver, iron, or other specific materials are required to damage an opponent still apply with respect to normal weapons, but magic weapons automatically exceed such requirements (except in cases of a specific bonus, e.g. a +1 weapon won't work against a foe if "+3 or better weapon" is required).

Experience Points:

- Characters with a Prime Requisite score of 13-15 receive a 5% bonus to earned **Experience Points**.
- Characters with a Prime Requisite score above 15 receive a 10% bonus to earned **Experience Points**.

Prime Requisites			
STR	Fighters, Barbarians	INT	Wizards
DEX	Rogues, Rangers	WIS	Clerics, Druids, Monks
CON	-	CHA	Bards, Paladins, Sorcerers

Absence XP:

- To keep the party relatively close in character levels, absent players will receive XP equal to 90% of the lowest XP earned by a player character at the tabletop session.

Crits and Fumbles:

- Characters who roll a Natural 20 receive +2% to **XP** earned for the duration of the adventure.
- Characters who roll a Natural 1 receive -2% to **XP** earned for the duration of the adventure.
- Gameplay-required d20 rolls on Discord that result in a Natural 1 or 20 will be counted in this system.

- Characters who roll a Natural 100 on a d100 roll receive +4% to **XP** earned for the duration of the adventure.
- Characters who roll a Natural 1 on a d100 roll receive -4% to **XP** earned for the duration of the adventure.
- Gameplay-required d100 rolls on Discord that result in a Natural 1 or 100 will be counted in this system.

Hero Points (a.k.a. Inspiration):

After rolling a Natural 1 (failure) for an attack or skill check during a tabletop session, or on a gameplay-required Discord roll, a player will receive a **Hero Point** (5e calls these ‘inspiration’). A **Hero Point** is a temporary single-use perk that the player can use to apply ‘advantage’ to an attack roll, saving throw, or ability check—meaning that instead of rolling one die, the player rolls two dice and takes the better of the two results.

- A player can only have one **Hero Point**. *Exception: A player receives two Hero Points if they roll a Natural 1 on a gameplay-required d100 roll.*
- A player can give up their **Hero Point** and pass it to another player, but this has to be accompanied by an in-game RP action or dialog.
- Hero Points can be used *ex post facto* as a ‘second chance’ d20 roll in an attempt to beat the original roll. However, this cannot be done if the original roll was a Natural 1.
- Unused **Hero Points** dissipate at the end of the adventure (not the end of a session).

Feat Swaps:

If a player would like to swap a feat:

- Cost: Either 100 GP -or- 100 XP per character level to swap a feat (e.g. At 11th level, swapping a feat would require either 1100 GP -or- 1100XP).
- Time: 7 days of training, study, or drills. Note: For retargeted skills, such as keeping Weapon Focus but switching from “sword” to “dagger”, the gold/XP costs are halved and time drops to 3 days (e.g. at 11th level, the retargeting would cost 550GP -or- 550 XP).
- A maximum of 4 feat swaps can be made over a character’s lifetime (except in special cases).
- The DM may grant a Feat Swap as a story/quest reward.