

# SPICE UP COMBAT

D&D allows a lot of possibilities for epic combat. Below you find two supplemental rules. Hero Chips will entice players to do more crazy stuff in the game, while the Stunt system will bring more flair into combat. Both systems work together, and optionally the Hero Chips can be used within the Stunt mechanic.

## HERO CHIPS

Hero Chips are small rewards for roleplay. While exceptional roleplay can be awarded with experience points, in the long run this creates imbalance in a party. Hero Chips are smaller rewards, and can be used to improve d20 roll results later in the game.

### EARNING HERO CHIPS

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Hero Chips are awarded by the DM after a player makes his character do something that flavours his character or livens up the game session. This can be anything, as long as it uses the player's imagination.

For instance, making Bob the Barbarian run around a table to hit a guard would not be granted a Hero Chip. Making Bob slide over the table Dukes of Hazzard style to get to the guard, might be enough for the DM to award a Hero Chip.

A character can at any time only own 1 Hero Chip. Doing something awesome while you already have a Hero Chip, is just you doing something awesome!

### PHYSICAL CHIPS

The name "Hero Chip" was originally created because poker chips were used as tokens. Any other physical token can be used for this purpose.

### USING HERO CHIPS

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Each player can use their Hero Chip when any d20 roll is made. Each Hero Chip used on a d20 roll will improve the result by a number of points equal to their Proficiency Bonus.

Multiple Hero Chips can modify the same roll, so if a check is really important, every player can improve the result even more. In this case, every Hero Chip will add a bonus to the roll equal to the Proficiency Bonus of the character who made the roll.

Typically, Hero Chips must be used before the result of the check is known.

### VARIANT: REDUCE ROLL RESULTS

In addition to the normal use of the Hero Chips, your group can agree to let the players use their Hero Chips to lower the result of any d20 roll made by the DM.

When used in this way, the result is lowered by an amount equal to the Proficiency Bonus of the character who used the Hero Chip.

## STUNTS

Stunts are an adaptation from the Stunt system in the Dragon AGE™ and Fantasy AGE™ systems from Green Ronin Publishing.

Stunts are additional actions and effects that can be added to attacks. As a result, combat becomes more exciting and unpredictable.

### SCORING A STUNT

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You score a stunt whenever you roll an attack with a natural roll of 15 or higher that successfully hits.

When you score a stunt, you gain 1d4 stunt points. On a natural 20 roll, do not roll 1d4 but instead gain 6 stunt points. This replaces the normal rules for critical hits.

### VARIANT: HERO CHIPS AND STUNTS

If Hero Chips are used in the game, they can be used to generate stunts or gain more stunt points.

**Generate stunt:** When an attack roll successfully hits, but is not high enough to score a stunt, a Hero Chip can be used to generate a stunt with an amount of stunt points equal to the active character's Proficiency Bonus.

**Gain stunt points:** When a stunt is scored, a Hero Chip can be used to generate extra stunt points equal to the active character's Proficiency Bonus, up to a total of 6.

### USING STUNT POINTS

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Directly after gaining the stunt points, you can alter or augment your attack by choosing stunts from the table below. All stunt points can be spent, and different stunts happen in the order that you choose. Each stunt can only be chosen once, and unused stunt points disappear after the attack.

### STUNT TYPES

Stunt points can be spent when making melee, ranged or spell attacks. Consult the table below to find out if a stunt can be used with your type of attack.

## STUNTS LIST

STUNT POINTS	TYPE	DESCRIPTION
1	Ranged	<b>RELOAD WEAPON</b> Ignore the 'loading' property of your weapon once, and reload it for free.
1-3	Spell	<b>CHANGE SPELL</b> You change the way your spell looks, sounds or smells. These changes have no effect on the damage or damage type, and cannot make the spell effect invisible or inaudible.
1-6	Melee Ranged Spell	<b>MOVE TARGET</b> You can move the target up to 5 feet per spent stunt point in a straight line away from you. The target stops when it hits a solid object or another creature.
2	Melee Ranged Spell	<b>IMPROVE DEFENSE</b> You end your attack in a defensive position, and gain +2 to your armor class until the start of your next turn.
2	Melee Ranged Spell	<b>MIGHTY BLOW</b> Your attack deals an extra 1d6 damage.
2	Melee	<b>GOAD OPPONENT</b> Make a Deception or Intimidation check contested by the Insight check of one creature within 30 feet of you. If you win the check, that creature can attack only you in its next turn.
2	Spell	<b>PROLONG SPELL</b> Your spell lasts for 150% of the duration, or you can concentrate on it 150% longer (rounded down).
3	Melee Ranged Spell	<b>KNOCK PRONE</b> Your attack throws the target to the ground, and it is prone.
3	Melee Ranged Spell	<b>BOOST MORALE</b> An ally of your choice who can see or hear you gains advantage on one attack, save or ability check in its next turn.
3	Melee	<b>DISARM OPPONENT</b> Make an Athletics check contested by the Athletics or Acrobatics check of the target. If you win the check, the creature drops its weapon at its feet.

STUNT POINTS	TYPE	DESCRIPTION
3	Spell	<b>STRENGTHEN SPELL</b> Your spell's effect increases as if it was cast using a spell slot of 1 level higher. This does not affect the actual spell slot used.
4	Melee Ranged Spell	<b>IGNORE RESISTANCES</b> Your attack ignores all the target's resistances.
4	Melee Ranged	<b>LIGHTNING ATTACK</b> You can instantly make an additional attack against the target. A weapon that needs to be reloaded cannot be used for this attack. The extra attack cannot score additional stunts.
4	Spell	<b>QUICKENED SPELL</b> You may use your bonus action to cast another spell you have prepared. The spell can have a casting time of 1 action or less and uses a spell slot as normal. The extra spell cannot score additional stunts.
4	Spell	<b>MAGICAL BARRIER</b> All single-target attacks made against you until the start of your next turn miss unless the attacker succeeds on a Wisdom saving throw against your spell save DC.
5	Spell	<b>FREE CONCENTRATION</b> This spell does not require concentration for the duration, and lasts its full duration unless dispelled.
5	Melee Ranged Spell	<b>DEADLY BLOW</b> Your attack deals an extra 2d6 damage.
6	Spell	<b>FREE SPELL</b> This spell does not use up a spell slot for this casting.
6	Melee Ranged Spell	<b>CRITICAL HIT</b> All damage dice used for this attack are doubled.