

Design Intent

Often in DnD it is said you can do anything, but anything often becomes nothing and as such these rules are made to encourage new ways to play combat that often can feel stale or stiff without changing the power balance or requiring the DM or players to re-balance encounters or characters.

RULES:

- Should not give damage or advantages flat out (requires a save, check or harder attack.)
- Should encourage and be able to create opportunities for advantage and more damage and change the flow of combat.
- These abilities should play with different stats and costs such as movement, skill checks.

DM's word; all these options can be changed and use different stats depending on the DM's discretion.

Brawlin combat.

Brawlin combat is a way to introduce new and interesting ways for both players and DMs to make combat have a better flow and interesting interactions.

These combat rules only affect creatures that are a size of large, medium or small.

Everything from this point on are examples and is subject to change

*****Can't combine them and only use one of these options per turn*****

Tumbling strike: *Prerequisite costs: half your speed.* When you make an unarmed attack and hit a creature with an Unarmed or natural weapon you can as a part of that attack attempt to knock them prone. The creature hit by the attack can make a dex save DC = 8 + proficiency + your Strength modifier, on a failure it is knocked prone.

Duel: Before you make an attack you can call out to duel. When you're dueling a creature and land a hit with an attack you can make a contested athletic or acrobatic check as a part of that attack and whoever fails is pushed 5 feet and the other creature follows 5 feet. If a creature is 2 sizes or larger he pushes 5 x the size difference in feet but only follows 5 feet.

Plan B: as a bonus action you can push or throw objects such as barreles, tables or bottles a certain distance equal to your strength modifier (minimum of 1) x5.

Inventive bonus action: *Prerequisite: 1 or more free hands.* as a bonus action you can throw or push a small non-proficient weapon or non-action required tool or item. These items may blind,slow or create other effects (*such as tipping a cauldron of hot stew over a goblin's face*)

to deal 1d8 fire damage) DC = .8 + proficiency + your Strength modifier or dexterity DM decides.

Inventive attack: Prerequisite: 1 or more free hands. As an action you can throw or stab a creature with a small non-proficient weapon or non-action required tool or item the attack must be a melee or throw (20/60ft) attack. Dealing 1d4 damage.

Covering fire: Prerequisite: Using a ranged attack or throwing object. as a part of a ranged attack/throwing attack you hit a creature with, you can instead intentionally miss the attack and make it into a warning shot. The creature you target must make a Wisdom save DC = 8 + your intimidation skill or be frightened for 1 minute or until the beginning of your next turn.

Sword handing: Prerequisite: 1 or more free hands. As a part of a melee attack you can attempt to disarm 1 item from an enemy, rolling contested 1d20 + 2 for every free hand you have and + 1 for each weapon's simple/martial proficiencies.

Climb it!: Prerequisite: 1 or more free hands. As a bonus action you can attempt to climb a larger or larger creature you must make a contested athletic or Acrobatic check vs the monsters Acrobatics. on a success you climb 10ft.

Monster Brawlin combat.

Monster Brawlin combat is a way to introduce new and interesting ways for monster leaders to make combat have a more interesting flow and interactions.

These combat rules are not legendary actions and can only be used by the **DM**.

Everything from this point on are examples and is subject to change

Minion Shield: Prerequisite: need to have a reaction and a minion within reach. As a reaction a monster boss can use one alive friendly minion as a shield to block all incoming damage from an attack that would have hit. The monster can use this after all dice have been rolled.

Motivation: as a bonus action the monster can motivate a minion to move or use an object or item.

Large kick: Prerequisite: Monster has to be large or larger. As a bonus action when the monster moves through an enemies square it can make a contested athletic check vs either athletic or acrobatic check if the monster wins it pushes the creature 5ft and If a creature is 2 sizes or larger he pushes 5 x the size difference in feet.

Shake off: Prerequisite: Monster has to be large or larger. As a bonus action the monster can attempt to shake off all climbing creatures from its body by making a contested athletic or acrobatics check vs the creatures athletic or acrobatics.

Heroic class resources

Resource systems for all classes!

!Restrictions: No damage, no advantage on attacks.

- What can they do?
- **How do you get them?**
- When do you lose them? *After a short rest, longrest, or 10 minutes after combat.
- Want to have more abilities that help party members.

Create your own Heroic ability

What is your unique heroic ability? Maybe the ones below don't fit your character specifically! Talk to your DM and create your own ability. When creating your own heroic ability, think about answering these questions: Is your heroic ability a **defensive**, **offensive** or **supportive** ability? What restrictions does it have, can it only be used in a specific condition or can it only be used against specific creature types? If it deals damage, think about balancing the damage by looking at other similar spells and effects without stepping on other classes' toes, speak to your DM and other players to figure out what special ability you could have!

Druid - Druidic Focus

- For 2 (**DF**) you can as a bonus action use wild shape using the standard wildshape array with all its restrictions.

Level	Max CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant eagle

Paladin - Divine Power

- For 2 (**DP**) you can as a bonus action spend 5 lay on hand points to heal a creature for those 5 points.
- For 4 (**DP**) you can as a bonus action regain your channel divinity.

- Pick a spell your character can learn from the Paladin spell list, you can cast this spell for free once. Each time you level you can switch which spell you can cast for free.
-

Cleric - Divine Focus

- For 4 (**DF**) you can as an action attempt to cleanse a creature as if casting protection from evil and good.
-

Fighter - Heroic Will

- For 3 (**HW**) you can as a bonus action use a magic item.
 - For 1 (**HW**) you can as a bonus action increase your jumping distance by 5 ft.
 - For 1 (**HW**) you can as a bonus action get advantage on your next athletic or acrobatics check
-

Rogue - Quick Wit

- For 2 (**QW**) you can as a bonus action use a magic item.
-

Monk - Inner Serenity

-

Wizard - Arcane Power

-

Warlock - Eldritch Infusion

-

Sorcerer - Overcharge

-

Artificer - Arcane Ingenuity

-

Ranger - Sharp Mind

-

Bard - Wild Witt

-

Barbarian - Mighty

- For 2 (**M**) You can throw a friendly creature that isn't larger than you as a bonus action.
-

Druid got Druidic focus (Use 2 points to cast spells or use class features as a bonus action?)

Fighters (Use 2 points to use a magic item as a bonus action?)

Paladin (Divine points use 2 to cast Lay of hands as a bonus action)

Max points 4 for each class?

Different ways to gain them?

Legendary class resources

Legendary class resources are used to make legendary things happen in a campaign, for example a fighter using a Legendary point to attempt and cut the arm off a giant or a druid awakening a tree to help fight a dragon.

Artificer:

Barbarian:

Bard:

Cleric:

Druid:

Fighter:

Monk:

Ranger:

Paladin:

Sorcerer:

Warlock:

Wizard:

Optional character creation rules

New weapons and armor rules

Weapons in D&D can be lackluster and more than often you pick one and stay with it until you find a magical weapon that can do a better job for you. So with that in mind we want to enforce new rules that improve the personality of each weapon to make them feel unique and useful in different situations!

Weapon proficiency restrictions

Design thought: We want to reduce the amount of weapons each character can use and have to make the game feel more natural. What we mean by this is to make it so each character has a set of weapons they know how to use and are familiar with without removing the possibility to learn new weapon types later in the game to enforce the idea of growth within a character.

If your class gives you proficiency in any weapon types, pick 1 weapon of that type (Martial or simple) and gain proficiency in.

Each character has a set of weapon skill points they can use to learn different weapons starting at level 1.

14 Simple weapons.

23 Martial weapons.

4 Exotic. Boomerang, Dual-bladed scimitar, Yklwa, and Guns.

Artificer: Has 3 weapon skill points. Costs 2 points to learn a martial weapon.

Barbarian: Has 4 weapon skill points.

Bard: Has 4 weapon skill points. Costs 2 points to learn a martial weapon.

Cleric: Has 4 weapon skill points. Costs 2 points to learn a martial weapon.

Druid: Has 4 weapon skill points. Costs 2 points to learn a martial weapon.

Fighter: Has 6 weapon skill points.

Monk: Has 3 weapon skill points. Costs 2 points to learn a martial weapon.

Ranger: Has 5 weapon skill points.

Paladin: Has 5 weapon skill points.

Sorcerer: Has 3 weapon skill points. Can't learn martial weapons outside backgrounds.

Warlock: Has 3 weapon skill points. Can't learn martial weapons outside backgrounds.

Wizard: Has 3 weapon skill points. Can't learn martial weapons outside backgrounds.

Optional rules

Each player is proficient with different weapons equal to their Strength and Dexterity modifier.

You have proficiency in Strength based and Finesse weapons equal to your Strength modifier.

and

You have proficiency in Dexterity based and Finesse weapons equal to your Dexterity modifier.

You don't gain any more proficiencies after level 1 when you increase your stats in either Dexterity or Strength.

Remember: You can always learn new proficiency as written in Xanathar's guide to everything! So if you find that magical whip you can always practice with it and gain that proficiency you want!

<https://www.dndbeyond.com/sources/xgte/downtime-revisited#DowntimeActivities>

Armor proficiency restrictions

Design thought: The idea for having proficiency with less armor is to encourage character choices much like with the weapon proficiency restriction these rules are meant to make the player think "How did I learn these things?" and inspire them to make more story driven character choices when it comes creating a character.

If your class gives you proficiency in any armor types, pick 1 armor of that type (Heavy, Medium or Light) and gain proficiency in.

3 Light armors

5 Medium armors

4 Heavy

Shields

Artificer: Has 3 Armor skill points. Costs 2 points to learn heavy armors.

Barbarian: Has 3 Armor skill points. Can't use heavy armors.

Bard: Has 3 Armor skill points. Costs 2 points to learn heavy armors.

Cleric: Has 3 Armor skill points. Costs 2 points to learn heavy armors.

Druid: Has 3 Armor skill points. Can't learn to use metal armors.

Fighter: Has 3 Armor skill points.

Monk: Has 3 Armor skill points. Can't use medium or heavy armors.

Ranger: Has 3 Armor skill points.

Paladin: Has 3 Armor skill points.

Sorcerer: Has 1 Armor skill points. Can't learn heavy armors and it costs 2 points to learn medium armors.

Warlock: Has 1 Armor skill points. Can't learn heavy armors and it costs 2 points to learn medium armors.

Wizard: Has 1 Armor skill points. Can't learn heavy armors and it costs 2 points to learn medium armors.

Optional rules

Each player is proficient with different armors equal to their Strength and Dexterity modifier. You have proficiency in Heavy and Medium armors equal to your Strength modifier. and

You have proficiency in Light and Medium armors equal to your Dexterity modifier.

You don't gain any more proficiencies after level 1 when you increase your stats in either Dexterity or Strength.

Remember: You can always learn new proficiency as written in Xanathar's guide to everything! So when you finally can afford that Full plate armor you can always practice with it to gain proficiency.

<https://www.dndbeyond.com/sources/xgte/downtime-revisited#DowntimeActivities>

New Weapon Types

Work in progress

Daggers: When you hit a creature with a dagger and have advantage on the attack roll your attacks count as bleeding attack. When hit the creature must make a Constitution saving throw = 10 or half the damage dealt, whichever number is higher. On a fail the creature takes 1d4 damage at the start of their next turn and can't be healed.

Near Death Rules

Design thoughts: Going down in combat can be scary! But not as scary as it is for the monsters after your fighter stands up after taking a club larger than a cart to the face for the 5th time without any lingering effects. With this said these rules are meant to add new rules for going down to 0 and getting back up.

When a player character is brought down to 0 hit points or dies, and is then subsequently healed or revived bringing them back to at least 1 Hit Points have half their speed reduced, disadvantage on ability checks, and disadvantage on attack rolls until the end of that character's next turn. The amount of turns is increased by 1 for each time this happens and is then reduced to the normal amount of turns after the character takes a long or short rest.