

# Homebrew Rulings Player Reference

Last Updated: August 8<sup>th</sup>, 2023

---

## Potions & Potion Actions

The required time to pull and **quaff a potion changes from one action to one bonus action**. This enables many classes, especially more melee/combat focused classes, the ability to down a healing potion or enhancing liquid without sacrificing their entire round of attacks.

Administering a potion to an unconscious character still requires an action. Handing off a potion to another individual already in hand only uses your movement and a free action as long as you are within 5 ft of the target.

Taking an action to take a potion will result in maximum healing.

*Don't forget:* enemies can also drink their potions as quickly!

---

## Minor Potions

An additional type of potion is used call the minor potion. This is the same for all healing, step, buff, arcane and rest potions.

---

## Improved Constitution

While leveling the character you may choose to take the average of the Hit Dice or roll for adding Hit Points. If you choose to roll for Hit Points and obtain a dice roll lower than the average of the hit dice you would then take the average instead. This roll must be observed by another player or the Dungeon Master.

---

## Throwing Accuracy

A weapon with the **Throwing/Pulling** property uses 'Dexterity or Strength'. A weapon that uses the **loading** property, such as a crossbow only uses 'Dexterity'.

---

## Quick Surveillance

Taking a view of your surroundings is a quick visual of the current state of the battlefield or encounter.

During initiative a character may make one *Wisdom [Perception]* check during their turn using a **free action** to do so. If a character uses a free action to do so they can not relay the information from the perception check on that turn as another free action unless it can be **relayed in one or two words**.

Should a check be requested that does not require physical interaction it is left up to the Dungeon Master's discretion if this will be allowed as a free action.

---

## Warrior's Endurance

*A long rest is never mandatory, but going without sleep does have its consequences.*

Whenever you end a 24-hour period without finishing a long rest, you must succeed on a **DC 10 Constitution saving throw** or suffer one level of exhaustion.

It becomes harder to fight off exhaustion if you stay awake for multiple days. After the first 24 hours, the **DC increases by 5 for each consecutive 24-hour period without a long rest**. The DC resets to 10 when you *finish a long rest*.

---

## Healing Temp Buff

Whenever you heal via potion or spell you gain temporary hit points equal to your proficiency bonus. You gain this temporary hit point buff only once from each source of healing. *(Two sources of healing would stack but not stacking from each good berry)*

**With this ruling all temporary hit points now stack.**

---

## Super Attunement

Magic Item attunement is no longer limited to only 3 attuned items. Item attunement is unlimited but once a creature not built to handle multiple attunements beyond 3 might start seeing magical side effects of being over attuned.

A variation of this spell is to limit attunement slots up to your proficiency bonus.

---

## Spell Points

Using a variant System to cast spells from a pool of points gained after a long rest. This is a variant option in the 5e Fifth edition DMG.

### **(Homebrew) Casting Multiple 6th Level or Higher Spells**

By the DMG you can only cast a 6th level or higher spell once per day using this spell casting method. The rule instead is you may cast any spell of 6th level or higher multiple times. Each time you cast the spell the amount of time greater than the normal amount of slots you would normally have you gain an exhaustion point after casting a spell any number of times beyond the amount of spell slots you would normally have.

---

## Open Spell Lists

There are no longer spell class restrictions on spells any character can take. All spells are available to all spell casters. When creating a character or taking new spells it is high recommended to discuss these choices with the other party members so there isn't too much spell overlap causing a loss in character identities.

---

## Spell Preparations

If you are a prepared caster if you don't plan on changing any spells after a long rest the spell list that was already prepared previously is already available to the character. Otherwise any spell change will require a character to perform the preparation requirements.

Additionally, if a prepared caster does not wish to prepare all of their spells they can leave any number of prepared slots open to be prepared at a later time.

---

## Ranger Spell Caster

Rangers are now prepared spell casters.

---

## Ranger & Paladin Cantrips

Rangers and Paladins can now select two cantrips when taking the first level in either class.

---

## Constitution Sorcerer

When selecting the first level in sorcerer, you can choose to use either your Charisma as the Sorcerer's Spell Casting Ability or replace it by using your Constitution instead.

---

## Better Crit Damages

Whenever a player now hits with a critical strike against an opponent, the amount of damage that would initially be rolled is now instead maxed out. The additional dice that would be rolled is still rolled and added to the maxed damage.

---

## Muti-vantages

When gaining multiple advantages and disadvantages you start gaining a +1 to the dice roll for every advantage beyond the first source and the adverse for disadvantage. If there are multiple sources giving both Advantage and Disadvantage they continue to negate each other until the sources give a positive or negative effect to the roll.

---

## Better Arcane Archer

The Fighter Arcane Archer's arcane shots are now equal to the character's proficiency bonus. Using a bonus action once per round if you do not use an arcane shot, you may imbue your ammunition to gain a +1 to the attack and the ammunition is considered magical. This can only be added to non-magical ammunition.

---

## Holding Turns

Instead of by the book only being allowed to hold an action during combat you can elect to hold your turn but can only be triggered by using your reaction to later trigger your held turn. When a player elects to hold their turn they must give a DM trigger to allow their turn to be triggered later on.

---

## Real Monks

Monks Hit Dice are now D10s instead of a D8

---

## D20 Exhaustion

Exhaustion is now 1-10 giving all d20 rolls -1 per exhaustion up to 9. When you gain your 10th exhaustion point you die.

---

## Escape Action

You can now use your whole turn to use the Escape action which grants you the Dash, Dodge and Disengage action on the turn to flee an enemy, battle or encounter.

---

## Overpowered Spell Casting

A character can cast any spell beyond its normal max level but when doing so the amount to cast the spell costs double the amount of spell points the spell would normally cost in order to cast the spell and they gain an exhaustion point per spell level by a character's max spell level.

---

## Popcorn Initiative

Initiatives are still rolled at the beginning of battle but that only determines which character is going first. Each player involved in battle (Including any number of DM monster initiatives) are then selected by the current player to go next on initiative.

The DM has reserved the right to jump into an initiative count for any reason.

---

## Class Feature Enhancement

At level 9 you have the ability to take one class feature you don't already have from a class you have levels in. The feature can only be from the level you have that level of a class in or lower. You gain another one at 13th level and 17th level.