Table Rules & Quality of Life

Quick Reference for Players

Potions:

- **Bonus Action:** Roll HP (Uses Obj. Interaction)
- **Action:** Max HP
- **Feed Ally:** Action (Roll HP)

Combat:

- **Surprise:** = Disadvantage on Initiative
- **Shared Init:** = Allies act simultaneously on ties
- **Weapon Swap:** = Free (Stow + Draw)
- **Crits:** = Max Die + Roll
- **Flanking:** = Advantage

Exhaustion (2024):

- **Level 1-5:** -2 to Rolls/DC & -5ft Speed per level.
- **Level 6:** Death.

Combat Mechanics

Ambush Initiative (2024 Rule)

This campaign uses the updated 2024 rules for surprise:

If a combatant is surprised (as determined by **Stealth** vs. **Passive Perception**), they roll **Initiative with Disadvantage**.

- **No Lost Turns:** Surprised creatures do **not** skip their turn, and they can use reactions immediately. They simply are likely to act later in the turn order due to the disadvantage roll.

Shared Initiative

If two or more allies (players or monsters) roll the same Initiative count, they take their turns **simultaneously**.

They can interweave their actions, movement, and bonus actions freely. (e.g., Player A moves into position, Player B casts a spell, and then Player A attacks).

- **Summons & Companions:** Controlled creatures that share your initiative (e.g., *Summon Undead*, *Steel Defender*, *Beast Companion*) act simultaneously with you, ignoring any rule stating they must act "after" you.

Flanking

Flanking is allowed. When a creature and at least one of its allies are adjacent to an enemy and on opposite sides or corners of the enemy's space, they flank that enemy, and each of them has advantage on melee attack rolls against that enemy.

Impactful Criticals

When you (or a monster) score a critical hit, do not roll your damage dice twice.

Instead, the extra damage is the **maximum possible result** (so 1x normal roll, 1x max). This applies to **all** damage dice involved in the attack (including Sneak Attack, Smite, etc.).

- **Formula:** `Max Die Value` + `Roll` + `Modifier`
- **Example:** A Greataxe (1d12) crit with +3 STR would be: `12` (Max) + `1d12` (Roll) + `3` (Mod).

Ranged Attacks in Melee

Being within 5 feet of a hostile creature does not automatically impose disadvantage on your ranged attack rolls.

Disadvantage is **only** imposed on ranged attacks if:

- You make a ranged attack against a creature that is **within 5 feet of you** (Point Blank).
- You are threatened by **two or more** hostile creatures within 5 feet of you (Surrounded).

Line of Fire (Cover): Standard cover rules still apply. If you shoot *past* a creature (friend or foe) to hit a target behind them, that target benefits from **Half Cover (+2 AC)**.

Fluid Weapon Swapping

You may stow a weapon (or set of weapons) and draw a new weapon (or set of weapons) as a single, combined **Free Object Interaction**.

- **Example:** You can sheath your Greatsword and draw a Longbow in the same turn without wasting your Action.

Potions & Consumables

Potion Mechanics

Administering a *Potion of Healing* offers tactical choices between speed and efficiency:

- **Drink as Bonus Action:** You consume the potion quickly. **Roll the dice** for hit points restored as normal. This uses your free Object Interaction for the turn.
- **Drink as Action:** You take the time to drain every drop. You regain the **maximum** possible hit points the potion can provide.
- **Administer to Creature:** Feeding a potion to another creature always requires an **Action** and requires the player to **roll** for hit points.

Conditions

Exhaustion (2024 Rule)

The complicated 2014 Exhaustion table is replaced with a cumulative penalty system (Levels 1–6).

- **The Effect:** For each level of Exhaustion, you suffer a **-2 penalty** to all d20 Tests (Attack Rolls, Ability Checks, Saving Throws) and your Spell Save DCs.
- **Speed:** Your Speed is reduced by **5 feet** per level.
- **Death:** You die if you reach **Level 6** (-12 penalty / -30ft speed).