Streetfinder

House Rules

August 18, 2014

Contents

1 Races

1.0.1 Human Racial Traits

- **Abilities:** Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Humans are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Humans have a base speed of 30 feet.
- **Bonus Feat:** Humans select one extra feat at 1st level.
- **Skilled:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Diet:** omnivorous

1.0.2 Wiedergänger Racial Traits

- **Abilities:** +2 Constitution, -2 Charisma, and +2 to any ability of their choice. Effectively Wiedergänger retain the human floating bonus, but add modifiers to Constitution and Charisma.
- **Medium:** Wiedergänger are Medium creatures and have no bonuses or penalties due to their size.
- **Slow and Steady:** Wiedergänger have a base speed of 20 feet. This speed is never reduced due to armor or load.
- **Darkvision:** 60ft.
- **Half Dead (Ex):** Wiedergänger can be harmed/turned by positive energy Channeled to harm or turn undead, and healed/commanded by negative energy Channeled to heal or command undead. If a Wiederänger is affected by a Command Undead Channel, treat the effect as a Command Undead instead of a Control Undead spell. Positive energy spells cast on the Wiedergänger with the intent to cause damage do so. Negative energy spells cast on the Wiedergänger with the intent to heal (undead) do so.
- **Half Alive (Ex):** Wiedergänger can be healed by positive energy Channeled to heal the living, and harmed by negative energy Channeled to injure the living do so. Positive energy spells cast on the Wiedergänger with the intent to heal damage do so. Negative energy spells cast on the Wiedergänger with the intent to injure do so.
- **Death's Mantle (Ex):** Wiedergänger get a +4 to saving throws against poisons and diseases (including magical diseases) and +2 against mind-affecting effects. Wiedergänger also take no penalty from energy-draining effects, though the character can still be killed if it accrues more negative levels than it has Hit Dice. After 24 hours, any temporary negative levels a Wiedergänger has accrued are removed without the need for any additional saving throws.
- **Walking Corpse:** Wiedergänger do not heal normal and ability damage naturally.
- **Well-Preserved:** Wiedergänger start in the same age category they were in before their death, but from there on age at only one tenth the normal rate. Since many Wiedergänger forget some of their previous lifetime[a], it is not unusual for them to start adventuring as relatively low-level adventurers even if their death happened at advanced age (and perhaps level). It is actually rare for Wiedergänger to retain levels in NPC classes, and almost no Wiedergänger arise from characters who did not have any levels in PC classes before death.
- **Human Blood:** Wiedergänger are humanoids with the human subtype.
- **Unnatural (Ex):** The half-dead freak out normal animals, which leads to attacks and the need to defend themselves. Wiedergänger take a 4 penalty on all Charisma-based skill checks to affect creatures of the animal type except to cause fear, and receive a +4 dodge bonus to AC against animals. Animals' starting attitude toward Wiedergänger is one step worse than normal.
- **Diet:** Carnivorous

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[a]Which is why they don't have the human Skilled and Bonus Feat racial traits.

1.0.3 Saurian Racial Traits

- **Abilities:** +2 Strength, -2 Intelligence, +2 Charisma. Saurians have force of personality and just plain force, but aren't really deep thinkers.
- **Medium:** saurians are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** saurians have a base speed of 30 feet.
- **Natural Weapons:** saurians have two claws that strike for 1d4 damage (20/×2).
- **Stability (Ex):** saurians get a +4 to CMD to resist Bull Rush and Trip attempts while standing on the ground.
- **Relentless (Ex):** saurians get a +2 bonus to CMB to make Bull Rush and Overrun attempts while both opponents are standing on the ground.
- **Ferocity (Ex):** Once per day, when a saurian is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.
- **Subspecies:** Saurians start with a free *Race Trait*.
- **Diet:** Carnivorous

1.0.4 Skink Racial Traits

- **Abilities:** +2 to Dexterity, +2 to Wisdom, -2 to Strength. Small but fast, and highly intuitive.
- **Small:** +1 size bonus to Hit, +1 size bonus to AC, -1 size bonus to CMB and CMD, +4 size bonus to Stealth
- **Normal Speed:** skinks have a base speed of 30 feet.
- **Jumper:** skinks are always considered to have a running start when making Acrobatics checks to jump.
- **Twitchy:** skinks gain a +2 racial bonus to Perception and Acrobatics.
- **Prehensile Tail:** skinks have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.
- **Subspecies:** Skinks start with a free *Race Trait*.
- **Diet:** Carnivorous

1.0.5 Loira Racial Traits

- **Abilities:** +2 to Dexterity, +2 to Intelligence, -2 to Strength. Loira are nimble and focus on overcoming problems through thinking rather than main strength.
- **Small:** +1 size bonus to Hit, +1 size bonus to AC, -1 size bonus to CMB and CMD, +4 size bonus to Stealth
- **Slow Speed:** loira have a base speed of 20 feet.
- **Swim:** loira have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants. They can always take 10 on swim checks.
- **Hold Breath (Ex):** loira can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.
- **Scent (Ex):** loira race gain the scent ability (Bestiary 304).
- **Master Tinker (Ex):** loira gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Members of this race are also treated as proficient with any weapon they have personally crafted.
- **Diet:** Omnivorous, with a particular preference for fish and shellfish

1.0.6 Fiore Racial Traits

- **Abilities:** +2 to Dexterity, +2 to Charisma, -2 to Constitution. Fiore are beautiful and graceful, but also delicate.
- **Medium:** fiore are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Fiore have a base speed of 30 feet.
- **Humanoid Plant:** While technically a plant, an fiore has more in common with most humanoids. This commonality precludes them from having the same level of immunities as other plants. Instead, they have a +2 racial bonus on saving throws against mind-affecting effects, disease, paralysis, poison, polymorph, and stun effects. They are affected by spells that affect humanoids and by spells that affect plants.
- **Sun Heal (Ex):** fiore can heal themselves when exposed to sunlight. By basking in sunligfht for 20 minutes, the fiore heals as if he had a complete day of rest. Using this ability also provides the gramigna with one meal's worth of nourishment. If interrupted, the character must begin again. This ability can be used once per day.
- **Dreamspeaker (Ex):** fiore gain a +1 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that they cast. In addition, fiore with a Charisma score of 15 or higher may use dream once per day as a spell-like ability (caster level is equal to the user's character level). Fiore with Charisma less than 15 are immune to magical Sleep effects unless affected voluntarily.
- **Silver Tongued (Ex):** fiore gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.
- **Diet:** Omnivorous, also photosynthesis

1.0.7 Gramigna Racial Traits

- **Abilities:** +2 to any one ability. Gramigna are quite diverse.
- **Small:** +1 size bonus to Hit, +1 size bonus to AC, -1 size bonus to CMB and CMD, +4 size bonus to Stealth
- **Slow Speed:** gramigna have a base speed of 20 feet.
- **Humanoid Plant:** While technically a plant, an gramigna has more in common with most humanoids. This commonality precludes them from having the same level of immunities as other plants. Instead, they have a +2 racial bonus on saving throws against mind-affecting effects, disease, paralysis, poison, polymorph, and stun effects. They are affected by spells that affect humanoids and by spells that affect plants.
- **Protective Sap (Ex):** An injured gramigna who is at less than half of his maximum hit-point total gains a natural armor bonus of +2, due the tar-like sap oozing from his wounds.
- **Sun Heal (Ex):** gramigna can heal themselves when exposed to sunlight. By basking in sunligfht for 20 minutes, the gramigna heals as if he had a complete day of rest. Using this ability also provides the gramigna with one meal's worth of nourishment. If interrupted, the character must begin again. This ability can be used once per day.
- **Camouflage (Ex):** Choose a ranger favored terrain type. This gramigna gains a +4 racial bonus on Stealth checks while within such terrain. If the gramigna takes up residence in a different terrain, his camouflage will adapt after a week.
- **Foliage Stride (Ex):** Gramigna can move through difficult terrain caused by vegetation as if it were normal terrain. This ability even functions inside magically altered vegetation, although other effects (such as damage and risks of Entanglement) still apply.
- **Diet:** Omnivorous, also photosynthesis

2 Classes

2.1 Titan Mauler Fix v1.0

RAW, the Titan Mauler can't actually use uber-sized weapons all that well; the Massive Weapons ability doesn't allow her to wield weapons she wouldn't normally be allowed to wield. This is due to a mixup when writing Ultimate Combat, since the intent was to allow that. Therefore change the Massive Weapons ability to the following:

Massive Weapons (Ex): At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted from her titanic foes. This allows her to use weapons designed for creatures larger than her size, always treating them as two-handed weapons and applying a cumulative -2 penalty on attack rolls per size category of difference. The total attack roll penalty is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0). This ability replaces trap sense.

Credit: Jason Nelson

2.2 Enchanted Monk: magically enhancing your body v1.0

Monks gain this new class feature at level 4:

Enchanted Monk: Starting at level 4, monks can enhance their bodies through rigorous training and meditation. Mechanically, they may enchant their AC Bonus class feature as if it were a manufactured armor. They may also enchant their unarmed strike as if it were a manufactured weapon.

The monk's body is already considered a masterwork item. They need no feat to enchant themselves like this, and may choose a Craft or Profession appropriate to their monastic tradition instead of Spellcraft for the item creation check. For example: Craft (calligraphy) or Profession (gardener), The mechanics are otherwise the same as a spellcaster using Craft Magic Arms and Armor to create magic weapons and armor, including the cost to create such items.

If a monk enchants his body this way, he'll radiate magic as the comparable magic item. Dispelling magic that suppresses or disenchants magic items can affect the monk likewise. His unarmed strikes and AC bonus are treated as two separate magic items for this purpose.

Mechanically it doesn't really matter how the monk spends the money to enchant himself this way; it could be rare incences, exotic training and meditation, or anonymous donations to the poor. Whatever seems appropriate to the monk's style. Essential though is that the money is spent and doesn't give any other benefits (like social standing for publicly donating to the poor).

If a monk fills the Weapon or Armor magic item slots with actual items, he cannot benefit from those self-enchantments at the same time.

2.3 Monk Mobility: Fast Movement before/after Flurry v1.0

Add the following text to the Monk's Fast Movement class feature:

A monk with Fast Movement and the Flurry of Blows class features can forego his 5ft step to move up to his Fast Movement speed before or after a flurry as a free action. This is normal movement and subject to Attacks of Opportunity. If the monk is using Ki to enhance his speed for the round this extra speed is added to the Fast Movement rate. *(Base speed and other bonuses to speed in general do not add to this.)*

2.4 Monk Full BAB v1.0

Monks now have Full BAB progression instead of 3/4 progression. Likewise their HD increases from 1d8 to 1d10.

Since Flurry was already executed as if the monk had Full BAB, nothing about it changes.

2.5 Sorcerer Bloodline Spells Acceleration v1.1

Sorcerers now gain their bloodline spells as one of the first spells known upon accessing a new level of spells; one of the free choice spells is pushed backwards one level. A special case is level 1—3; here the number of spells known at level 2 has been accelerated as well.

	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2+B								
2nd	5	3+B								
3rd	5	4+B								
4th	6	4+B	1+B							
5th	6	4+B	2+B							
6th	7	4+B	2+B	1+B						
7th	7	5+B	3+B	2+B						
8th	8	5+B	3+B	2+B	1+B					
9th	8	5+B	4+B	3+B	2+B					
10th	9	5+B	4+B	3+B	2+B	1+B				
11th	9	5+B	5+B	4+B	3+B	2+B				
12th	9	5+B	5+B	4+B	3+B	2+B	1+B			
13th	9	5+B	5+B	4+B	4+B	3+B	2+B			
14th	9	5+B	5+B	4+B	4+B	3+B	2+B	1+B		
15th	9	5+B	5+B	4+B	4+B	4+B	3+B	2+B		
16th	9	5+B	5+B	4+B	4+B	4+B	3+B	2+B	1+B	
17th	9	5+B	5+B	4+B	4+B	4+B	3+B	3+B	2+B	
18th	9	5+B	5+B	4+B	4+B	4+B	3+B	3+B	2+B	1+B
19th	9	5+B	5+B	4+B	4+B	4+B	3+B	3+B	3+B	2+B
20th	9	5+B	5+B	4+B	4+B	4+B	3+B	3+B	3+B	3+B

2.6 Bonded Object v1.0

Under Pathfinder rules, a wizard experiences no special penalties if he loses his familiar. But if he loses his bonded object, he has to make fairly difficult Concentration checks to even cast spells at all. That subrule is now scrapped. A wizard who's lost his bonded object can cast normally. He just doesn't get any of the benefits of the absent object.

This benefit extends to other classes that have the bonded object feature, like the Arcane Duelist bard archetype.

3 Skills

3.1 Knowledges v0.1

You can only make untrained knowledge checks against DCs of 10 and lower, or 15 and lower if you have research materials available. You can only aid knowledge checks if you're trained or have research materials available.

3.1.1 Knowing about creatures

If the creature is common and/or very well-known, a -5 DC modifier applies. After all, while dragons are rare, everyone's heard of them. Since this brings several of the following DCs down to 10, that means even untrained people can succeed at the knowledge checks necessary. If a creature is both rare and little-known, a +5 DC modifier applies.

When making a check to know about the creature's other abilities and weaknesses, for every 5 points of success, more information is learned.

task	DC
determine if a creature is of a type governed by this particular knowledge	10
know the creature's main species	15
know a creature's subtypes	20 or 10 + CR (lowest)
estimate a creature's ballpark CR	15
know a creature's signature ability	15
know about the creature's other abilities and weaknesses	CR + 10

3.1.2 Alchemy

Craft (alchemy) is now a Knowledge instead. All previous uses of the craft, including making mundane alchemical items, brewing potions, and Alchemist class abilities, now use this knowledge instead. Crafting things with alchemy still uses the Craft rules. The major difference is that you can no longer use alchemy untrained.

Creature types governed: **Aberrations**, **Oozes**

3.1.3 Engineering & Geology

Creature types governed: **Constructs**

task	DC
Identify underground hazard	15 + CR
Identify mineral, stone, or metal	10
Determine slope	15
Determine depth underground	20
Identify dangerous construction	10
Determine a structure's style or age	15
Determine a structure's weakness	20

3.1.4 Geography & Trade

Creature types governed: **Humanoids**, **Monstrous Humanoids**

task	DC
Identify a creature's ethnicity or accent	10
Recognize regional terrain features	15
Know location of nearest community or noteworthy site	20
Know local laws, rulers, and popular locations	10
Know current rulers and their symbols	10
Know a common rumor or local tradition	15
Determine the value of a common item	20
Determine the value of an exotic item	25
Determine if an item has magical properties	25
Find the most valuable item visible in a hoard	20

3.1.5 History & Nobility

Creature types governed: **Dragons**

task	DC
Know recent or historically significant event	10
Determine approximate date of a specific event	15
Know obscure or ancient historical event	20
Know current rulers and their symbols	10
Know proper etiquette	15
Know line of succession	20

3.1.6 Nature

Creature types governed: **Animals**, **Fey**, **Magical Beasts**, **Plants**, **Vermin**

task	DC
Identify natural hazard	15 + CR
Identify a common plant or animal	10
Identify unnatural weather phenomenon	15
Determine artificial nature of feature	20

3.1.7 Religion & Planes

Creature types governed: **Outsiders**, **Undead**

task	DC
Know the names of the planes	10
Recognize current plane	15
Identify a creature's planar origin	20
Recognize a common deity's symbol or clergy	10
Know common mythology and tenets	15
Recognize an obscure deity's symbol or clergy	20

3.1.8 Spellcraft

Identifying magic phenomena

task	DC
Identify a spell as it is being cast	15 + spell level
Identify auras while using *detect magic*	15 + spell level
Identify a spell effect that is in place	20 + spell level
Identify the spells cast using a specific material component	20
Identify materials manufactured by magic	20 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify the properties of a magic item using *detect magic*	15 + item's caster level
Decipher a scroll	20 + spell level
Craft a magic item	Varies by item

3.1.9 Streetwise

task	DC
Know local laws, rulers, and popular locations	10
Know a common rumor or local tradition	15
Know hidden organizations, rulers, and locations	20

3.2 Increased Skill Points v1.0

Increases skills for classes with 2+Int skill points that aren't Intelligence-oriented, and expands the Fighter list of class skills.

3.2.1 More skill points for 2+int classes that don't use Int to cast

The following classes now receive 4+Int skill points per level instead of 2+int:

- Antipaladin
- Cleric
- Fighter
- Paladin
- Sorcerer
- Summoner

3.2.2 Fighter class skill expansion

Fighters gain the following new class feature:[1]

Professional: A 1st level fighter may choose 2—5 additional skills to be class skills, to represent their varied training both in and out of formal military institutions. He may choose only 2 skills if both of them are contained on the 'restricted' list below, or 3 skills if only one of them is. Otherwise, he may choose 4 skills. If he chooses only Knowledge skills, he may instead select a total of 5 skills.

The list of restricted skills is as follows: Acrobatics (Dex), Disable Device (Dex), Perception (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

3.3 Optional Illiteracy v1.1

Characters may be created illiterate. Such characters receive 2 additional skill points at first level. Illiterate characters may spend 2 skill points to become literate.

4 Feats

4.1 Feat Consolidation v1.2

As a rule, feats do no longer inherit the prerequisites of their prerequisites. It you somehow get a feat without passing through its prequisites, you can continue down the chain without backing up to fulfill the earlier prerequisites first.

4.1.1 Cut Feats

The following feats have been deleted. If they were a prerequisite for anything, that prerequisite is now no longer needed.

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[1]Credit: this idea is based on **rainzax** at http://paizo.com/threads/rzs2qlpd?Professional

Feat	Book	Change
Agile Maneuvers	CRB	You can still use Dex with weapons with the Finesse property, including maneuvers performed unarmed. It is no longer possible to substitute Dex for Str when making a maneuver with a non-Finesse weapon.
Deadly Aim	CRB	All characters with BAB +1 may make Deadly Aim attacks. You no longer need a feat for that.
Mounted Combat	CRB	Anyone with 1 rank in Ride may now use this ability.
Power Attack	CRB	All characters with BAB +1 may now make Power Attacks. You no longer need a feat for that.
Weapon Finesse	CRB	Anyone can now do this without a feat; "Finesse" is a property of all light weapons, as well as those weapons that could previously be used with Weapon Finesse. If you use this option, the ACP of your shield (if any) also penalizes your to-hit rolls.

4.1.2 Added Feats

Deft Maneuvers
You are skilled at deft maneuvers.
Prerequisites: Int 13 or Combat Expertise
Benefit: You do not provoke an attack of opportunity when performing a dirty trick, disarm, reposition, steal or trip combat maneuver. You receive +2 on checks to make such maneuvers, and +2 CMD against them.

Powerful Maneuvers
You are skilled at powerful maneuvers.

Prerequisites: Str 13 or BAB +1
Benefit: You do not provoke an attack of opportunity when performing a bull rush, drag, overrun or sunder combat maneuver. You receive +2 on checks to make such maneuvers, and +2 CMD against them.

4.1.3 Replaced Feats

These feats have been replaced. If they were a prerequisite for anything else, that prerequisite is now the feat replacing these. Likewise, if a character would gain one of these feats as a bonus feat, he gains the replacement feat instead.

Feat	Book	Replacement
Improved Bull Rush	CRB	*Powerful Maneuvers*
Improved Dirty Trick	APG	*Deft Maneuvers*
Improved Disarm	CRB	*Deft Maneuvers*
Improved Drag	APG	*Powerful Maneuvers*
Improved Overrun	CRB	*Powerful Maneuvers*
Improved Reposition	APG	*Deft Maneuvers*
Improved Steal	APG	*Deft Maneuvers*
Improved Sunder	CRB	*Powerful Maneuvers*
Improved Trip	CRB	*Deft Maneuvers*

4.1.4 Changed Feats

The following feats have been changed. Most of these changes are to the prerequisites. Changes are *italicized*, additions are **bold** and cuts are ~~strikethrough~~.

Feat	Book	Change
Combat Expertise	CRB	**Prerequisites:** ~~Int 13~~ **Benefit:** You can choose to take a 1 penalty on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by 1 and the dodge bonus increases by +2. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.
Deathless Initiate	UC	**Prerequisites:** Str 13, Con 13, Diehard, ~~Endurance, orc or half-orc~~, BAB +6 **Extend:** When you meet the prerequisites for Deathless Master and Deathless Zealot, you gain those feats as Extension Feats.
Diehard	CRB	**Prerequisites:** ~~Endurance~~
Far Shot	CRB	**Prerequisites:** ~~Point-Blank Shot~~
Felling Smash	UC	**Prerequisites:** ~~Int 13, Combat Expertise, Improved Trip~~, *Deft Maneuvers*, *BAB +1 or Str 13*, BAB +6
Gang Up	APG	**Prerequisites:** *Int 13 or Combat Expertise*
Impact Critical Shot	UC	**Prerequisites:** Dex 13, ~~Point-Blank Shot~~, BAB +9.

Feat	Book	Prerequisites
Improved Feint	CRB	**Prerequisites:** *Int 13 or Combat Expertise* **Extends:** ~~Greater Feint~~
Improved Two-Weapon Feint	UC	**Prerequisites:** ~~Int 13, Dex 17,~~ Combat Expertise, ~~Two-Weapon Fighting,~~ Improved Two-Weapon Fighting, ~~BAB +6,~~ **Two-Weapon Feint**
Ironhide	APG	**Prerequisites:** **Str 13**, Con 13, ~~dwarf, orc or half-orc~~
Moonlight Stalker	UC	**Prerequisites:** *Int 13 or Combat Expertise*, Blind-Fight, Bluff 3 ranks, darkvision or low-light vision ~~racial trait~~. **Extends:** Moonlight Stalker Feint, Moonlight Stalker Master
Mounted Skirmisher	APG	**Prerequisites:** ~~Mounted Combat,~~ Ride 6 ranks, Trick Riding. **Special:** A ranger with the Mounted Combat style adds Mounted Skirmisher to the list of bonus feats he can choose at level 6.
Precise Shot	CRB	**Prerequisites:** *Point-Blank Shot or BAB+1*
Rapid Shot	CRB	**Prerequisites:** ~~Point-Blank Shot~~
Snap Shot	UC	**Prerequisites:** ~~Dex 13, Rapid Shot,~~ Point-Blank Shot, Weapon Focus (any appropriate), BAB +6 **Extends:** Improved Snap Shot, Greater Snap Shot
Stalwart	UC	**Prerequisites:** ~~Endurance,~~ Diehard, BAB +4 **Benefit:** While using the total defense action, fighting defensively action, or Combat Expertise, you can forgo the dodge bonus to AC you would normally gain to instead gain an equivalent amount of DR, to a maximum of DR 5/−, until the start of your next turn. This damage reduction stacks with DR you gain from class features, such as the barbarian's, but not with DR from any other source. If you are denied your Dexterity bonus to AC, you are also denied this DR. **Any bonus beyond 5 is still applied to Dodge AC.**
Swift Aid	APG	**Prerequisite:** *Int 13 or Combat Expertise*, ~~BAB +3~~
Trick Riding	APG	**Prerequisites:** ~~Mounted Combat,~~ Ride rank *4* **Special:** A ranger with the Mounted combat style adds Trick Riding to the 2nd level bonus feats available to him.
Two-Weapon Feint	UC	**Prerequisites:** *Int 13 or Combat Expertise*, ~~Dex 15,~~ Two-Weapon Fighting **Extend:** If you meet the prerequisites for Improved Two-Weapon Feint, you gain it as an Extension Feat.
Uncanny Concentration	UM	**Prerequisites:** ~~Combat Casting~~
Under And Over	APG	**Prerequisites:** ~~Agile Maneuvers,~~ small size or smaller **Note:** This feat allows you to trip creatures normally too big for you to trip.

4.1.5 Updated Prerequisites

The following feats have their prerequisites updated, because feats no longer inherit the prerequisites of their prerequisites. These are not independent changes, but the cascading effect of the cut, added, replaced and changed feats shown above.

Feat	Book	Removed Prerequisites	Remaining Prerequisites
Binding Throw	UC	~~Improved Trip, Improved Unarmed Strike~~	Improved Grapple, Ki Throw
Bull Rush Strike	APG	~~Str 13, Power Attack, Improved Bull Rush~~	BAB +9, *Powerful Maneuvers*
Deathless Master	UC	~~Str 13, Con 15, Diehard, Endurance, orc or half-orc~~	BAB +9, Ironhide, Deathless Initiate
Deathless Zealot	UC	~~Str 13, Con 17, Diehard, Endurance, Deathless Initiate, Ironhide, orc or half-orc~~	BAB +12, Deathless Master
Deceptive Exchange	UC	~~Int 13, Combat Expertise~~	Improved Feint
Disarming Strike	APG	~~Int 13, Combat Expertise, Improved Disarm~~	BAB +9, *Deft Maneuvers*
Disengaging Feint	UC	~~Int 13, Combat Expertise~~	Improved Feint
Disengaging Flourish	UC	~~Int 13, Combat Expertise, Improved Feint~~	Disengaging Feint
Disengaging Shot	UC	~~Int 13, Combat Expertise, Improved Feint, Mobility~~	Disengaging Feint, Dodge
Drag Down	UC	~~Int 13, Combat Expertise, Improved Trip~~	*Deft Maneuvers*
Elusive Redirection	UC		Elusive target class feature, *Combat Expertise or Int 13*, Improved Unarmed Strike, flowing monk level 12th.
Felling Escape	UC	~~Int 13, Combat Expertise, Improved Trip~~	*Deft Maneuvers*
Sundering Strike	APG	~~Str 13, Power Attack, Improved Sunder~~	BAB +9, *Powerful Maneuvers*
Greater Bull Rush	CRB	~~Str 13, Power Attack, Improved Bull Rush~~	BAB +6, *Powerful Maneuvers*
Great Cleave	CRB	~~Power Attack~~	BAB +4, Cleave
Greater Drag	CRB	~~Str 13, Power Attack, Improved Drag~~	BAB +6, *Powerful Maneuvers*
Greater Feint	CRB	~~Int 13, Combat Expertise~~	BAB +6, Improved Feint

Greater Overrun	CRB	~~Str 13, Power Attack, Improved Overrun~~	BAB +6, *Powerful Maneuvers*
Greater Dirty Trick	APG	~~Int 13, Combat Expertise, Improved Dirty Trick~~	BAB +6, *Deft Maneuvers*
Greater Disarm	APG	~~Int 13, Combat Expertise, Improved Disarm~~	BAB +6, *Deft Maneuvers*
Greater Reposition	APG	~~Int 13, Combat Expertise, Improved Reposition~~	BAB +6, *Deft Maneuvers*
Greater Snap Shot	Uc	~~Point-Blank Shot, Rapid Shot, Snap Shot~~	BAB +12, Dex 17, Improved Snap Shot
Greater Steal	APG	~~Int 13, Combat Expertise, Improved Steal~~	BAB +6, *Deft Maneuvers*
Greater Sunder	CRB	~~Str 13, Power Attack, Improved Sunder~~	BAB +6, *Powerful Maneuvers*
Greater Trip	APG	~~Int 13, Combat Expertise, Improved Trip~~	BAB +6, *Deft Maneuvers*
Heroic Defiance	APG	~~Endurance~~	Diehard, base Fortitude save of +8
Improved Precise Shot	CRB	~~Point-Blank Shot~~	BAB +11, Dex 19, Precise Shot
Improved Snap Shot	UC	~~Point-Blank Shot, Rapid Shot, Weapon Focus~~	BAB +9, Dex 15, Snap Shot
Manyshot	CRB	~~Point-Blank Shot~~	BAB +6, Rapid Shot
Moonlight Stalker Feint	UC	~~Int 13, Blind-Fight, Combat Expertise, darkvision or low-light vision racial trait~~	Moonlight Stalker, Bluff 6 ranks
Moonlight Stalker Master	UC	~~Int 13, Blind-Fight, Combat Expertise, Improved Feint, Moonlight Stalker, darkvision or low-light vision racial trait~~	Moonlight Stalker Feint, Bluff 9 ranks
Passing Trick	UC	~~Int 13, Combat Expertise, Mobility~~	Size small or smaller, Improved Feint, Dodge
Quick Bull Rush	UC	~~Str 13, Power Attack, Improved Bull Rush~~	BAB +6, *Powerful Maneuvers*
Quick Drag	UC	~~Str 13, Power Attack, Improved Drag~~	BAB +6, *Powerful Maneuvers*
Quick Reposition	UC	~~Int 13, Combat Expertise, Improved Reposition~~	BAB +6, *Deft Maneuvers*
Quick Steal	UC	~~Int 13, Combat Expertise, Improved Steal~~	BAB +6, *Deft Maneuvers*
Repositionining Strike	APG	~~Int 13, Combat Expertise, Improved Reposition~~	BAB +9, *Deft Maneuvers*
Spinning Throw	UC	~~Combat Expertise, Improved Bull Rush, Improved Trip, Improved Unarmed Strike~~	*Powerful Maneuvers*, Ki Throw
Team Up	APG	~~Int 13, Combat Expertise~~	BAB +6, Gang Up
Tripping Staff	UM	~~Int 13, Combat Expertise, Improved Trip~~	BAB +6, Deft Maneuvers, Weapon Focus (Quarterstaff)
Tripping Strike	APG	~~Int 13, Combat Expertise, Improved Trip~~	BAB +9, *Deft Maneuvers*
Tripping Twirl	UM	~~Int 13, Combat Expertise, Improved Trip, Weapon Focus(Quarterstaff)~~	BAB +12, Tripping Staff, Weapon Specialization (Quarterstaff)

4.1.6 Extended Feats

Extending a feat works as follows. Each feat gets a line saying "If you mean the prerequisites of [X], you gain [X] as an Extension Feat." For example, if I have Vital Strike and my BAB reaches +12, I automatically gain Improved Vital Strike for free.

Feat	Book	Extensions
Arcane Armor Training	CRB	Arcane Armor Mastery
Blind-Fight	CRB	Improved Blind-Fight, Greater Blind-Fight
Charging Hurler	UC	Improved Charging Hurler
Cleave	CRB	Great Cleave
Cleaving Finish	UC	Improved Cleaving Finish
Devastating Strike	UC	Improved Devastating Strike
Dimensional Assault	UC	Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant
Dodge	CRB	Mobility
Double Slice	CRB	Two-Weapon Rend
Elemental Focus	APG	Greater Elemental Focus (same focus)
Following Step	APG	Step Up and Strike
Impaling Critical	UC	Improved Impaling Critical
Improved Grapple	CRB	Greater Grapple
Improved Shield Bash	CRB	Shield Slam
Improved Stonecunning	APG	Stone Sense
Jawbreaker	UC	Bonebreaker, Neckbreaker
Ki Throw	APG	Improved Ki Throw
Net Maneuvering	UC	Net Trickery
Nightmare Fist	UC	Nightmare Weaver, Nightmare Striker
Penetrating Strike	CRB	Greater Penetrating Strike
Rending Fury	UC	Greater Rending Fury

Scorpion Style	CRB	Gorgon's First, Medusa's Wrath, Cockatrice Strike
Second Chance	APG	Improved Second Chance
Sidestep	APG	Improved Sidestep
Shield Focus	CRB	Greater Shield Focus
Shield Specialization	APG	Greater Shield Specialization
Spell Focus	CRB	Greater Spell Focus (same focus)
Spider Step	APG	Cloud Step
Two-Weapon Fighting	CRB	Improved Two-Weapon Fighting, Greater Two-Weapon Fighting
Vital Strike	CRB	Improved Vital Strike, Greater Vital Strike
Weapon Focus	CRB	Weapon Focus, Greater Weapon Focus, Greater Weapon Specialization (all with the same weapon)
Whip Mastery	UC	Improved Whip Mastery, Greater Whip Mastery

4.2 Vital Strike v1.1

Vital Strike

You make a single attack that deals significantly more damage than normal.

Prerequisites: BAB +6

Benefit: When you use the *attack action or Spring Attack to make a normal attack (not a maneuver)*, you deal +2d6 precision damage. *(Precision damage isn't normally multiplied on a critical hit.)*

Improved Vital Strike

You make a single attack that deals significantly more damage than normal.

Prerequisites: BAB +11

Benefit: When you use *Vital Strike*, the bonus damage increases to 5d6 precision damage.

Greater Vital Strike

You make a single attack that deals significantly more damage than normal.

Prerequisites: BAB +16

Benefit: When you use *Vital Strike*, the bonus damage increases to 9d6 precision damage.

4.2.1 New Rogue/Ninja Talent

Vital Striker: You know how to hit where it hurts. Even when you're on the move, looking for an opportunity to set up a Sneak Attack, you can take advantage of opportunities. You gain Vital Strike as a bonus feat, and count your Rogue/Ninja levels as full-BAB for the purpose of qualifying for Improved and Greater Vital Strike. You must be at least a level 6 Rogue or Ninja to take this talent.

5 Weapons

5.1 Broad Weapon Focus: apply abilities to weapon groups v1.0

Feats that require you to select a specific weapon, such as the Weapon Focus feat, now require you instead to select a group of weapons. These groups are the same as those used by the Fighter's Weapon Training class feature. The feat applies to all members of the group that are legal targets for that feat. *(For example: if you took "Martial Weapon Proficiency: Polearms", you'd gain proficiency with all polearms that are martial weapons, but not with the Exotic polearms.)*

5.2 Ranged Weapons v1.2

It's a shame that in Pathfinder, bows seem to be almost the only viable ranged weapon. (Thrown javelins are also useful for some melee warriors. Guns require dedication to class.) This mod aims to make slings and crossbows more useful.

5.2.1 Slings: faster

If you have BAB +1, you may load a sling during movement using the same rules as drawing a weapon during movement *(by combining it with that Move action; see CRB 187)*; this still provokes attacks of opportunity in all the squares you move from and to. This benefit also applies to other sling-like weapons that normally require a move action to load.

If you have Exotic Weapon Proficiency (Sling), the damage dice for slings increase by 1 step on the weapon size/damage dice scale (to 1d6 for medium, 1d4 for small) and its range increment becomes 80.

5.2.2 Crossbows: heavier models for strong users

Pathfinder features three main classes of crossbow, with different reloading mechanisms. The lightest (Hand Crossbow) is reloaded by pulling back the string by hand. The next one reloads by pulling a lever (Light Crossbow) as well as using stirrups, and the biggest one uses a wind-up mechanism (Heavy Crossbow). What changes in this Mod is that the Hand Crossbow and Light Crossbow gain a Strenght rating required to reload them. If the crossbowman isn't strong enough to meet this rating, he can only load the crossbow by succeeding at a Strength check with a difficulty of 10 + the difference in Strength. Failure on this check means the crossbowman wastes his action. In addition, the Rapid Reload feat can't be used by a character with insufficient Strength.

Because the light crossbow uses stirrups, reloading it cannot be combined with a move action. Reloading a hand crossbow can be combined with a move action (although this provokes in all squares you move from and to). In addition, hand crossbows are now simple weapons.

Strength	Hand Crosbow Damage	Light Crossbow Damage	Weight
—	1d3	1d6	50%
7	1d4	1d8	normal
14	1d6	2d6	150%
20	1d8	3d6	200%
26	2d6	4d6	300%

(Even heavier crossbows appear at every +6 strength intervals. Weight doubles every two intervals. Use the progression for abnormally large weapons to determine damage. Note that these effects stack with oversized weapons; fear the giant with a crossbow!)

A hand or light crossbow can be enchanted with the Adaptive weapon property (Ultimate Equipment page 134) in which case it automatically adjusts to the maximum Strength at which the wielder can use it without trouble.

5.3 Brace v1.0

The **Brace** weapon property currently doesn't funtion well; it provides double damage if you hit a charging character with the brace weapon, but only if the weapon was readied specifically to attack a charging character. If the enemy just uses a regular Move to close and attack, not only don't you get Brace damage, your very specifically worded Ready Action doesn't even trigger!

The fix:

Brace If you hit an enemy with a readied action, your weapon has the brace property, and the enemy was charging or running, you deal double damage. *(If the enemy was not charging your readied action still goes off and can still do normal damage; it just isn't doubled.)*

6 Equipment

6.1 Encumbrance Simplification v1.2

Weight is measured in the abstract measure of **shekel**. Assuming that weight and bulk are normally correlated, shekel weights represent a combination of both for measuring the effect of objects on encumbrance. Thus, extremely inconveniently shaped objects can be assigned a higher shekel weight than their mass would normally suggest.

A character's **Carrying Capacity** (**CC**) is based on Strength multiplied by a Size modifier.

$$\mathbf{CC} = Strength \times SizeMod \text{ shekel}$$

SizeMod is 1 for Medium characters; 0.5 for Small, 0.25 for Tiny; 2 for Large, 4 for Huge and so on. In addition, quadrupeds and most other non-bipeds have double Carrying Capacity.

shekel	≤ CC	≤ 2 × CC	≤ 3 × CC
load	light	medium	heavy
skill penalty	—	-3	-6
max DexMod to AC	—	+3	+1
speed	normal	2/3	2/3
run	4×	4×	3×

The penalties for being under load do not stack with those caused by armor; use the worst value applicable. The skill penalty applies to the same skills as armor check penalties. *(All skills normally based on Dexterity and Strength.)*

Reduced speed is rounded up to the nearest multiple of 5ft. *(For example, 2/3 of 20ft. becomes 15ft.)* As noted in CRB page 171, creatures under a heavy load have their running speed reduced to 3× their walking speed. *(Normally this is 4× walking speed.)*

6.1.1 Weights

Items marked with an * weigh half when sized for Small characters, a quarter for Tiny, 2× for Large etc. Items with a † weigh double for quadrupeds.

Item	Weight (*shekel*)
light armor	4 *†
medium armor	7 *†
heavy armor	12 *†
armor spikes	+2 *†
buckler, wooden shield	1 *
metal shield	2 *
tower shield	10 *†
shield spikes	+1 *
locked gauntlet	+1 *
light weapon (5)	1
1-handed weapon/rod	1
2-handed weapon/staff	2 *
ranged weapon	1
ammunition (10)	1
alchemical weapon (3)	1
coins (250)	1
dry rations (week)	2 *
perishable rations (day)	1 *
water (day)	1 *
normal clothing	–
heavy clothing	1 *
small, very light objects	–
small objects, other (5)	1
large, light object	1
large, heavy object	3
medium biped (without gear)	25 *†
saddle	4 *

Abilities that reduce the encumbrance caused by wearing medium or heavy armor (like a Fighter's Armor Training) also halve the effective *shekel* weight of such armor when it is worn.

Characters can drop their backpacks as a free action, but make sure to note the squares where they dropped them.

7 Combat

7.1 Escalation: from talking to fighting v1.1

If a social encounter escalates into a fight, such as a bar brawl erupting, a rogue stabbing someone during a negotiation, or a standoff no longer being a standoff, these rules replace the usual Perception/Surprise Round rules.

The **Instigator** is the one who first decides to make an attack. He rolls initiative with a +6 bonus and a Bluff check. Everyone else rolls Sense Motive opposed by his Bluff result. Anyone who fails is Surprised, even the instigator's allies. There is always a Surprise Round.

The Instigator can try to signal his allies when he's going to make his move. This is treated like using Bluff to send a secret message (a DC 15 Bluff check). If he succeeds his allies are guaranteed not to be surprised. However, any enemies who beat that Bluff check with an opposed Sense Motive check are also not surprised. *(Sending a secret signal means that instigating a fight uses 2 Bluff checks and therefore 2 chances for opponents not to be surprised. However, if the instigator's bluff is very good, it makes it likely that only his allies are not surprised.)*

Any participants in the scene who had an attitude of Unfriendly or Hostile are not Flat-Footed at the beginning of combat, because they didn't trust the other side to begin

with. *(However, if Diplomacy or Intimidate was used to improve their attitude, just before launching a surprise attack...)*

7.2 Ready for Surprise v1.0

It occasionally happens that players want to Ready Actions even before combat happens. For example, if they're standing in front of a door in a dungeon, and they suspect there may be a monster lying in ambush on the other side. Another case is when the PCs are travelling through a wood known to be infested with bandits.

1. Just because it's obvious that there will be trouble doesn't mean surprise rolls aren't appropriate. In the case of the closed door forever, the Surprise roll covers not just being surprised by there being anything at all there, but also how fast the PCs can figure out just what's behind it, where in the room, what it's doing and so forth. Those who roll well at Surprise are quick to adapt to these circumstances. Thus, PCs should roll surprise even if they know there's someone behind the door. Likewise, the thing behind the door also needs to roll surprise. The exception is for people who can already observe the enemy well enough to know where it is, such as when using a Clairvoyance spell.

2. Characters (and monsters) can Ready Actions before combat. However, if a Surprise Round happens, characters who are surprised cannot carry out their readied actions during the surprise round.

3. Having actions readied *all the time* is exhausting. Just like Hustling, after one hour of it a character becomes Fatigued. So travelling at high alert through a bandit-wood is pretty tiring.

   Perhaps the PCs don't want to ready actions constantly, but just before every closed door. In this case, they ready an action before combat 10 times per day before becoming fatigued.

7.3 Maneuvers v1.0

7.3.1 Charge Lanes

The rules for charging have been slightly altered, based on things that actually worked better in D&D 3.0, as inspired by Sean K. Reynolds here.
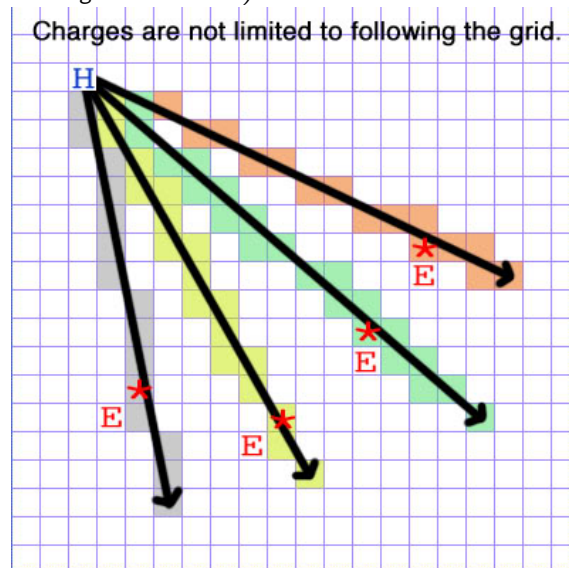
Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, carries tight restrictions on how you can move.

First, pick a destination square. Then determine straightest line of movement from your position to that square. If that line is blocked by anything (allies, enemies, furniture, difficult terrain), you cannot charge. Helpless creatures don't block charges. If you cannot see the destination square, you also cannot charge.

Next, choose your weapon, and note its Reach. Choose an enemy to attack. You must have line of sight towards that enemy at the start of your turn; otherwise you're not allowed to charge that enemy this turn. Determine the first square along the path of your charge from which you can reach that enemy. You must make your attack from that square.

Finally, execute your charge. You move along the line of your charge, make the attack, and complete movement. It is therefore possible to continue moving even after a charge (see diagram). Note that if you charge past an enemy, and he survives your attack, it is quite possible that he'll make an attack of opportunity against you because you left one of his threatened squares. You must complete your announced movement if possible, even if the attack didn't succeed as well as you'd hoped. *(The* **Ride-By Attack** *feat prevents this AoO,* **Spring Attack** *provides an alternative way of moving past an enemy without charging that doesn't provoke, and* **Mobility** *boosts your AC against the AoO.)*


```
H = hero
E = enemy
* = "closest space from which you
     can attack the opponent"
```

Of course, it's also possible to charge directly towards an enemy, in which your move will usually end right in front of him followed by an attack.

If you have a Base Attack Bonus of +1 or higher, you can draw a weapon during a charge, but you are only allowed to move up to your speed (instead of up to double your speed).

If you are able to take only a standard action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed) and you cannot draw a weapon (unless you possess the Quick Draw feat, which makes drawing weapons a free action). You can't use this option unless you are restricted to taking only a standard action on your turn (such as during the surprise round, or when you're Staggered).

Attacking on a Charge: After or while moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn. The AC penalty starts as soon as you announce the charge.

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Mounted Charge: Several feats and abilities talk about "mounted charges" or "from the back of a charging mount" and suchlike. The language is somewhat varied and unsystematic, but all means the same. If you're mounted, your mount can charge, and thus move up to twice its speed. You then have the choice whether to be considered charging (gaining the +2 to hit and -2 AC, doing more damage with a lance and so forth), or to not be charging yourself. In other words: if you want to charge, your mount must charge, but just because your mount charges, doesn't mean you have to as well.

New Feat:

Leap Attack

You jump over obstacles and ravines to get to your enemy.

Prerequisites: Acrobatics 1 rank

Benefit: You can charge even if there is an obstruction on your charge lane, by jumping over it using Acrobatics. You're allowed one jump per charge, plus one more per 4 ranks in Acrobatics.

Special: If a jump ends directly in the square from which you attack your enemy, you also qualify for the benefits of the **Death From Above** feat.

7.3.2 Overrun

To overrun someone means to move through his square to a square on the other side of your enemy. If you succeed, you end up on a legal square on the other side of the enemy. If you fail, you stay on this side of the enemy. (If for some reason your starting square is occupied, you're moved to the nearest legal space in front of the enemy.)

You can only overrun an opponent who is no more than one size category larger than you. Attempting an overrun normally provokes an Attack of Opportunity from the target. If that attack hits and deals damage, the damage is a penalty on your maneuver check. *(Note: the Improved Overrun feat alleviates this risk.)*

The target of your overrun attempt may choose to let you though without making a check. In that case he does not risk any of the additional effects of being overrun, but is not allowed to make an Attack of Opportunity either. If the target does not let you through, make a CMB vs. CMD maneuver check. If you succeed, you move through. If you succeed by 5 or more, you also knock the enemy prone. *(Note: with the Improved Overrun feat you can – but don't have to – forbid the target from just letting you past. So if you feel confident in your CMB, you might wish to make the roll anyway, so that there's a chance your opponent gets knocked prone.)*

Overrun as a Standard Action: provided your speed is sufficient to move to the other end of your enemy in a single move, you can make an overrun as a standard action. *(This should only be an issue for slow attackers against really big enemies.)*

Overrun as a Charge: You can declare a Charge whose line of movement is obstructed by an enemy, by saying you intend to Overrun that enemy during your Charge. This counts as your attack during that Charge. *(Note that if you overrun someone and then continue onward with your movement, you're leaving the opponent's threatened area and he could make an Attack of Opportunity.)*

Overrun and Weapons: Overrun doesn't use weapons, so no weapon enhancements aid overrun attempts, nor does two-weapon fighting or a multitude of natural weapons or suchlike. *(Although some creatures have superior built-in overrun capabilities, like bisons.)*

Overrun with Iterative Attacks: If you have iterative attacks (due to BAB 6+), you can as a full-round action overrun multiple enemies in a row. You can cover distance up to your Speed by using successive overruns and normal movement. If you run out of attacks (and/or fail halfway) you end your move in the nearest appropriate legal space.

If you're allowed to make iterative attacks on a Charge, the total distance you can cover is up to twice your speed. However, you must get a 10ft start before the first attack, and any failed attempt ends your action.

Revised feat:

Charge Through

You can overrun enemies when charging.

Prerequisites: Improved Overrun

Benefit: When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

If your BAB is high enough to grant you iterative attacks, you can overrun additional creatures in the path of your charge as free actions, but with the appropriate iterative penalties. *(-5 for the second one, provided you have BAB 6+, -10 for the third one provided you have BAB 11+ etc.)* This cannot be combined with any other ability that allows you to make multiple attacks during a charge, such as Pounce.

Normal: You must have a clear path toward the target of your charge.

7.3.3 Grappling with really big critters

When a creature grapples enemies at least 3 sizes smaller than it, the attacking creature doesn't have to become Grappled itself if it doesn't want to. It will still be using one appendage (tentacle, claw...) to maintain the grapple though. *(It can still become grappled if attacked by those creatures.)*

7.3.4 Pull an ally to safety

It happens frequently: a PC goes down in a dangerous place, and another one wants to drag him to safety. The rules are vague, so houserules:

- You can a creature with you as a Standard action, provided the creature is helpless and in your square or adjacent to it, and that you can drag that much weight.[2] This provokes attacks of opportunity; opponents may attack you or the draggee (not both). Any opponent threatening the draggee may also attack you even if it normally couldn't reach you. However, you may choose to force any attack targeting the draggee to target you instead.

- To pull a non-helpless ally to safety (for example during a surprise round), you must use Drag or Reposition maneuvers. Your ally may not choose to let the attack succeed automatically. Note that this is actually easier if your ally is still flat-footed.

8 Magic

8.1 Aligned Summoning v1.1

When you use a **Summon Monster** spell to summon one of the creatures marked with the *, the creature can receive only one planar template (Celestial, Entropic, Fiendish, Resolute), and only if your alignment matches the template.

The summoned creature acquires the appropriate alignment subtype. *(For example: A Celestial creature can now penetrate DR/Good.)* However, the **Sacred Summons** feat cannot be applied to summon the creature faster.

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[2]Under normal rules, you can drag things up to 5 times your Light load, but remember to add your own load, the creature's load, and the creature's weight. See page 169 of the CRB for details.

8.2 Opportunistic Counterspelling v1.2

Whenever you notice an opponent casting a spell and succeed in identifying it with Spellcraft (as a free, out of turn action), you may try to Counterspell it by spending one Attack of Opportunity attempt. This follows the normal rules for Counterspelling as described in the Core Rulebook page 207, except that no Readied Action is required.

Change the Abjuration-Counterspelling specialist's level 6 school ability to the following:

Counterspell Mastery (Su): At 6th level, you gain **Improved Counterspell** as a bonus feat.

~~You may attempt to counterspell an opponent's spell once per day as an immediate action (instead of a readied action). You must use a spell at least one level higher than the spell being countered to use this ability.~~

In addition, once per day you may use Improved Counterspell with a spell from an incorrect school. You can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th.

8.3 Covert Spellcasting v1.0

Normally it's pretty hard to conceal spellcasting. You need to speak Verbal components in a strong voice, make Somatic gestures, manipulate Material components and present a Focus. A Focus is usually presented to the target of the spell, and Somatic gestures tend to involve pointing at the target. All in all it's fairly hard to conceal spellcasting.

However, some spells are of course much more useful if people don't realize you're casting them, such as Charm Person, Suggestion, and most Illusion spells.

There's also the question of what can still be perceived when you start using feats like Still and Silent spell to cover up spellcasting. Can you still use Spellcraft to identify spells when they have no observable components remaining?

Spell-like abilities have no components, but behave in all aspects like spells unless explicitly stated differently. There's no text in the definition of SLAs or Spellcraft stating that you can't use Spellcraft to identify SLAs.

Spellcraft mentions that "you must be able to clearly see the spell as it is being cast, and this incurs the same penalties as a Perception skill check due to distance, poor conditions, and other factors." Clearly, missing components should have some effects, and we should consult the modifiers to Perception to get an impression of what they should be.

— the rule —

You can try to cast a spell (or SLA, or SuA) inconspicuously. This increases the casting time in the same way as a sorcerer applying metamagic spontaneously. The casting time increase stacks with other things that increase the casting time (such as applying Still and Silent metamagics, as a sorcerer).

Make a Bluff check. If your spell has no Verbal components, but still has Somatic, Material or Focus components, you may use Sleight of Hand instead. (A spell with no components must use Bluff.) You gain a -5 penalty to the check for each spell component that you need. This is the "terrible conditions" modifier from Perception. Concealing spellcasting if there are still components involved is just that hard.

Observers can then detect your spellcasting by rolling a Perception, Sense Motive or Spellcraft check and winning the opposed roll. However, the modifiers in the Perception skill apply to this roll (regardless of which skill is used).

If the observer used Spellcraft on this roll, also check if his die result was sufficient to identify the spell being cast. If the observer used a different skill to detect the spellcasting and succeeded, he may then still use Spellcraft to try to identify the spell, but this requires a new roll.

Note that missing spell components do not affect the difficulty to identify spells. Therefore Spellcraft can also be used to identify SLAs and SuAs normally.

—

The **Secret Signs** feat is hereby banned, because it just became obsolete.

8.4 Altered Spells v1.0

The following spells are permanently unavailable:

- Rope Trick
- Blink
- Create Treasure Map

The following spells are currently unavailable, but will eventually be made available again after explaining how they interact with my cosmology.

- Create Demiplane (Lesser, Greater)
- Etherealness
- Plane Shift
- Gate
- Astral Projection
- Astral Projection, Lesser
- Planar Ally
- Planar Binding
- Banishment
- Dismissal
- Ethereal Jaunt
- Shadow Walk

The following spells have their range limited to 12 miles:

- Teleport
- Ice Crystal Teleport
- Teleport Object
- Greater Teleport
- Interplanetary Teleport
- Teleportation Circle
- Scrying
- Sending
- Greater Scrying
- Demand

And these spells have specific changes to them:

- **Comprehend Languages** does not translate written text, only spoken words.
- **Create Water** is now a level 1 spell, added to the ranger list, and the water doesn't disappear if not used.
- **Shadow Projection** the caster cannot cast spells from the shadow form.
- **Transport via Plants** cannot pass under water more than two paces across, although it can go around it if an overland route is available.
- **Scrying** does not in any way enhance Teleport spells.

9 Magic Items

9.1 Big Six Alternative v1.0

9.1.1 Introduction

The "Big Six" are <u>the</u> magic items that "everyone" buys. They are: magic weapon, magic shield, magic armor, ring of protection, amulet of natural armor, cloak of resistance and a belt or headband to boost your primary ability score. (Yes, that's actually seven items. Although wizards sometimes eschew the armor and shield. I guess six is an average...) Why do people "have" to buy them?

On the one hand, they're extremely cost-effective, providing very good bonuses for (compared to WBL) reasonable prices. And on the other hand, because the difficulty of the game is scaled assuming the PCs have magical gear to make them tougher; particularly Big Six gear. You basically need a Cloak of Resistance to be able to make saving throws often enough to function at higher levels. A warrior needs magic weapons to penetrate DR and have his to-hit chances keep up with monster AC. (Monster AC is scaled assuming you have a magic weapon...) And you need a lot of AC-boosting items to not get squished. Wizards sometimes prefer Blur, Displacement or Mirror Image spells to use Miss Chance instead of AC, although at some level monsters often have True Seeing. Warriors have little alternative; those wizard spells tend to be self-only.

Now it's not inherently bad for the game to make assumptions about how much gear a PC will have at a certain level, or to assume that by level X he'll have acquired a bonus Y to Z. You have to base CR estimates on something after all. But the system also has a number of annoying side effects:

1. It makes it a lot harder to run campaigns with only rare magic items, because the game is built assuming PCs have them.

2. Monotony: all the PCs are walking around in Cloaks of Resistance, and all significant humanoid enemies they kill are also wearing them, making loot boring. Everyone might have their own idea of how their cool fantasy character should look, but somehow all casters end up wearing headbands. And everyone in the party is wearing the same ring.

3. Reliance on equipment: many classic tropes revolve around the heroes being captured, which of course includes disarmament. But as someone playing Shadowrun remarked: it's better to have a PC die and make a new PC with normal wealth, than to have to start over from scratch. Equipment in Pathfinder (also: Shadowrun) is just that important.

4. It's just not terribly heroic to be so gear-dependent. It also doesn't jive well with some concepts, such as the loincloth-clad barbarian (who is now wearing a cloak and significant armor) or the monk who doesn't believe in attachment to material things, except of course his magical ring, cloak, amulet of might fists, bracers of armor and so on.

5. Hassle for the GM: making humanoid enemies involves lots of equipment selection. Using a monster is a lot less work, but sometimes humanoid enemies are just more fitting to the plot...

6. Many other more fanciful magic items compete for the same magic item slots as the Big Six, but don't get a lot of use because they're just not as necessary.

7. Because feats like Weapon Focus and Weapon Specialization encourage specializing in a specific weapon, it's often a bit tragic when a fighter finds a really neat magic weapon that's not the weapon he'd specialized in.

8. Because the price for magic weapons is based on it's equivalent enhancement bonus, weapons with just plain simple enhancement bonuses tend to be favored over more exciting effects like Flaming. This is exacerbated because you have to spend a Standard action to command such a sword to light on fire (and who has time for that?), and because only real (not equivalent) enhancement bonuses penetrate DR.

9. Because these items are so crucial, characters may feel pushed to become crafters just to get (cheap) access to them. Some people have calculated that having a Wondrous Item crafter in the party effectively gives the whole party a +1 to just about everything, due to having access to magic items above WBL. If there's enough time to craft everything, this can get out of hand. Then again, if there's not enough time, this leads to frustrated crafter-players or shenanigans with Rope Trick and Rings of Sustenance to maximize production time.

10. If a PC enters an Anti-Magic Field, he needs to suddenly recalculate a significant chunk of his character sheet. This doesn't help speeding up combat...

So what can we do? If we turn to page 400 of the CRB, it lists the developers' assumptions about PC wealth. These are that a character will spend about 25% of his wealth on magic weaponry, 25% on magic armor and defensive items, 25% on other magic items, 15% on consumable items and 10% on coins and mundane gear. Certainly not more than 50% of his wealth on a single item. However, at lower level these numbers might be skewed.

This immediately becomes obvious if we consider the price of a suit of Full Plate +1, not a strange investment for a fighter. The Masterwork Full Plate alone will cost him 1650gp, which is likely to be a lot more than 50% of his WBL for the first few levels. Full Plate is a bit of an extreme case perhaps, but even other builds tend to start by saving up for one single expensive item, such as a +1 weapon (2000gp enchantment, 300gp masterwork and the weapon's price), which many characters will be trying hard to have by level 4–5.

A wizard on the other hand has little use for magic weapons or even magic armor. He'll probably trust in his Dexterity, Mage Armor and especially in not standing on the front line in combat. He's probably saving up for a wand, pearl of power, or particularly a Headband of Vast Intelligence +2 (4000gp), which he might be able to afford by level 4.

The solution to the Big Six dilemma offered here is to do the following:

1. Halve WBL, and give players a budget of *Built-In Points* (*BIP*) instead.

2. With BIPs, players can buy the bonuses normally given by the B6, as innate nonmagical abilities. Sort of like feats. The price scheme of the B6 is maintained, so it's still more cost-effective to go broad rather than deep.

3. B6 items are no longer available for purchase, crafting or loot.

4. Any published NPC with B6 items is assumed to have built-in bonuses doing the same thing as their listed B6 gear; just use the same stats, but ignore them when analyzing loot.

How exactly this is implemented is described in more detail in the following sections.

9.1.2 Built-In Points (BIP)

Characters that go up levels gain a budget of BIP to spend on certain bonuses that are built into them. Wealth by level expectations are reduced accordingly:

Table 6: *BIP* and wealth by level

level	BIP	wealth
1	—	~150
2	—	1000
3	2	1500
4	6	3000
5	11	5250
6	16	8000
7	24	11750
8	33	16500
9	45	22500
10	62	31000
11	82	41000
12	108	54000
13	140	70000
14	185	92500
15	240	120000
16	315	157500
17	410	205000
18	530	265000
19	685	342500
20	880	440000

Players do not have to spend BIP immediately; they can save them up to buy something big and expensive.

9.1.3 Built-In Bonuses BIB

Players can decide what to spend BIP on, though once made, this choice is essentially locked. BIBs can't be traded, but they also can't be lost, stolen or disarmed, because they're not equipment; they're inherent properties of the character. If retraining is allowed, then a BIP investment is roughly as retrainable as a feat. BIBs are nonmagical; they cannot be dispelled, cancelled by an Anti-Magic Field or detected by a Detect Magic-like spell. BIBs don't use magic item slots.

First off, there are four different BIB to increase AC. The deflection bonus granted by the classic Ring of Protection has been changed to a Dodge bonus here, and its price has been adjusted downwards a bit accordingly. The oother three are enhancement bonuses to armor, shield and natural armor. To enjoy an enhancement bonus to armor or shield, the character must be wearing armor or shield that he's proficient with. Any armor or shield the character wears and that he is proficient with gets the bonus. No such restriction applies to the Natural Armor enhancement bonus.

Table 7: *BIP* cost of defensive options

AC bonus	armor	shield	natural armor	Dodge
+1	2	2	4	2
+2	8	8	16	8
+3	18	18	36	18
+4	32	32	64	21
+5	50	50	100	50

Next we have the old resistance bonus to saving throws, replacing the Cloak of Resistance.

Table 8: *BIP* cost of saving throw bonuses

resistance bonus	cost
+1	2
+2	8
+3	18
+4	32
+5	50

Then we have built-in enhancements to weaponry. There are two options available for purchase: a bonus to the character's main weapon, or to all of his weapon.

Main weapon here means whatever weapon the character is currently using; if he's making a two-handed attack, that's his main weapon. If he's two-weapon fighting, the weapon he's using as main-hand weapon is the main weapon. If he's carrying out a full attack and switches weapons halfway, both of them count as main weapons, one after the other. If he's attacking with primary natural weapons, one of them is his main weapon. This option can be used by a monk making a single unarmed strike, but not for a flurry of blows made with unarmed strikes.

All weapons means precisely that: all weapons the character is using an attack routine. This means both weapons used in a two-weapon strike, all of the character's manufactured and (secondary) natural weapons in a combined full attack routine, or all five attacks made by a rake-pouncing druid in Dire Tiger form. <u>Note:</u> monks must select this option in order to enhance their unarmed strikes during a flurry.

Note that these weapon enhancement bonuses do not apply to alchemical/splash weapons or spells, only to manufactured weapons, natural weapons and unarmed strikes.

Table 9: *BIP* cost of offensive options

enhancement to weapon	cost for main weapon	cost for all weapons
+1	4	8
+2	16	32
+3	36	72
+4	64	128
+5	100	200

Finally, we have ability enhancement. Here a difference with the standard rules shows up: normally if you want a belt or headband that enhances more than one ability, you pay a +50% charge for each additional ability (because you're jamming additional functionality into a magic item slot). This surcharge is not present in this system, making it friendlier to MAD classes.

Table 10: *BIP* cost of enhancing abilities

enhancement to ability score	cost
+2	8
+4	32
+6	72

9.1.4 Changes to magic items

Naturally, making the functionality of B6 items available as non-items and reducing WBL will have some other consequences as well.

1. The classic B6 items are no longer for sale, nor can they be crafted or found as loot. Other magic items closely based off them (such as a Headband of Aerial Agility, based off mental-stat boosting headbands) should be reviewed by the GM. For each item, one of the following should be done:
   - Remove the B6 element from the item and adjust its price accordingly.
   - If the B6-like bonus is quite small, allow it, but strictly enforce that it cannot be increased with the procedures given for creating custom magic items.

   Certainly, no new B6-like items should be introduced.

2. Magic weapons and armor no longer need to have a +1 or better enhancement bonus before any other powers can be added to them. In fact, they <u>can't</u> have ordinary enhancement bonuses on them.

3. Any weapon with at least one magical power attached to it penetrates DR/Magic.

4. The Built-In enhancement bonus to weaponry doesn't penetrate DR types at all. However, because the bonus applies to any weapon(s) used, warriors are encouraged to invest in a golf bag.

5. Weapon properties like Flaming no longer need to be activated as a standard action; this is now a free action.

6. If a magic weapon property uses the weapon's enhancement bonus as a variable, use the BIB enhancement bonus of the wielder.

7. If a magic weapon property increases the weapon's enhancement bonus under some circumstances (like Bane), that bonus stacks with the wielder's BIB enhancement for the weapon. *(For example: a raging barbarian with BIB+2 using an adamantine Furious Devilbane sword against a devil would enjoy a +6 bonus. However, that still doesn't penetrate the devil's DR/silver because enhancement bonuses just don't do that anymore.))*

9.1.5 Animal Companions, cohorts, familiars etc.

The rule for all of these is the same: they don't get independent *BIP*. However, their patron can spend some of his own BIP to buy options for them. If the companion/cohort/familiar etc. is lost somehow, the BIP are returned to his pool of unspent points.

10 Society

10.1 Leadership v1.0

In older editions of D&D, it was taken as a given that PCs would gain followers when they became high level. Since 3.x however, this has caused angsty GMs, because the Leadership feat gives one player a powerful boost.

Under this house rule, the following applies:

1. Every PC gains Leadership as a bonus feat at level 7.

2. Only one cohort can go on an adventure with the PCs at any time, although they can take turns. It's up to the players to decide which cohort would be most appropriate. Since cohorts gain XP based on their masters' XP, even the ones that don't come along increase in experience.

3. Cohorts use the elite stat array (15, 14, 12, 11, 10, 8). A cohort's build is mostly up to the player, although it should remain within reason.

4. Cohorts may be recruited from friendly NPCs already in the campaign, or introduced afresh. In that case however the player must come up with a good story of how this cohort was gained.

5. Cohorts start with NPC-level-appropriate gear. Thereafter they expect a (junior) share of adventuring spoils.

6. If a PC dies/is retired, and a cohort is promoted to full PC status, some stat rebuilding is in order to move the new PC to actual PC power levels, including possible inheritance of some equipment.

7. Followers use the standard ability score array (13, 12, 11, 10, 9, 8), and racial modifiers, applied in a way that makes sense for their chosen class. They tend to have the most obvious build imaginable for their class.

8. If a follower is promoted to Cohort status, some rebuilding may be in order.

9. If a PC gains Leadership as a bonus feat from another source (such as for example the Nobility domain), he gains it again; another cohort, more followers and so forth. All cohorts except the first one suffer from the "Has a familiar, special mount, or animal companion" modifier however, because one cohort is clearly the favorite. (If the character also has a familiar or suchlike, even the first cohort is influenced by that modifier.) Any bonus (such as from the Nobility domain) to Leadership score applies to all of those leadership scores.

11 Meta

11.1 Hero Points and Intrusions v1.0

We will be using Hero Points as described in the APG, pages 322–323. We will not be using the additional hero point rules. Hero points are more of a meta-game mechanic.

Hero points may be awarded if the GM uses an Intrusion, as described in the article We all need Intrusions.

12 Yet to come

- WBL effects of new/dead/retired characters
- starting level of new characters
- magic item crafting reform