

# BRAD'S D&D 3E HOUSE RULES

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RULE ID	TOPIC	DESCRIPTION	NOTES	STATUS
BHR001	Character Creation – Ability Score Generation	Character ability scores will be determined by rolling 4d6 6 times. All 1's may be re-rolled. If all 4 die register a 6 on the same throw, the ability is considered a 19.		
BHR002	Character Creation – Racial modifiers	Any character with racial modifiers is limited to the following: 1) no starting racial modifier may exceed +3 for any one ability. Additional racial modification points for that ability are reserved until the character gains additional levels. The character may add 1 racial modification point per level gained past 3 <sup>rd</sup> until all racial modification points have been used for that ability. 2) Racial modification for multi-race characters do not stack, they are divided between the number of race granting a modification for the ability score in question.		
BHR003	Character Creation – Ability score assignment	Ability scores may be placed in any order the player wishes		
BHR004	Character Creation – Starting levels	All characters begin play with 3 total character levels		
BHR005	Character Creation – Using non-standard PC races	Players who choose to adopt races outside of the official guidelines may do so, but at a significant penalty. First, a hit die cost must be associated (by the DM) with the race to be used. The character must gain a number of racial levels equal to the hit die cost before he, she, or it can advance to 4 <sup>th</sup> level. These racial levels do not bestow ANY abilities on the character and are simply used to identify the XP's used to make up for the characters additional racial abilities.		
BHR006	Character Creation – background & history	All characters created will have a character profile detailing: Birthplace, birth date, place of residence, family ties, childhood years, learning years, a reason for each class selected, reasons for adventuring, at least 3 possible adventure hooks, etc. Profiles should be used as the justification for any non-standard character creation issue.		
BHR007	Classes - Sorcerer	Spells known (i.e. understood by) by the sorcerer can be increased by the charisma bonus spells listed. These increased # of slots can only be filled with spells that the sorcerer himself has created. Each new spell must be original to the character and requires all appropriate research requirements. Only by putting a portion of himself into the creation of a new spell can he harness the additional understanding needed for the spell.	This means that the maximum number of 2nd level spells known by a 10th level character with a Charisma (or intel) of 15 is 5 (4 of these spells, as indicated on table 3-17, must be attained by normal means, the additional slot must be filled with a spell created by the Sorcerer)...	
BHR008	Classes - Monk	The Monks restriction on multiclassing will be based on the specific order the monk belongs to.		
BHR009	Classes – Paladin	The Paladins restriction on multiclassing will be based on the deity worship by the character.		
BHR010	Classes - Monk	When tumbling, the monk can move either 20 ft, or 1/2 his movement...whichever is greater (if the monk has the ability to move much faster, that ability should also apply to tumbling or any other form of land based personal movement).	This may be great material for a new feat.	
BHR011	Classes - Bonus 0 level Spells	The number of 0-level spells castable by any class on any chart will be ignored. The number of 0-level spells that any spellcaster can cast per day is = to 1/2 the number of 1st level spells castable (after all bonus spells have been applied).		
BHR012	Classes – Familiars (Choices)	Players choice (from table 3-18), or if the character is willing to chance it, roll 1d10 to determine type. If the roll is a 10, then a special familiar will appear	Remember the dragon article years ago about special familiars like fairy dragons and imps...	
BHR013	Classes – Familiars (Acquisition Limit)	A spellcaster may only have one familiar regardless of class combinations.		
BHR014	Skills – Untrained skill checks	All unskilled checks are made at a -2 (not 0 as stated in the PHB)		
BHR015	Skills – Critical skill checks	With the idea of "extraordinary success" (natural 20) in making skill checks, there is also be a "dismal failure" (natural 1).		

BHR016	Skills – Saving Skill Points	You may save skill points in a “skill learning pool” You can take points from this skill point pool and use them to purchase additional skill ranks or feats, but only when training is available		
BHR017	Skills – Multiclassed Skill Use	When multi-classed characters go up in a level they may distribute those skill points to any skill they have. It doesn't have to be in the class they went up in.		
BHR018	Skills – Training	Training takes time effort and energy. Skill learning requires a period of 1 week for each rank to be gained in the skill. This amount can be reduced (for each rank studied) by a number of days equal to the characters intelligence modifier.		
BHR019	Skills – Language, Reading, Writing	Languages and the ability to read/write them must be learned separately and with varying levels of skill. Any skill point used to purchase a language adds 3 language points to your “language pool”. You must determine how many points from your language pool will be spent on a specific language and used for that language only. Any bonus language granted by race or class grants 3 language points for that specific language. The following chart describes the minimum number of language points to gain a new level of proficiency with the language: 1 Basic ability to comprehend the language 2 Basic ability to speak the language 3 Basic ability to write the language 4-6 Solid foundation in the language, gain a +1 modifier whenever making attempts 7-9 Fluent use the language, can relay and comprehend complex literary meanings through word and writing, gain a +2 modifier whenever making attempts 10+ Master of the language, gain a +4 modifier whenever making attempts		
BHR020	Skills – Knowledge	Knew areas of knowledge include: Combat: The formal study of melee combat		
BHR021	Skills – Climb	The Climb skill will include a +2 synergy bonus for having 5 or more ranks in the Balance skill (an individual with trained balance has a better chance of staying on the wall than someone who does not...watch the Olympics).		
BHR022	Skills – Read Lips	The Read Lips skill will include a +2 synergy bonus for having 5 or more ranks in the Sense Motive skill (sense motive includes that ability to read body language and facial expressions, if you are close enough to read lips, you are close enough to gain these extra insights as well).		
BHR023	Feats – Netbook of Feats	Feats introduced in the Netbook of Feats may be used under the following guidelines. No feat with a balance rating of 4.1 or less may be used unless special circumstances exist and are documented in the character profile (DM approval is required). Feats with a balance rating of 4.2 to 5 may be used with the DM's approval. Feats with a balance rating above 5 may be used without DM permission and are assumed to be balanced for play.		
BHR024	Feats – Purchasing with skill points	You may use skill points to purchase a feat at a rate of 10 skill points for each feat purchased.		
BHR025	Feats – Training	Feats don't just appear unbidden in the character's mind. The character must find and hire a teacher and train for a period of 2 weeks to gain a feat. If a trainer cannot be located, the PC may attempt to acquire a general feat (not an item creation or metamagic feat, these must ALWAYS be taught) by training alone for one month and rolling a successful intelligence check.		
BHR026	Feats – Saving Feat Slots	You can hold your feats as long as you want and spend them at any point after you get them.		
BHR027	Feats – Great Cleave	The number of additional attacks gained by use of the Great Cleave feat is 1/2 your constitution.		
BHR028	Item Creation – Recharging			Working
BHR029	Item Creation – Charged items	When using a feat to craft a magical device with charges, the number of charges is based on: Level of creator X Prime requisite bonus.		
BHR030	Alignment – Evil characters	Evil PC's are not allowed unless otherwise stated by the DM.		
BHR031	Spellcasting – Setting the DC	DC equation is: $DC=10 + 1/2 \text{ caster level} + \text{requisite modifier (round down)}$	This takes into account the casters level instead of the spell level when trying to determine who difficult a spell is to save against.	

BHR032	Spellcasting – The Downside of Casting Spells	To represent the stress of magic on the character, damage equal to the spell level is totaled each time a spell is cast. This damage is subdual and heals at 1 hp per hour.		
BHR033	Spellbooks – Types (Traveling)	There are actually Typical spellbooks and typical traveling spellbooks (there are also special books available at higher prices). Traveling spellbooks cost 3 times more, have 1 additional hardness point and 3 more hit points, weigh ½ as much, and hold 1/4 <sup>th</sup> the number of pages a typical spellbook does.		
BHR034	Spellbooks – Pages Required	The number of pages each spell takes to write is a function of chance, the spells level, and the inscribers dex (a better dex means you can write smaller and more legibly). The equation for figuring spell pages is (1D4 + spell level +/- dex modifier). The minimum measure for any spell (regardless of the equation) is 1/2 page per spell level.		
BHR035	Spellbooks – Starting Spells	The number of spells in a starting wizards spellbook is a measure of the masters attitude (which can be randomly determined on a d4): Kind - all cantrips, choice of 2D6 1st level spells, and given 1D4-1 2nd level spells Ambivalent - choice of all but 2 cantrips, choice of 1D4 1st level spells and given 1D4 1st level spells Bitter - choice of all but 4 cantrips, given 1D4+1 1st level spells Harsh - choice of 1D6-1 cantrips, given 1D4-1 1st level spells		
BHR036	Spells – Resurrection	In addition to any other penalties suffered by the resurrected character, he or she will also lose one full character level.		
BHR037	Combat – Massive Damage	The massive damage rule applies when the character takes 50 hp or 1/3 his total max in damage from a single attack (whichever is higher).		
BHR038	Combat – Massive Damage Survival	The DC for massive damage survival is 10 + 1/10th the total damage taken (for 50HP's damage, DC would still be 15)		
BHR039	Combat – Temporary Hit Points	If the PCs HP total drops below the starting HPs, Once the temporary points go away the PC's HPs drop to that number. Example: 30 HP character takes 5 hp damage (now at 25) gains aid from the priest at an additional 6 HP (now a total of 31), then takes another 12 points of damage before the spell ends. When the spell ends, the PCs HP total would be 19. The additional HPs gained by used of an aid type spell are temporary and give you additional time to get healed before the spell ends. If you only have 1 HP left and an aid spell ends, you immediately fall down and start taking normal damage as per the PHB.		
BHR040	Combat – Readying and action	If you ready an event & that event does not occur within that round, you maintain that level of readiness into the next or all consecutive rounds until the readied action occurs, or you change your action. You may still act defensively, but are open to AoO's. Once the actions is completed, or you change actions, your new initiative in the next round is based on the count when the readied action took place, or you changed your actions.		
BHR041	Combat - Refocus	While attempting to refocus, you can not move, defend, or take damage during the round which you are focusing. You are open to AoO's. Anything that happens to you (damage, spell, etc) requires a concentration check (or possibly a will save). The DC is based on event (use the DC's described under concentration as a base). Failure means that your effort to refocus has failed.		
BHR042	Combat – Spellcaster Unconsciousness	Any spellcaster who goes unconscious (for any reason other than sleep), must make a will save at DC 15 to retain spells in memory		
BHR043	Combat – Strength bonus to damage for thrown weapons	Thrown weapons get a ½ STR MOD to damage, not the full STR MOD.		
BHR044	Combat – Ranged Magical Weapons	Ranged magical weapons get +/-1 ToHit, +/-0 Damage for each magical modifier for the weapon/device that fires the object. The arrow/object gets +/-0 ToHit, +/-1 damage for magical modifier.		
BHR045	Table – Number of players	The group will not include any more than 8 players or any less than 2 players at any time unless specifically authorized by the DM.		
BHR046	Table – Character Discussion	Players will address each other in character mode or declare a “time out” period. Do not interrupt someone elses “in game” play with an “out of game” experience or topic. Failure to comply will result in a loss of XP's at the discretion of the DM.		
BHR047	Table – Introduction of new rules and supplements	New rules and game supplements must be considered individually by the DM before introduction into the game. Failure to acknowledge the introduction of a new ability will result in XP penalties.		

BHR048	Table – XP Penalties for cause	A player who attempts to purposely create problems for the group or violates the house rules will be assigned an ADDITIONAL XP modifier (which stacks with all other modifiers) for a number of gaming sessions as determine by the DM.		
BHR049	Table – Party Cooperation	While a certain number of good natured offenses in line with a characters personality are acceptable (and encouraged), in-party fighting will not be tolerated unless there is a specific in-game reason. No party member may ever kill another unless under magical duress (and so ordered by the DM) or the member is a danger to the party and cannot be subdued in any other way.		
BHR050	Table – DM Control	The saying goes “My world, my way!” The DM has the final call on any and all issues related to the game or gaming session.		
BHR051	Table – Use of DM Materials	Players <u>will not</u> use DM reference material during game play! (this includes the DMG, monster references, copies of the current adventure, ect....		
BHR052	Table - Television	The TV will not be on during game play.		
BHR053	Table - Cheating	Do not fudge dice rolls. If you are caught, you will be docked all XP's for that session and may receive additional modifiers for cause. This rule does not apply to the DM).		
BHR054	Table – Miniatures	Maps and miniatures will be used whenever possible. Miniature maps will not be used for general role playing purposes, but will be introduced when needed (combat or other similar situations)		
BHR055	Table – Number of characters played	All players will maintain only one character in play at any time. Special circumstances may dictate otherwise, but are left to the DM to decide. A player may have multiple characters available to him or her, but only one of these players will be actively used in an adventure at a time.		
BHR056	Rewards – XP for multiple levels	In the unfortunate situation where a character has earned enough experience points to achieve two levels at once, do not throw away the extra experience points. Allow the player some options with those extra points he/she has earned. Spellcasters could be given the option of a “XP for spell” pool” that could be used or accessible for item/spell creation/casting. Similarly, any character should be allowed to purchase skill points at a 500XP for 1 SP exchange. They still can't go over the max number of skill points, but gives them the ability to do something useful with those extra XP's earned.		
BHR057	Rewards – Player Rewards	At the end of each gaming session, the DM will assign a player score rangin from +10 to –10 for each character. This +/- 10 is the modification to the number of XP's earned that session. This modification is based on the players attitude, ability to help, ability to maintain the atmosphere, timeliness, role playing, etc.		
BHR058	Rewards – XP for missed sessions	Characters will NOT receive any portion of XP's rewarded during gaming sessions missed.		
BHR059	Rewards – XP Award Periods	XP's will be awarded to the group at the end of each adventure period or as seen fit by the DM. XP's are earned based on the characters ability to take time and analyze his performance during the adventure and learn from those insights.		
BHR060	Rewards – Advancement	No character will be allowed to earn more than one level at a time.		
BHR061	Rewards – Division of Monetary Treasure	Monetary treasure (coins) acquired by the party shall be divided equally between the characters who were active at the time it was acquired. Individual "gains" that were acquired without party aid may be considered individual property.		
BHR062	Rewards – Division of Magical Treasures and Valuable Single Items	Magic items and other treasures that are found and voted by the group to be of use to a single member are given to that member. Ownership of items useable by multiple characters will be put to a secret ballot by the group and given to the winner. Magic items failing to be taken by either of the two previous measures may be taken as part of a PC's share of treasure gained. These treasures shall be purchased by the character at a simulated resale value of 50% of full value. If more than one PC desires the same object, and no compromise or trade can be agreed upon, bidding shall be done to see which PC gets to "buy" the magic item or treasure in question. Individual "gains" that were acquired without party aid may be considered individual property and are not subject to this rule.		