

Rules Modifications

Scaled Hit Points (New Calculation)

Experience from the Andover Campaign in 2010-12 showed that after hitting 7th-8th levels the characters started to overcome damage which would have killed any mere mortal (cf. Sgt Arnold under the lorry bomb in Scnr Andover 1.02). Although the adjustments to Massive Damage and Marksman were made, the game was starting to become unworkable at 9th/10th level and would have been broken by 12th/13th. Conversely characters at 1st and 2nd level had a nasty habit of dying.

The D&D wiki (Hit Point Scaling variant rule for 5e) suggests this fix for the Fantasy game : Calculate the rolled hit points normally, then adjust them by dividing by 2 (rounding down), and adding the whole of the characters Constitution attribute. Animals and beasts remain the same as the standard rules.

½ HP (Rnd Dwn) + Con Stat working out :

Grunt (Con 14)	1 st	2 nd	3 rd	4 th	5 th	10 th	15 th	20 th
PHb (Ave. Lvl)	10	15.5	21	26.5	32	59.5	87	114.5
Con Bonus	+2	+4	+6	+8	+10	+20	+30	+40
Std HP Total	12	19	27	34	42	79	117	154
Adjusted HP Total	19	21	24	27	30	43	57	71
Difference	+7	+2	-3	-7	-12	-36	-60	-83

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Massive Damage (PHb, p145)

The Massive Damage Threshold is decreased from 50 to 25. The Fortitude DC remains the same at 15. Spending a benny does not provoke a re-roll, but fully negates the failure. If the save is passed, or a benny is spent then the character is 'staggered' until he has had a full 8 hours of rest under medical supervision (Medicine roll, DC as 'Long Term Care'). A 'staggered' character can only take standard actions in a round, cannot take 10 or 20, is at half move and is at -8 to all actions. These rules apply to all creatures and characters who are subject to the massive damage rules.

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Firing into Melee

If a character fires a missile weapon into melee and misses their target then roll a random number to see if they hit another member of the combat. There is no need to re-roll the attack roll. Once another opponent is selected, check their armour class. If this should miss, re-roll for another target. If all targets miss, the missile has gone wild. *Precise Shot* negates this.

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Background Options

Any player writing a background history for their character is entitled to one background option. This option allows the character to survive an otherwise fatal situation. It is only redeemable once and once it is used that is it. If the means of death allows for no margin of error then something supernatural has intervened and the character is saved by the whim of the gods. The background doesn't have to be lengthy, but must show effort.

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Critical Hits : Staging Up

Critical hits are played out as per the standard rules with the following exception : when a character capitalises on a threat with another potential critical, they roll again, and so on. For each additional critical roll, add the dice plus modifiers to the damage again (regardless of the multiplier). Thus a warrior using a longsword (1d8+1 damage, critical on 19-20/x2) who rolls two 20's in a row, followed by a capitalisation, would roll 3d8+3 for his damage. Should the final roll miss, the previous roll is taken as the capitalisation. Thus in the above example, if two 20's followed by a miss were to be rolled, then the damage would be 2d8+2.

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Critical Fumbles

These are the reverse of critical hits. If the character rolls a natural 1 he has done something catastrophic. This can range from simply dropping a weapon, to hitting himself or a friendly target. When a 1 is rolled, roll a d6 to determine the result on the following table :-

- 1) Drop Weapon - requires one round to recover
- 2) Hurl weapon across the battle field, room or somewhere else - requires 3d6 rounds to recover
- 3) Drop weapon or strike it on nearest inanimate object - weapon is broken beyond use
- 4) Hit self with weapon for normal damage - may continue fighting provided enough hits
- 5) Hit nearest friend within range, if none hit self - see above
- 6) As 5, except attack does maximum inflictible damage

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Languages

Language skills are split between spoken and written, and expressed thus : English 5/5. The first number is the spoken element, the second is the written element. Languages are rated from 1 to 5. Rank 1 is shows a very basic understanding and rank 4 is a complete understanding. Rank 5 is the ability to pass as a native. Reading and writing a language is a separate skill. Literate characters can read and write their native tongue (5 ranks). All characters start with 5 ranks in their own spoken language. It costs ½ skill point to buy 1 rank in a language, except rank 5 which costs 5 skill points.

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Bennies (BotR, p94)

All primary player characters gain a benny for every session they attend. In addition a player earns a benny for every session they publish notes for. This can be allocated to any character the player is running. Secondary characters receive a new benny every time they level. Bennies can be spent on the following, but note a maximum of 3 bennies can be used in any one combat turn :

Cost	Spend	Source
1	Skill Re-Roll – Take either result	BotR
1	Attack Re-Roll – Take either result	BotR
1	Save Re-Roll – Take either result	New
1	+1d6 Hit Points of personal healing	BotR
1	Act out of turn in combat providing the character hasn't had their action yet	New
2	Have an additional standard or move action at the end of the round	New
1	Reduce the spellcasting fatigue by 1 per spell level. This cannot reduce the fatigue cost to 0	New
1	Make a Fortitude save vs massive damage – The character is still 'Staggered' afterwards	New

A character, either primary or secondary, can only carry over a maximum of (Level/5)+5 bennies per session. This is summarised :

Level	Bennies	Level	Bennies	Level	Bennies	Level	Bennies
1 st	5	6 th	6	11 th	7	16 th	8
2 nd	5	7 th	6	12 th	7	17 th	8
3 rd	6	8 th	7	13 th	8	18 th	9
4 th	6	9 th	7	14 th	8	19 th	9
5 th	6	10 th	7	15 th	8	20 th	9

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Social Level (New)

This is an indicator of how far up the social scale a character has progressed and how different members of society will react to him or her. Certain positions have a set social level. If a character gains such a position they automatically take that social level, which may either raise or lower their current level. Later this level may again be adjusted, by gaining rank or by losing favour. Organisations and religions have a similar system to this, but they are rated from 1 to 10, with 10 being the highest possible level, they can also be adjusted by the overall status of the organisation. A guide for the social level is :

SL	Nobles	Knights	Priests	Commoners
16	King	-	-	-
15	Duke, Prince	-	-	-
14	Marquess	-	Archbishop	-
13	Earl	-	Diocesan Bishop	-
12	Viscount	-	Suffragen Bishop	-
11	Baron	Knight Commander	Abbot, Dean or Archdeacon	General
10	Baronet	Knight	As Above	Guildmasters, Noted Scholars, Magistrates, Colonel
7-9	-	Squire	Prior	Captain, Wealthy Merchants, Senior Artisans
4-6	-	Squire	Vicar, Rector or Brother	Sergeant, Merchants, Guildsmen, Artisans
1-3	-	-	As above	Soldier, Poor Merchants, Labourers, Commoners
0	-	-	-	Slaves, Outlaws, Prisoners of the Crown

Noble Offspring : The son of an Emperor or King is a Prince. The eldest son and heir of an Archduke or Duke is a Count. All other sons are Lords. The children of an Archbishop, Bishop, Grand/Great/Arch Druid, Baron or Count are Lords. The children of a Lord do not have titles, but are referred to as "The Honourable". If a Lord dies without ascending to another noble title, their children do not inherit the title of Lord.

Starting Characters : A characters starting social level is equal to their level, divided by three, rounded down, but never below one or above nine unless the situation warrants it. Aristocrats may have levels over 10 (but not over 12). Rogues calculate their social level by dividing by four. Note this may take their social level to zero. See the class and racial options above for more modifiers.

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Adjusted Equipment (New)

These are either adjusted rules. If a weapon has been adjusted, use the statistics provided here.

Weapon	Cost	Weight	Size	Critical	Range	Damage	ROF
Heavy Crossbow	50sa	9	M	19-20/x2	120'	2d6 ¹	FRA
Heavy Quarrel	2ba	**	S	-	-	-	-
Light Crossbow	35sa	6	S	19-20/x2	80'	1d8 ²	FRA
Light Quarrel	1ba	**	S	-	-	-	-

***) 10 of these equal 11b

¹ No bonus to damage for high strength

² No bonus to damage for high strength

New Player Characters (New)

Attributes : Basic attributes (ie before racial modifiers are applied) can be generated in one of the following ways :

1. 3d6 Straight. This option requires the rolling of 3d6 for each attribute in the following order : Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. The player must take what comes. The character gets an additional “Background Option” to aid survival.
2. 4d6, drop the lowest. This option requires the character to roll 4d6, dropping the lowest dice. After generating six numbers they are assigned in any order. If the player is unhappy with any of the numbers he may raise one attribute one point by dropping another by two. All attributes must be within the range 3–18.
3. Assign Points. The player rolls 4d6 and adds 63. These points are then assigned over the six attributes as the player sees fit. No attribute can be above 18 or below 3.
4. Array Allocation. The player allocates 17, 16, 15, 11, 10, 8 to the 6 attributes as they see fit.

XP : After the start of a campaign any new characters are rolled with 0.66 times the party average. This can never be greater than an existing characters level.

Basic & Unrestricted Prestige Classes : Players are free to develop their new character within the boundaries set by the campaign at that point. The character can be developed with any basic class permitted, plus any non-supernatural/restricted prestige class. These prestige classes can be taken at the earliest opportunity during character generation.

Supernatural & Restricted Prestige Classes : If new characters have access to supernatural/restricted prestige classes then they must roll 1d3+4. This is the minimum number of basic/unrestricted levels they must have before entering their supernatural/restricted prestige class. If the number rolled is higher than their starting level then they cannot have their special class yet. This is partly to maintain balance.

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Marksman Ability (BotR, p119)

This ability allows the sniper to perform a *Coup de Grace* (PHb, p153) at range with a rifle. The sniper will be *Specialised* with his weapon, and have the *Dead Eye* feat. Since the *Coup de Grace* grants an automatic critical, even a sniper of minimum level (7th) will thus be doing 4d8+18 damage (minimum 22, average 36). Whilst this isn't a problem, passing the Fortitude save would be (Minimum DC:32, Average 46). A grunt with a constitution of 18 would need to be 14th level just to have a better-than-1:20 chance of surviving!

Therefore the *Coup de Grace* Fortitude save DC is halved when the Marksman ability is applied. The DC for a *Coup de Grace* applied to an adjacent helpless target remains the same as the PHb rules.

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Dead Eye Feat (BotR, p56)

The description says “*Dead Eye raises a character's damage total when he's made an exceptional attack roll with a ranged weapon.*” thus to qualify for the additional *Dead Eye* damage each round that hits must be a critical, or hit by atleast 4.

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