

OFFICIAL HOUSE RULE DOCUMENTS

ENCUMBRANCE:

- Each character can carry a number of items ("THINGS") equal to his Strength Score.
- If he carries more THINGS than this, he suffers a -1 penalty to all rolls and -5 feet to movement for each additional THING.
- A sack of 1000 coins (about 10 pounds) counts as 1 THING
- A full backpack containing up to 6 THINGS counts as a single THING
- One of the standard packs given in the Player's Handbook counts as a single THING, except the Diplomat's Pack (it is held in 12 cubic foot chest, which makes it too bulky for one person to carry effectively—if the chest is replaced with a backpack, it's a THING).
- Packs, Bags, Quivers, Scabbards and Pouches do not count as a THING separate from their contents
- Any item that has a weight of 0 pounds does not count as a THING
- Clothes that you are wearing do not count as a THING.
- 5 days of food (or any fraction thereof) counts as 1 THING

INJURY:

In order to encourage the use of multiple characters during the campaign, let us say that if a character is wounded below 1 hit point during a session, then he must sit out the following session and one of the player's other characters must be used. This mandatory rest session happens even if the character gets back on his feet and continues to act during the session where he was injured. It can be put off for a session if there is a legitimate story reason for him to keep going (the quest is in progress and we stopped in the middle of the action etc.).

WEAR AND TEAR:

At the beginning of each adventure session, the DM rolls 1d4, which is the number of equipment cards, modified by the Maintenance level spent, that are affected by Wear and Tear. Each person puts down all the cards carried by the active character. The person to his right picks the number of cards rolled by the DM from his cards. Each of those items that is leather, wooden, cloth or other organic material is ruined and discarded. Each item that is metal, stone or other hard substance is marked with a P for "poor quality" and the first time it is subsequently used, roll 1d6, and if a 6 is rolled, the object breaks.

Magic items and spell books are immune to wear and tear, except for potions and scrolls. Scrolls (and all other writings) are saved from wear and tear if placed in a scroll case, which is ruined in place of its content. Potions are destroyed by wear and tear unless put into a metal container, which is marked P. Magical foci are subject to wear and tear as other objects.

MAINTENANCE:

Level	Price/Day	Per fortnight	Wear and Tear	Hit Point Roll
Wretched	0	0	+3	Worst of 3 or avg.
Squalid	1sp	14sp	+2	Worst of 2 or average
Poor	2sp	28sp	+1	Worse of 1 or average
Modest	1gp	14gp	0	Average
Comfortable	2gp	28gp	-1	Better of 1 roll or average
Wealthy	4gp	56gp	-2	Best of 2 rolls or average
Aristocratic	10gp	140gp	-3	Best of 3 rolls or average

At the beginning of each 2-week game session, each character must pay maintenance for the week. He then rolls his Hit Points for that 2 week period. His first-level HD is always maximum, but he re-rolls the other dice based on the level of maintenance spent.

Example 1: Slappy of Windmill Farm is a 4th level fighter and so has 4d10 hit dice. He has a CON bonus of +2. If he paid 56gp in maintenance, he'd be considered living "Wealthy." He would get 10 hit points from his first die, then would roll 3d10 twice and take the better of the totals rolled, or take the average result (15 hp) if both totals were less than 15. Say that he rolled average, He'd add 10, plus 15, plus 8 (for CON) for a total of 33 Max. HP for the game session.

Example 2: Snakey Varmint, is a 4th level rogue and so has 4d8 hit dice. He has a CON bonus of +1. If he paid 14sp in maintenance, he be living "Squalid". He would get 8hp for his first level die, and then would roll 3d8 twice, taking the lower of the 2 results or the average (12 hp) if both rolls were above 12. Say that his worst total was 6, he'd add 8+6+4(con) for a total of 18 Max hp for the game session.

Maintenance and Wear and Tear Examples:

Say the DM rolls his 1d4 for Wear and Tear and get a "3". Slappy would subtract 2 from that number, and only have 1 item suffer wear and tear. Snakey would add 2 to that number and have 5 items suffer wear and tear.

XENON POINTS

Advancing from level to level is accomplished by accumulating Xenon Points (XP).

- When a player shows up to a game session, all the characters in his character tree gain 1 XP.
- Whichever of his 3 characters takes part in the night's adventure gains 1 additional XP.
- If the goal of the adventure session is met, the active character gets a third XP.
- If the goal of the session is not a particular mission, but a self-motivated treasure hunt, the individual character must acquire 500gp or more in order to gain the third XP.
- The DM for the game session gets the same XP award as the average player present, and an amount of treasure equal to the average of treasure taken. He gets no magic or other items however. His characters may still do downtime activities.
- In order to advance a level, a character must take active part in at least 1 session.
- Any character wounded to 0 hit points must sit out the subsequent session.

CHARACTER ADVANCEMENT TABLE

XENON POINTS	LEVEL	PROFICIENCY BONUS
0	1	+2
6	2	+2
12	3	+2
18	4	+2
24	5	+3
30	6	+3
39	7	+3
48	8	+3
57	9	+4
66	10	+4
75	11	+4
84	12	+4
96	13	+5
108	14	+5
120	15	+5
132	16	+5
144	17	+6
156	18	+6
168	19	+6
180	20	+6

SPECIAL FOODS: several special foods (Frank's Awesome Pie, Mighty Dwarf Haggis, and Grape Nuts for example) are available in Newport. These can cure/heal hit points when consumed. Several rules apply:

- The foods can only be eaten during a short (or long) rest
- The healing effect can only be gained from one serving of 1 food maximum during any short rest.
- The foods cannot revive characters at 0 hit points.
- Player Characters can never make or craft the special foods.