Favorite House Rules
Posted by Arcarius2001 - 2012/06/15 08:51

I am getting ready to begin a new campaign (Dungeon Crawl Classics RPG this time) and want to tap the creativity of my fellow DMs and Dwarven Forge enthusiasts. I was wondering what are some of your favorite house rules? It doesn't matter which game system you use. I will go first.

This is a variation of the flanking rule in 3.5/Pathfinder that I use in order to keep small and low hit die creatures a threat.
Mass Attack: for each attacker that threatens an opponent, a cumulative +1 bonus is given, to a max of +5. For example, if three goblins are fighting an ogre, then they each receive a +3 to hit.

I envision a stalwart warrior hacking his way through a line of goblins/kobolds/halflings only to fall as he is buried under a pile of attackers!

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Re:Favorite House Rules
Posted by jackattack - 2012/06/15 17:16

When you kill an opponent, you get to step into that square/hex as a free, no-consequence action. Allows a fighter to wade through a mass of opponents.

When X happens (critical, character hits and opponent doesn't, whatever) the player can roll STR vs STR (or DEX vs DEX, whatever) to force the opponent to move into any square/hex behind the opponent. Makes terrain a factor in melee combat.

No chips with powdered cheese at the table.

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Re:Favorite House Rules
Posted by Shadbelly - 2012/06/15 17:53

Plus weapons make critical hits more likely. Example a +1 sword hits critically on a roll of a 19 or 20. A +5 sword hits critically on a roll of 15 or better.
Raise dead and similar spells only work within five minutes of dying. Otherwise you create undead rather than bringing someone back to life.

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Re:Favorite House Rules
Posted by rydendragons - 2012/06/15 20:59

STUMBLE/FUMBLE CHART

If you roll a 1 on a D 20 on your mellee attack.

Roll perecent dice
1-25% stumble/loss of melee
26-60% stumble/ Loss of melee and melee attackers gain extra attack.
61-85% Drop weapon 1 melee away,attackers gain extra attack,and attack 1st nxt rd
86-100% Wild swing, dropped weapon 1 melee away, Attackers gain extra attack at +2 to hit.

Dropped weapons roll a D 12 to determine direction. then roll D 20 to determine distance in feet.
(love it when the holy avenger flys out of the heros hand into the pool of lava)

or you can say all stumbles,fumbles and falls are at the DMs discrection

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Re:Favorite House Rules
Posted by rydendragons - 2012/06/17 11:53

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I forgot to mention the stumble/fumble house rule for MISSLE weapons

If you roll a 1 on your Attack roll. roll percent dice

1-25% Unbalanced/unsure of shot, Loss of Melee.
26-60% projectile slips or falls. Loss of Melee & must roll Intaitive next rd.
61-85% Unstrung or straps loosened, loss of 2 Melees.
86-100% String or straps break. loss of 4 Melees *.

* Archer class only lose 2 Melees

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Re:Favorite House Rules
Posted by granpappy77 - 2012/06/29 13:00

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I have a 12-sided hit location die. Roll it on a crit and we made a table for the effect- arms means a dropped weapon, legs mean hampered movement for the rest of the encounter, head does extra damage, body knocks back one space, that sort of thing.

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Re:Favorite House Rules
Posted by whobrey101 - 2012/07/13 00:50

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No drinks at the game table. Too many close calls.

When we played 3.5, we never grappled. Ever.

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Re:Favorite House Rules

Posted by Steven Carroll - 2012/07/13 06:37

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Great ideas Shadbelly and whobrey101!

I generally use:

- Max Hit Points at 1st level
- Wizards get INT Bonus for memorizing more Spells (Like Cleric Wisdom)
- Critical Strikes double ALL damage no matter the source.
- No Critical Fumbles
- I also use a chart that gives a Plus +1 bonus to a specific STAT based on Class (All that training should pay off in someway other than skills I think)

Those are a few that come to mind right away.

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