

For the City of Oshuamp campaign setting, we decided to incorporate a few additional Homebrew/Variant Rulesets to experiment with their impact on the game. Some of these selections are for a gritty, realistic experience, and some are to make combat feel more dynamic. A few are designed to increase social or environmental depth.

For credit purposes, Giffyglyph is a brilliant creator and deserves fair recognition for the Survival Conditions, Magical Burnout, and the idea of Tempering equipment. The Damaged Condition we use is quite similar, but a bit more player friendly and applied less frequently. However, it is very similar to his Darker Dungeons recommendation.

1. **Damaged Condition/Tempering:** A system created to show, similar to a Rust Monster's effect, the natural degradation of a player's equipment through the course of a campaign.
2. **Dying Ruleset:** We love the **Wounded** Condition from Pathfinder, and have adopted their **Dying** Condition as well to match. As the campaign is treacherous and brutal, being able to get back up in combat quicker is important, but the threat posed from repetitive downing should be present. We also permit certain actions to be taken while **Dying**, at the cost of an additional **Death Save with Disadvantage**.
3. **Flanking:** Advantage is too strong (we agree XP to level 3) but we also think while a flat +2 (sorry taking 20) is great for mechanical understanding, it doesn't have cooperative elements we wanted. We have modified the **Cover** Rules and applied it to **Flanking**, giving a +5 with 3/4<sup>th</sup> and then +5 and advantage for full flanking.
4. **Inspiration:** Follows the normal rules, but also can be used by a **Dying** player to self-stabilize at 1 HP, or can be given to another player within 10ft with their **Reaction**. We wanted to promote cooperative team play, and this seemed like a great opportunity for it, and make **Inspiration** more diverse.
5. **Magic Burnout:** This is taken directly, and with little adjustment, from **Giffyglyph's Darker Dungeons**. I did not want to make many changes to it because we believe the system itself is brilliantly crafted and wanted our first experience with it to be 100%.
6. **Mystic Burnout:** I had to modify for Psi points, but it is the same table as **Magic Burnout**.
7. **Reputation:** I crafted a system based on comparable video game structures to give the players' a physical representation of their standing with specific NPCs, Districts, Guilds, etc. The Reputation system has unlocks associated with it, and bonuses for social interaction-based rolls.
8. **Survival:** This is also from **Giffyglyph's Darker Dungeons**. I wanted something to thematically match the environment for Oshuamp, and the harsh terrain/environment portions of the Dungeon Master's Guild simply didn't feel like enough. As I began to create my own, I found Giffyglyph's, and it was pretty much everything I was aiming for, done already!
9. **Training:** Additional Proficiencies, languages, and some Background features can be earned through gold and time commitments. As the campaign progresses, the players'

focus should still have a sense of personal accomplishment and development, outside of side quests. This lets a Character grow into something concentrated, focused, and planned. (I also hate the **Skilled** feat and don't want players to waste an ABI.)