

SSJMARX'S BASIC FANTASY RPG RULE INDEX

All linked rulebooks are in play, optional rules from the books that are described below are also in play, optional rules that are **not** described are **not** in play

If you know of or have an idea for a homebrew let me know and I'll take a look at it, I love playtesting/creating new stuff

RULES

[CORE RULES 4TH ED](#)

the only thing you actually need to read, everything else is optional

RULES+

[EQUIPMENT GUIDE](#)

more useful equipment for you to forget to use

[0-LEVEL SPELLS](#)

because one first level spell per day is kind of lame

[ARMOR AND SHIELDS](#)

useful equipment that you'll probably remember to use

[COMBAT OPTIONS](#)

lots of optional rules, see below

[NEW SPELLS](#)

impress your magic school friends

[SECONDARY SKILLS](#)

more stuff for non-magical people to do

CLASSES

[ADDITIONAL FIGHTING SUBCLASSES](#)

spicy fighter

[ARMORER](#)

crunchy fighter

[ASSASSIN](#)

thief for edgelords

[BARBARIAN](#)

fighter with anger issues

[BARDIC CHARACTERS](#)

sing at your enemies

[DRUID](#)

cleric for hippies

[ILLUSIONIST](#)

wizard for hipsters

[MONK](#)

i cast fist
[NECROMANCER](#)
wizard for edgelords
[RANGERS AND PALADINS](#)
fighters but cooler
[SCOUT](#)
thief for hippies
[SORCERER](#)
the chad magic-user
[SPELLCRAFTER](#)
fantasy author self-insert

RACES

[DOKKALFAR](#)
non-copyrighted dark elves
[GNOMES](#)
halflings but more annoying
[HALF-HUMANS](#)
half orcs and half elves and half-ogres
[NEW RACES](#)
furries
[MONSTER PLAYER CHARACTERS](#)
furries for edgelords

OPTIONAL RULES

NEGATIVE HIT POINTS
stay alive but unable to do much until you hit -10
ABILITY ROLLS
roll 1d20+bonus against a target number based on your level to do weird stuff
HUMAN EXPERIENCE BONUS OPTION
human characters get 20% bonus experience to make up for not having darkvision. this also applies at character creation.
AWARDING EXPERIENCE POINTS FOR TREASURE GAINED
1 gp = 1 xp ez pz

COMBAT OPTIONS

WEAPON SPECIALIZATION, SHIELD SPECIALIST, ARMOR SPECIALIST
Regular fighters get access to these abilities
CRITICAL HITS (with the following modification)
A natural 20 on the attack die roll **results in a critical hit and double damage is done.**
However, if the only way the character can hit is to roll a natural 20, critical hits are not scored.
TWO WEAPON COMBAT

choose between making an extra attack or using your off-hand weapon to parry

DEFENDING

don't attack and instead gain a defense bonus

ALTERNATIVE STAFF COMBAT

use your staff like a shield, a sword and shield, or two swords! perfect for monks who've attended the monastery of ray park. ignore the last sentence about your attacks happening on two different initiatives

MOUNTED COMBAT

the jousting rules *may* come up at some point

SHIELD BASH

it's generally not a great idea but you can do it if you want

LIGHT WEAPONS

i just think they're neat

CALLED SHOTS

take a -4 to hit to do an effect, disarm and trip are the examples but you should get creative you never know what i might allow

HOUSE RULES

COMBINATION CLASSES (modify the heading on page 6 of the core rules as follows)

To become a member of a combination class, a character must meet the requirements of both classes. Combination class characters use the best attack bonus, the best saving throw values, **and the better hit die** of their original two classes, but must gain experience equal to the combined requirements of both base classes to advance in levels. **Combination magic-users (inc. magic-user sub classes) may cast magic normally in any armor that their second class is proficient in wearing, but their hit dice will be one size smaller, minimum d4. Any character may become a combination of any two classes.**

INITIATIVE (modify the heading on page 51 of the core rules as follows)

At the start of combat, each player who is not surprised rolls 1d6 and adds their dexterity modifier to it, succeeding on a 4 or better. In the first round of combat, non-surprised players who succeed this roll will act first, followed by the monsters who are not surprised.

After the first round, all of the players will take their turn as a team. Players may coordinate their actions to occur in any order. After the players finish taking their actions, all of the monsters will take their turn as a team, and so on.

Sometimes a situation will occur where it is evident that two things are happening simultaneously - such as if a monster is charging towards the players on horseback, and then a mounted player turns and charges them right back. This can trigger special rules, such as the rules for jousting. The players may wish to use this to their advantage, or avoid it happening, by delaying their actions until the monster's turn, without changing their spot in the initiative.

A character using a weapon with a long reach (spears, for instance) **who triggers a simultaneous attack with an opponent wielding a shorter weapon will have their attack resolved first.**

MANUEVERABILITY

ignore the entire maneuverability heading on page 51 of the core rules. character facing is annoying to track so i don't do it.

DISENGAGING FROM MELEE (modify the heading on page 52 of the core rules as follows)

When any combatant is within reach of the melee attacks of at least one enemy, that combatant is considered to be engaged. **If a combatant leaves the reach of the melee attacks of an enemy, they might trigger a parting shot.**

All opponents with whom they are engaged are allowed a parting shot with a +2 bonus to attack, even if that opponent has already made all attacks for the round. Opponents who have multiple melee attacks per round make just one; for instance, a tiger with the usual "2 claws, 1 bite" routine could only claw once or bite once.

To avoid the parting shot, the combatant may choose to withdraw. **A withdrawing character triggers no parting shots, but may only move up to half of their total movement.** After a withdrawal, the character may still attack at any point later in the same round if an opponent is within reach.

ATTACKING FROM BEHIND (modify the heading on page 53 of the core rules as follows)

Attacks made against an opponent where you and one of your allies are on opposite sides of them receive a +2 attack bonus. This does not combine with the Sneak Attack ability (as described for the Thief on page 9).

MISSILES THAT MISS (modify the heading on page 55 of the core rules as follows)

With the exception of grenade-like missiles, missile weapons which miss the intended target are normally considered lost. However, if the weapon is fired into a melee where allies of the shooter are involved, and the attack misses, it may hit one of the allied creatures. **In this event, an allied creature in melee with the target will be chosen at random if the die roll on the attack is a 1, and an enemy creature that is in melee with the target will be chosen at random if the attack was only 1 point away from hitting. In the event that the attack needed a 2 on the die to hit but rolled a 1, an enemy will be targeted.**

SUCCEED AT ANYTHING

A PLAYER WHO ROLLS ANY DIE ROLL AND IS DISSATISFIED WITH THE RESULT, MAY DECLARE THAT DIE ROLL TO BE ANY OTHER POSSIBLE RESULT. THIS INCLUDES TURNING ANY ATTACK INTO A CRITICAL HIT. IF THE PLAYER EXERCISES THIS OPTION, THEY WILL BE MARKED BY FATE. PLAYERS MARKED BY FATE CANNOT EXERCISE THIS OPTION.

A PLAYER WHO IS MARKED BY FATE MAY HAVE ANY OF THEIR DIE ROLLS MODIFIED TO ANY OTHER POSSIBLE RESULT BY THE DM. THIS INCLUDES TURNING A PASSED SAVING THROW INTO A FAILURE. IF THE DM EXERCISES THIS OPTION, THE

PLAYER WILL NO LONGER BE MARKED BY FATE, AND MAY THEREAFTER ONCE AGAIN EXERCISE THIS OPTION.