



# Renaissance Guy's House Rules

for the Fifth Edition of the World's Greatest Roleplaying Game

## Target Numbers

The **TARGET** number for all PC rolls will be displayed prominently on the table for all to see. The DM changes it between encounters or as suits their whim and caprice.

- Need to attack an orc? Roll against the **TARGET!**
- Need to jump over a chasm? Roll against the **TARGET!**
- Need to pick a lock? Roll against the **TARGET!**
- Need to roll to do anything? Roll against the **TARGET!**

A particular task might be **EASY** or **HARD**. The DM will tell you.

- Doing something **EASY**? Roll against the **TARGET -3**.
- Doing something **HARD**? Roll against the **TARGET +3**.

## Cinematic Advantage

Do something cinematic during an encounter for **ADVANTAGE**.

- Swing from a chandelier to kick a hobgoblin in the face.
- Slide under an ogre's legs to slash at his loins.
- Jump on the back of a cave troll to stab him.

Awesome, right? Here's how it works.

- Describe your cinematic maneuver.
- The DM tells you if it's **EASY** or **HARD** and tells you the *bad stuff* if you fail (it's usually **DISADVANTAGE**).
- You decide if you still want to do it and roll the **TARGET!**
- Success? You just got **ADVANTAGE** on your roll!
- Failure? Ruh roh!

## Dramatic Tasks

During an encounter you might need to do something dramatic that could take a couple rounds.

- Bashing in a door.
- Climbing a wall or cliff.
- Picking a lock.
- Deciphering some ancient text.

These are dramatic tasks. Here's how they work.

- The DM gives the task a point value, known only to them.
- A successful roll against the **TARGET (EASY or HARD)** reduces that point value by D6.
- When it reaches 0, the task is done.

## Clockwise Initiative

The PCs roll initiative normally. The DM rolls an unmodified D20. Highest roll goes first and play proceeds clockwise around the table. Crazy! Right?

You can and totally should game this mechanic.

- Got the highest initiative bonus? Sit to the left of the DM so they're unlikely to go first.
- Playing a cleric? Sit to the right of the other PCs so you can buff and heal before they act.
- Playing a rogue? Sit to the left of the other PCs so you can get flanking before attacking.
- Got a better idea? Do that!

No, you can't change seats in the middle of combat. Yes, you can do it between encounters.

## Timers

During their turn or at the start an encounter, the DM may roll a D4. This is a **TIMER**. It is displayed prominently on the table for all to see and it counts down to *something bad*.

What's the bad thing? You don't get to know until it happens!

- On their turn, the DM reduces the number on the die by 1.
- If it's already at 1, the DM removes the die and the **TIMER** triggers.

These are not my creations, just creations that I have appropriated and modified. Props to Hankerin Ferinale at [Runehammer Games](#) and [Sly Flourish](#) for these awesome additions to the World's Greatest Roleplaying Game.