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Improvements to the Sorcerer.

<https://docs.google.com/document/d/10IUvjJ0FDRhNL6sm2p6JytQCTyVJ47kh-RVICC4u4Ig/edit?usp=sharing>

Mat Mercers Fading Soul Rules for Resurrection.

<https://geekandsundry.com/use-critical-roles-resurrection-rules-in-your-own-campaign/>

Sorcerous Origin: Feybloodline.

<https://docs.google.com/document/d/11-iyDBz87kccLFGld3LL-A83m9D1OGsP2g7naZyvMYA/edit?usp=sharing>

Bard College of Archery

https://docs.google.com/document/d/1bVi72v7u9hqWYn_Cq0iL2TGRRDRyXjF9CLdDpscPHNQ/edit?usp=sharing

Veela (medium fey). Can be summoned with conjure woodland beings.

<https://docs.google.com/document/d/1YXyXmZYJb61lI5We2qHgTJ5b-cyqUbBOYy84rc2JSsw/edit?usp=sharing>

Darkvision

Darkvision is replaced with Dim Light vision. You can see in dim light as if it were bright light. Races with darkvision will get additional features to make up for this loss.

Blindsight. Some monsters that previously had darkvision might have blindsight if it makes sense, usually only 10ft or so but some might have more.

Infrared vision. Certain reptiles and monsters will have infrared vision. Illusions will work against these creatures making false heat images as part of the magic. In a dark cool area with

no warm blooded creatures a creature with infrared vision doesn't see anything more than a creature without infrared vision can see.

Darkvision races.

Wood elves. Can cast speak with plants. But cannot command them till level 5.

Forest gnomes. Can cast speak with animals at will.

Strength

Problem.

I feel that dexterity is vastly superior to strength, there are a lot of skills associated with it and only one with strength. Unless you are wearing full plate your AC will be better if you invest in Dex over Str. While there are strength weapons that deal more damage than finesse weapons I feel that Dex is still the obvious choice.

Solution.

When you hit an attack with a melee weapon that does not have the finesse property, you deal extra damage depending on your STR. This extra damage does not apply to off-hand attacks even if you have the two-weapon fighting style or feat.

STR Damage Increase

14 +1

20 +2

Ability Score Versatility

Problem.

Spellcasting makes you highly prioritize your spellcasting stat over other mind ability scores, discouraging putting points into other mind stats for RP reasons. For instance, an enchanter wizard with high charisma, a witch doctor Druid with high intelligence.

This is true of STR vs DEX as well. It's usually better to go with one over the other.

Solution.

Combine 2 mind abilities for your spellcasting stat. One of these abilities must be the spellcasting stat for your class. Use the table below.

16 16 = 18

16 18 = 20

If STR and DEX are the same as the above table you can use the equivalent numbers as your STR for attack and damage rolls for melee weapons. For my extra STR damage rule however you will still use your actual STR stat.

Healing on Long rests:

You don't just heal up completely on a long rest but must instead use any remaining hit dice that you have. I will allow those that have proficiency in medicine to help others or themselves by making a medicine check for the possibility of using one free additional hit dice during a long rest. This check does not stack with others that make a medicine check. One person with proficiency can do this for up to 3 people. DC 13 for one, 15 for two, and 17 for 3. This medicine check can also be attempted on 1 person during a short rest DC 15 but that person cannot be helped in this way on a short rest again until they have taken a long rest.

Bandages:

You are limited to 10 uses per person per 24 hours.

Starting Ability Scores

8 10 12 13 14 15

Opportunity Attacks

After moving into an enemy's melee reach, any further movement to another space will provoke an attack of opportunity. This makes getting into melee with enemies with longer reach than you more difficult as they will get an attack of opportunity on you when you move from where their reach starts, to be within 5ft of them.

Greatswords have a way to deal with this by using your bonus action to take the "deflect" action to nullify any attacks of opportunity as you move closer to an enemy. This does not nullify any attacks of opportunity for moving out of an enemy's threatened melee range.

Longswords can take this "deflect" bonus action as well, but only an opportunity attack from one enemy for moving within its threatened space instead of several.

Casters can use a level 1 version of their melee attack cantrips whenever they get the chance to make an attack of opportunity. This means that if your 5th level wizard would normally deal 2d10 lightning damage with shocking grasp, when using it for an attack of opportunity it instead deals 1d10 lightning damage. A caster with the Warcaster feat can use the full damage of their cantrips for an opportunity attack.

Weapons

Hemmed in is a condition I am coining for certain weapon abilities to take effect. When a creature is hemmed in there are fewer than 2 spaces next to them that are empty or occupied by an ally.

Example. A creature in a 5ft wide hallway that is within 5ft of an enemy is hemmed in. A creature in that same hallway with an ally in front of them and behind them both within the 5ft spaces next to them is not hemmed in.

Daggers get a +1 to hit and damage on melee attacks when their enemy is “hemmed in” or when they are being grappled by or grappling their enemy.

Reach. Because of the new attacks of opportunity rules if a creature moves from where your reach starts at 10ft to 5ft next to you you get an attack of opportunity against them. If however you are hemmed in you have disadvantage on attacks with weapons with reach.

Bludgeoning weapons get +1 to hit and damage against enemies wearing heavy armor. This bonus might apply to some monsters with natural armor made of large scales. The Warpick and the Morningstar also get this despite being piercing damage.

Greatswords gain the ability to “deflect” which nullifies any attacks of opportunity that occur because of moving through a creature’s threatened melee area as long as you are not moving away from them or out of their reach.

Longswords gain the ability to “deflect” like the greatsword but you can only deflect one attack of opportunity. Longswords can also be used as finesse weapons when one handed.

Martial Weapon Skills

Martial classes need a boost. All of them gain a new martial weapon skill every level from 3rd-18th.

Hamstring/Kneecap. Requirements. Level 3. STR or DEX of 15 or higher.

Target a creature's legs or wings to hamper its movement. Choose a creature you can see and make a skill check as a bonus action. Melee athletics, finesse melee acrobatics, ranged perception. Your next attack against this creature to hit before your turn ends deals half damage but forces the target to make a Con save against your skill check or have their movement halved till the end of their next turn. If you Crit on this attack you do not deal extra crit damage, but your attack damage is not halved and the creature automatically fails its saving throw. For Ranged attacks If the target is lightly obscured or has half cover, your perception check suffers a

-2 penalty. Heavily obscured or $\frac{3}{4}$ cover your perception check suffers a -5 penalty. You cannot use passive perception for this check and any boost to your passive perception will not apply here.

Rush attack. Requirements. Level 3. STR of 15 or higher.

Choose a target and move in a straight line at least 15ft towards it until you are within melee range, your next melee attack against that creature deals extra damage equal to your STR modifier. Monks can use DEX instead for monk weapons. If this is a shove attack you have advantage. If the 15ft you move through before you reach your target is difficult terrain, or your movement is reduced in any way you cannot use this skill.

Cleave. Requirements. Level 5. STR of 15 or higher.

Usable on 2 handed Slashing damage weapons, including versatile if 2 handed.

As a bonus action make an athletics check DC 15. On a success your next attack roll can target two opponents if they are within 5ft of each other and within 5ft of you. If you use a greataxe you can target 3 opponents in this way.

Throng Shot. Requirements. Level 5. DEX of 15 or higher.

Usable on ranged attacks with ranged or thrown weapons.

As a bonus action after you miss a ranged attack, your attack might hit an enemy behind your initial target. Choose a secondary target that is the same size or larger than the first target within a line that includes you, your initial target, and your secondary target. This line's length is the minimum range of your ranged or thrown weapon attack and 5ft wide. Make a new attack roll for the secondary target. If you are using a longbow and you miss your secondary target you can make an attack against a third target. You cannot use this feature if you roll a critical fail on an attack.

Deadly Shot. Requirements. Level 5. DEX 15.

Usable on Bows, Crossbows, and throwable finesse weapons.

Choose a target you can see within minimum range of your weapon and as a bonus action make a perception check DC 15. On a success your crit range for your turn is 17-20 against that target. Each attack you make during your turn raises the crit range by 1 till it is that weapon's normal crit range again. If the target is lightly obscured or has half cover, raise the DC by 2. Heavily obscured or $\frac{3}{4}$ cover raises the DC by 5. You cannot use passive perception for this check and any boost to your passive perception will not apply here. Each time you crit outside of the normal crit range the skill DC increases by 1. The DC resets on a short rest.

Deadly Needle. Requirements. Level 5. DEX 15.

Usable on piercing melee finesse weapons.

Choose a target you can see and attempt to penetrate their weak spots, as a bonus action make a slight of hand check DC 15. On a success your crit range for your turn is 17-20 against that target. Each attack you make during your turn raises the crit range by 1 till it is that weapon's normal crit range again. Using this Skill raises the crit range of daggers to 16-20.

Each time you crit outside of the normal crit range the skill DC increases by 1. The DC resets on a short rest.

Armor Crusher. Requirements. Level 5. STR of 15 or higher.

Usable on Bludgeoning weapons, the Warpick, and the Morningstar.

As a bonus action make an Athletics check DC 15. On a success you have advantage on attacks against enemies wearing heavy armor and this weapon's +1 to damage against heavy armor becomes a +2 till the beginning of your next turn. This bonus might apply to some creatures with natural armor made of large scales. Each time you successfully use this skill the DC increases by 1. The DC resets on a short rest.

Speedy Slash. Requirements. Level 5. DEX 15.

Usable on slashing melee finesse weapons.

After using your action to attack and making all your attacks with a slashing finesse weapon. As a bonus action make an acrobatics check DC 15, on a success you can make an extra attack with a slashing melee finesse weapon. Each time you successfully use this feature the DC increases by 2. The DC resets on a short rest. If you are dual wielding slashing melee finesse weapons as part of the bonus action used to use your offhand attack you may use this feature for 2 offhand attacks instead of just one, but the Acrobatics DC starts at 20 instead of 15.

Grounded Thrust. Requirements. Level 5. STR of 15 or higher.

Usable on 2 handed (versatile when 2 handing) piercing weapons. Spend all of your movement to gain advantage on all your melee attacks with this weapon till the start of your next turn. Cannot use this skill if you are hemmed in.

Fighting Style. Requirements. Level 7. STR or DEX of 15 or higher.

Choose one of the Fighting styles available to the fighter at first level that you do not already know. You may take this skill as many times as you wish, each time pick a new fighting style.

Rogues

3rd level the Rogue gains the martial weapon skill Hamstring/Kneecap.

5th, 6th, and 11th level. Choose one of these three martial weapon skills. Deadly shot, deadly needle, Fighting Style.

7th level. Gains the extra attack feature.

Spells:

Witch bolt. Such a cool spell but when you read the fine print and realize that the secondary damage is lower than your cantrips at higher levels you quickly realize what a terrible spell it is. This is how I would change it.

Witch bolt: After casting the spell within 30ft the range of the spell then increases to 40ft. The initial damage increases with higher level slots as before and subsequent damage increase with higher slots as follows. Secondary damage 2d12 with a 2nd level slot, 3d12 with a 4th level slot, 4d12 with a 6th level slot, 5d12 with a 8th level slot.

Barkskin. A 2nd level concentration spell lasting 10 minutes for an AC of 16 is only for druids with no dexterity, it's frankly a terrible waste of your concentration and if you have a dex of 16 or higher with leather armor and a shield you already have an AC of at least 16. Here's how I'd change it.

Barkskin: the target's base AC is 14 + dexterity modifier. Not a concentration spell. And lasts 8 hours.

Blur

Bonus action cast.

Blink

Bonus action.

Charm person

When the spell ends the target makes an investigation or insight check whichever is higher against your spell save DC to see if it realizes that you had charmed them. Depending on the circumstances they might have advantage on the roll. For instance if the target already had a negative opinion of you or they are generally unfriendly to everyone.

Enlarge/Reduce

Bonus action cast.

Mirror Image

Duplicates have the same AC as you do. Bonus action to cast.

Cantrips

Acid Splash

1d8, 5 ft radius, 60ft, Evocation.

Blade Ward

2 rounds instead of 1.

Chill touch

New name Touch of the Grave.

1d10 touch spell.

Dancing lights

No concentration. Spell ends if you are incapacitated or unconscious. Range of 60ft.

Friends

Doesn't work for intimidation. Not guaranteed to know they were affected or become hostile after. They might be suspicious depending on the target and the situation. Once used on a target you cannot target them again with it for 24 hours.

Infestation

1d8 damage.

Lightning Lure

Becomes a lightning version of Thornwip.

Poison Spray

60ft, 1d12 attack roll.

Primal Savagery

1d12. A draconic sorcerer specializing in acid damage can learn this cantrip.

Produce Flame

60ft, 20/20ft light. When you use an action to throw the flame a new flame appears in your hand. You can also do a melee attack instead of ranged.

Sacred Flame

1d10

Shillelagh

Cannot make use of the extra attack feature. Lasts 24 hours. Or when you dismiss it with a bonus action. The damage also becomes force damage and you gain an extra 1d8 force damage at 5th 11th and 17th level.

Shocking Grasp

1d10 on a hit the target cannot make attacks of opportunity but can still use reactions. No advantage on metal.

Vicious Mockery
1d6

Word of Radiance/Thunderclap/Swordburst
1d8.

True Strike
Your next 2 attack rolls against the target have advantage. Lasts 3 rounds till the end of your 3rd turn or until you make the 2nd attack, whichever comes sooner. No concentration.

My own Cantrips.

Flaming Hand
1d12 fire damage melee attack. Damage increases at 5th, 11th and 17th level.
Wizard, Sorcerer, Warlock.

Chill Touch
1d10 cold damage melee spell attack. Movement of the target is reduced by 5ft for one turn, does not stack with frostbite. Damage increase at 5th, 11th and 17th level.
Wizard, Sorcerer, Warlock.

One D&D Spells:

Arcane Eruption:

Damage increases to 8d6 but if the incapacitated condition is selected then 10 damage is subtracted from the total damage dealt.

Chaos Bolt:

Instead of 2d8 +1d6 and upcast getting additional 1d6 per spell level. 1st level cast gets 3d8 Plus upcast gets 1d8 per additional level upcast. All additional d8s count for the possibility of the spell being duplicated however when the spell is duplicated only a 1st level cast is duplicated even if the initial spell was upcast so the duplicate will always be 3d8. The duplicate spell can target the same target. But no more than twice. If more duplicates occur they must target other creatures.

Sorcerous Burst:

1d10 damage. If you roll a 10 add another 1d10 to the damage.

Sorcery Incarnate:

At the beginning of each turn you regain 1d4 sorcery points.

Whenever you cast a spell that requires a saving throw choose one target to impose disadvantage on that saving throw.

Sorcerous Vitality:

Healing changes to 3d8 plus charisma modifier plus 1d8 per spell level upcast.

Create Spell:

You can only have one created spell in your spellbook at a time. Creating a new spell destroys the alterations to the last one you modified in your spellbook.

One D&D changes:

Arcane Apotheosis:

You still suffer the possibility of losing the ability to cast wish if you choose one of the non spell replicating options. Though you do not lose the ability to replicate spells if you lose the ability to cast wish. You simply lose the other options of the wish spell. You can only replicate spells of level 1-5. If you replicate a spell of 6-8 you will use a 9th level slot.

Druid:

When you Assume your wild shape your HP and Maximum HP are increased by half your normal HP maximum while you are in your wild shape. They decrease the same amount when you take your normal form.

Sorcerer:

Dragon Wings:

Level 14. Just switch it back to you gain a flight speed equal to your walking speed. Tying it to the Sorcery incarnate spell is dumb and a huge unnecessary nerf to the ability.

Warlock:

Spell slots same as the OG Warlock with normal spell level progression and recharge on a short rest. However you also get one spell slot of the lower level spells that you have overtaken that are only regained after a long rest. So a 3rd level warlock will have 2 spell slots of 2nd level that

are regained after a short rest as well as one 1st level spell slot that is regained after a long rest. A 5th level warlock will have 2 3rd level spell slots that regain after a short rest as well one 1st level slot and one 2nd level slot that are regained after a long rest.

Hex Master level 18. Hex no longer requires concentration.

Eldritch invocations:

Level Invocations

1st	0
2nd	2
3rd	2
4th	2
5th	3
6th	3
7th	4
8th	4
9th	5
10th	5
11th	7
12th	7
13th	9
14th	9
15th	11
16th	11
17th	12
18th	12
19th	12
20th	12

Eldritch Invocations:

Ascendant Step:

Prerequisite is 5th level instead of 9th level.

If a wizard can cast fly at 5th level then a levitating at will at 5th level is not OP.

Master of Myriad Forms:

Prerequisite is 5th level instead of 15th level.

Yes its better than disguise self but it requires concentrations which makes up for that so a 5th level requirement makes you have to invest in Warlock to get it without a needlessly high level requirement.

Otherworldly Leap:

Prerequisite is 5th level instead of 9th level.

Once again there is no reason to have the level requirement be so high. A 5th level wizard can cast fly so jumping greater distances is not super OP.

New Invocations:**Fey Skin:**

Prerequisite 7th Level.

You can cast Barkskin at will on yourself.

Archfey Warlock Pact.

Fey Presence now can be used as a bonus action.

I Played an Archfey pact Sorlock once and never once used this ability cause there are much better things you can use your action with than the possibility of making a few enemies standing close to you charmed or frightened of you for only one round. Hence the change.

Pact Familiar

AC is 12+ your spell ability modifier

Your familiar has spell resistance.

Your familiar is proficient in Perception Stealth and Acrobatics. Your Proficiency bonus is their proficiency bonus.

Your familiar's normal attack damage is instead your spell ability modifier + half your level rounded up.

Favor of the Chain Master:

This Invocation should just be included with Pact Familiar at 5th level.

Improvement to familiars:

One additional special feature for familiars. Flying Creatures you can choose between Skilled or Flyby. Land and Water Creatures you can choose between Poison Bite and Skilled. You make this choice when you cast find familiar. If you have a Pact Familiar your familiar has both Flyby and skilled.

Flyby: Flying creatures gain the flyby ability meaning they do not provoke attacks of opportunity.

Poison Bite: Land and water creatures gain the poison bite ability. When your familiar successfully hits a creature it must make a Con save DC your spell save or be poisoned for 2 rounds. The condition begins when the attack happens and ends at the end of the creatures 2nd turn after being poisoned. After being poisoned in this way that creature then cannot be poisoned from your familiar for 24 hours.

Skilled: Your familiar is proficient in Perception Stealth and Acrobatics. Your proficiency bonus is their proficiency bonus.

Storm Sorcerer: same as Xanathars guide but you choose two spells from the unearthed Arcana storm sorcerer's bonus spells list of a level you can cast. These spells do not count against your spells known and can be swapped out for other spells on the bonus spell list each time you level up.

Mithril Armor:

For armor that already does not impose disadvantage on stealth checks such as chain shirt and breastplate, for mithril armor of this type you may double the dex amount added to AC so instead of max +2 it would be max +4.

Dragonborn:

Breath weapon is a bonus action to use.

Counterspell in practice:

So this one is for my counterspell peeps. Whenever an enemy casts a spell, I will say "the mage (or other) casts a spell on themselves/on you (someone else)/in this area or on multiple people." Then if you want to counterspell you can do an arcana check to know what the spell is to determine if you want to counterspell it, you automatically know what spell is if you know it or it is in your spell book or if you have seen it cast many times already. If the spell is on your spell list it will be easier than if it is not on your spell list. Also you cannot counterspell a reaction spell unless you are hasted.

Arcana

Your spell list

10 its a damaging spell, it creates a condition, its 3rd level or lower.

15 you recognize the spell.

Not on your spell list

15 its a damaging spell, it creates a condition, its 3rd level or lower.

20 you recognize the spell.

The closer you are to a 15 or a 20 the more info on the spell you might get.

Dealing with multiple allies:

Rather than spend a lot of time on NPC allies turns or fabricate some nonsense reason why they can't help you I will use this system to deal with them in combat.

When you have multiple allies they will face off with a relatively equal number of enemies effectively boiling down multiple turns into one turn. DM determines an HP base based on each group's health AC defensive abilities and defensive position. A save DC is also determined by the groups save DC possible damage output and offensive spells abilities strategic advantage etc.

HP will generally be around 60.

Roll initiative for the group of enemies facing the allies. Both these enemies and the allies facing them go on this turn.

Roll a d20 as a save for each group against the other groups save DC. if they fail they take 10 damage.

When a group's HP goes down to 0 they flee as a small group of survivors or they all die. Even a surviving group might have a few losses in life if the group has lost a lot of HP.

If the party does something that would affect the other groups the groups effected will lose up to 10 hp depending on the severity of the effect. This could be through some kind of area effects such as slow plant growth or fireball. Positive effects heal the effected group up to 10 hp depending on the effect.

If your allies prevail before the party has finished your allies will lower the hp of your remaining enemies by 5-10 hp until they flee or are killed.

2 handed weapon mounted combat

You have disadvantage on all attacks with 2 handed melee weapons while mounted, unless its like a javelin or or a Lance or something similar.

You have disadvantage on all attacks with 2 handed ranged weapons while mounted unless you make a DC 5 handle animal check.