

House Rules

Campaigns

- **Lemon Law:** If less than 2 sessions in, most things are up for change about your character. After that, if you've used the mechanic more than once, it's considered permanent.
- **Secret Death Checks:** All death saving throws are made in secret by the GM.
- **Resting:** Long rest must be in a **safe** place, or hit points are not returned. Safe is defined as no passive enemies known of within a mile.
- **Improved Crits:** The first damage die set is maxed, and you only roll the second set. I.e., if the damage is 2d6, you get a crit, the first 2d6 is max (12), and then you roll 2d6 and add that normally.
- **Just a note about Potions:** They are NOT a bonus action to drink.
- **Success at a Cost:** If you roll and fail, you have the option to still succeed, but it costs you something. Scales for how large the failure is. 5? Minor cost. 15? Major.
- **The Rule of Cool:**

- [Jimmys PF2 Abomination Vaults](#)

D&D 5e House Rules

- **The Disengage:** Disengaging from combat is too hard. Disengage is still an action, and prevents all attacks of opportunity. However, it can be used as a bonus action as well, and grants disadvantage to all attacks of opportunity. Giving more ability for people to retreat!
- **Ability Score Increase or Feat?**: Should you take an ability score increase or a feat? Why not both? ASI for a stat at 4, 8, 12, 16. Feat anywhere ASI's are normally mentioned.
- **Healing Potions:** If you drink a healing potion in a bonus action, standard roll applies. If you drink it in an action, max is returned, and if you use it over the course of a short rest it is maximized and the first hit die used to heal is also maximized.

Pathfinder 2 House Rules

- **Expanded Stride:** Free Draw or Stow as part of a Stride action. Drawn from PF1.
- **Item Identification:** Common rarity loot that is equal or lesser level is automatically identified.
- **Monster Identification:** Type, and subtype on success. Every 5 over the players can ask one finite question and get an answer.
- **Hero Points - Stayin' Alive:** When using a hero point to stay alive, gain 1 HP.
- **Hero Points - Alter the Narrative:** On a scale, 1+ hero points can be used to alter the narrative.
- **Attacks of Opportunity:** Only triggered when leaving reach, not when moving around within reach. Drawn from D&D5e.

On the table

- Grabbed Enemies Can Be Shoved in Any Direction
- DC for Aid is the Lower of 20 or the Main Check's DC

- Surprise Round - One action maybe? Two actions?
- Group Initiative or Popcorn Initiative
- Player Facing Combat: Monsters have an attack bonus (Atk +12) and instead of rolling the attack, the player rolls for defense (their AC - 10 is their AC mod and they roll a d20). So instead of a Goblin having a +3 to attack, they have an attack of 15, and if the player has an AC of 16 normally their AC mod is 6, and they roll a d20, add 6, and if that meets or beats a 15, they successfully defend.
- The Escalation Die. This is from 13th Age. D6 that adds +1 each turn until maxed, and adds the number to all attacks.
- Flashbacks. From Blades in the Dark. Maybe a Hit Die cost to engage in a flashback. It's not time travel, but it can retroactively allow them to do something. It helps to eliminate the planning phase.

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