

This is a collection of alternate classes created in the house rules forum of enworld.org. Thread url, <http://www.enworld.org/showthread.php?t=146769&page=1>. Credits are given below after class descriptions. Any feedback is welcome, please post on that thread.

#1

Beastmaster

This Barbarian variant enjoys a close relationship to a powerful animal, which accompanies him on his adventures in the 'civilized lands'.

Mechanical Changes: The Barbarian loses all uses of Rage and related abilities and gains access to an animal companion as a druid of the same level. Should the barbarian multiclass to druid or ranger, levels stack for determining total number of levels as it pertains to the animal companion.

#2

Priest

The cleric is a warrior-priest. The Priest class represents those who are not as skilled at fighting.

Mechanical Changes:

D4 hit dice, no armour or shield proficiencies.

The Priest gains a bonus spell of each level, as well as access to a third domain that his or her deity grants.

#3

Battle Mage

This sorcerer loses some spell casting to increase his battle prowess.

Mechanical Changes to Sorcerer:

medium BAB, d6 Hp, Bard's progression/spells known, 10% deduction for arcane spell failure +5% per four levels. Gain proficiency in medium and light armor, shields (not tower) and swords, axes, bows.

#4

Warrior Monk

This monk trains in weapons instead of fists.

Mechanical changes: Monk:

Drop unarmed damage, gain martial weapon proficiency, At first level and every three after that the warrior monk designates one weapon with which flurry of blows can be used.

CAUTION: BROKEN CLASS, NEEDS TO BE FIXED.

#5 Artificer

The artificer is a variant wizard that concentrates on magical items and equipment.

Mechanical Changes:

The artificer is limited to choosing item creation feats as bonus feats. However, they may cast detect magic 3/day as a spell-like ability and identify 1/day/5 levels as a spell-like ability, without paying for material components.

#6

Elementalist

The elementalist is a variant specialist wizard that is adept at the elemental spells.

Mechanical Changes:

The elementalist is a specialist in the elemental school of magic (which includes all spells with air, earth, fire and water descriptors). He or she must give up two other schools of magic as normal.

#7

Thief

The thief is a variant rogue. A thief is even more adept at stealing than their base-class cousins.

Mechanical Changes

The thief loses the sneak attack ability. Instead, whenever they would gain sneak attack, they gain Skill Focus in one of the following skills: Appraise, Climb, Disable Device, Forgery, Gather Information, Hide, Jump, Listen, Move Silently, Open Lock, Search, Slight of Hand, Spot or Tumble.

#8

Swashbuckler

Fighter Variant

This is your Dread Pirate Roberts

Skills: 4 skill points/level. Add Balance, Bluff, Diplomacy and Tumble to class skill list.

Feats: Bonus feat at 1st, 4th and every 4th level thereafter. Remove the Power Attack tree from the bonus feat list.

Defense Bonus: When in light or no armor, the Swashbuckler gets a dodge bonus equal to his Charisma modifier, as well as the Dodge Bonus progression of the Monk.

#9

Scout

Ranger Variant

This is a ' non-magical' ranger geared toward stealth and observation.

BAB: As rogue

Add Disable device to skill list

Remove Spells, Combat Style and Animal companion. Replace ' Favored Enemy' with Favored Terrain variant.

Add Evasion and trap finding & trap sense as a rogue of the same level.

#10

Archer

This fighter variant concentrates on long-range attacks.

Mechanical Changes:

d8 hit dice, only proficient with light armour, monk BAB

Gains the monk flurry of blows ability that can be used with any bow. In addition, they gain the Enhance Arrow ability of the arcane archer beginning at 4th level and increasing by +1 every four levels thereafter.

#11

Berserker

Fighter Variant

This is a non-barabrian warrior who rages, perhaps a cultist to a god of war or a special shock trooper.

Up HD to d12.

Add the Rage chain.

No bonus feat at 1st level. Bonus feats at 2nd, 5th, 8th, 11th, 14th, 17th & 20th.

#12

Elemental Commander

Commands the inborn elemental power

Mechanical Changes: Wizard:

Doesn't cast spells, instead spells deal elemental damage=1d6/spell level. 0th give 1d4 damage. Reflex save for half. Can use spell in light armor. Gain light armor proficient, and medium BAB, like rogue. Gain sorcerers weapon proficiencies. Also may command/Rebuke elementals. Can also use summon monster to call elementals once per spell level as an appropriate summon monster spell. Example, A fifth level Elemental Commander can use summon monster 1, 2, and 3 all once per day. Can only call elementals.

#13

Dark Cavalier

He rides from the Abyss with the anger of the dark ones burning inside.

Mechanical Changes: Paladin

Drop spell casting and remove disease. Gain warhorse/other mount at first level. Bonus's for an animal companion with paladin levels equalling druid level for effects. Gain int bonus and other abilities for warhorse as normal. Smite Evil> Smite good, Lay on hands is now negative energy. Dark Cavalier now is healed by negative energy instead of positive energy. Must be Chaotic or Lawful Evil, depending which masters he serves. Aposing dark cavaliers will always fight to the death, no matter the circumstances.

(The warhorse may be too strong, perhaps 1/2 paladin level and get either druid animal companion or paladin warhorse str/dex/hd and ac bonus.)

#14

Summoner

this alternate will allow her summoned creatures to pummel any of their own kind.

Mechanical Changes: Wizard

Lose Bonus feats and scribe scroll. Must prepare one "summon" spell per spell level. Gains spell focus(conjuration) as a bonus feat at first level. Gains Augment summoning as a bonus feat at second level. Every four levels past level 2, her summoned creatures get an additional +1 str and +1 con. At sixth level all "summon" spells are effected by the extend spell feat without their level being

raised.

#15

The Craven Minstrel

This class is skilled in using his charm and personality to trick people into lowering their defenses.

Mechanical Changes: Bard

Drop Bard spells and bardic music, gain Fighter BAB and Rogue Sneak Attack progression.

#16

Magician (Sravoff)

This Wizard casts spells directly from his spell book without preparation.

Mechanical Changes: Wizard:

Add one spell per spell level. Drop bonus feats, not scribe scroll. Doesn't prepare spells, instead casts directly from spell book. All spells have their casting time increased, except free action spells which the Talented Bookworm cannot learn. Standard action->fullround action->Happens at beginning of next turn->Happens at end of next turn (allows two AoA from adjacent foes.). Using metamagic increases casting time by another step.

#17

Talented Book Worm

This sorcerer has learned to utilize the teachings of the arcane orders to increase his spellcasting power.

Mechanical Changes: Sorcerer:

Drop Spells known. Uses wizard's spell book and must prepare as wizard. Starts play with five 0th level spells and one plus the average of her Cha and Int bonus's. Gains one spell per level instead of two like the wizard. Metamagic functions same as wizard. Spell DC's run off average of Int bonus and Cha bonus.

#18

Adventurer

Rogue variant

Mechanics: Delete sneak attack, add all skills as class skills, gets 12 skill points per level. Gains skill focus: Use Magic Device at 1st level.

#19

Horse Nomad

A ranger variant that rides the steppes.

Mechanical Changes:

Lose Combat Styles, instead gain Mounted Combat/Ride By Attack/Spirited Charge. Gain animal companion at 1st level (horse).

#20

Woodland Defender

This Ranger is far more intuned with the natural world and its animal inhabitants.

Mechanical Changes: Ranger:

Lose Spells and favored Enemy. Gain animal companion as druid. Gain a +1 to attack and damage rolls against all who threaten the forest. Commercial trappers, orcish loggers ect., not you average huntsman. Use Summon naturer Ally as a spell like ability usable equal to 1+wisdom modifier per day, or your Woodland Defender level, whichever is lower. Summon naturer ally starts at Summon naturer ally one at first level, increase to summoner naturer ally two at level three and increases again every two level after that. Until it reaches summoner naturer ally nine at level 17.

#21

Gladiator

A fighter variant raised in the gladiatorial pits.

Mechanical Changes:

Proficient with simple weapons plus short sword, flail, trident, whip, spiked chain, two-bladed sword and net; Proficient with light armour and shields; gains Perform as a class skill and the Bardic Music ability to fascinate.

#22

Weapons Master

This fighter variant is adept at using any weapon he finds.

Mechanical Changes:

Proficient with all weapons; bonus feat at 1st level, 3rd level then every 2nd level thereafter.

#23

Battlefield Commander

Another fighter variant, this one is well versed in strategy and leading others.

Mechanical Changes:

Gain bonus feats at 1st, 3rd and then every 3 levels thereafter; gain Perform as a class skill and the bardic music abilities of inspire courage, inspire competence, inspire greatness and inspire heroics.

Class # 24

Natures Primal Warrior

This druid loses her spellcasting for better battle prowess.

Mechanical Changes: Druid:

Loses spell casting. HD increase to d10 and BAB becomes full. Also gains Barbarian DR ability at level five, begins at one and increases by one every three levels. Remember her weapon/armor restrictions.

Class #25

The Envoker

This sorcerer variant has become much better at using evocation spells while other spells lack the same

Mechanical Changes: Sorcerer:

All DC's from non-evocation spells are reduced by one. An Envoker must learn at least one spell from the evocation spell school per spell level the Envoker knows. An Envoker may burn additional spell levels to power his or her evocation spells. An Envoker may increase the damage cap by burning an additional spell level. Each spell level burned this way increases the max dice from an evocation spell by two. An Envoker may burn spell levels to increase the level of an evocation spell as per the heighten spell feat. An Envoker may increase the DC of an evocation spell. Every two additional spell levels burned increase the DC for the spell by one. Burning additional spells increases the casting time to a full round action. 0th level spells are considered half spell levels. An Envoker may not burn more than his Envoker level in spell levels per spell.

Class # 26

Kender Disciple

This rogue variant won't talk behind your back or backstab you, He'll jeer you to your face!

Mechanical Changes: Rogue:

Lose Sneak attack. Gain the taunt ability. At first level this taunt causes the opponent that fails the will save to attack the kender disciple at any cost. The opponent gets a -2 to attacks and AC as long as they are enraged. This effects lasts an number of rounds equal to half kender disciple level plus Cha bonus. This penalty increases by one at level four and every three level thereafter. The will save is 10+1/2 perform skill. This ability is usable a number of times equal to one fourth kender disciple level, minimum one, plus Cha modifier.

#27

True Barbarian:

Proficient with only simple weapons and Nonmetal armor.

Natural weapons/armor in rage(1d6/+2) with rage.

Natural weapons/armor in rage(1d8/+4) with improved(whatever its called) rage.

Natural weapons/armor in rage(1d10/+6) with mighty rage.

#29

Divine Channeller:

Sorcerer Variant

Chooses spells known from cleric/druid spells instead of sorceror wizard

#29

Shaman

Mechanics: Cleric but uses the druid spell list and must choose his domains from Air, Earth, Fire, Water, Animal or Plant.

#30

The Witch

Druid Variant, essentially a nature tied spontaneous divine caster and bog/forest dwelling crone.

Mechanical changes: Reduce HD to d4 and BAB to poor. Remove Wild Shape and associated abilities, and ability to cast summon ally spells spontaneously (it' s

redundant). The Witch gains Craft Potion as a bonus feat at 3rd level and Craft Wonderous Item at 6th level. The Witch can cast any druid spell as a spontaneous casting, following all the rules for spontaneous casting and metamagic.

#30

Magi

A variant wizard, the magi is a mage-priest.

Mechanical Changes:

Loses bonus feats and scribe scroll. May choose spells from both sorcerer/wizard and cleric list; must use spellbook for all spells as normal.

#31

Witch Hunter

A variant ranger, the witch hunter seeks and destroys magic users.

Mechanical Changes:

Loses spells. Favoured Enemy is a new creature type, ' magic-user' - basically any creature that can cast spells or use spell-like abilities. Witch Hunter must choose this type as their favoured enemy. Gains SR equal to class level + Cha bonus.

#32

Combat Medic

A variant cleric, the combat medic is the ultimate battlefield healer.

Mechanical Changes:

Loses ability to turn/rebuke undead; gains ability to lay on hands.

#33

Blue Mage

This Wizard learns abilities from monsters instead of arcane tomes.

Mechanical Changes

Doesn't cast spells. To learn an ability by a monster make a spellcraft check equal to 10+creature's HD. Spell-like abilities cost a spell level equal to its spell level. Special abilities cost one third HD in spell level. Special qualities can also be learned. These take up a spell level equal to its spell level if it has a spell counter part. If it does not then it costs one half monster's HD in Spell levels. Spell levels mean that level of spell. To learn a green dragon's breath weapon for a young adult

dragon you would need a spellcraft check of 27, and a sixth level spell slot. To learn its frightful presence ability you need a spellcraft check of 27 and a 8th level spell slot. All Dc's are as they were for the original creature, they do not change for you. Each ability is usable a number of times per day equal to one fourth your Blue Mage level plus your Int mod. They also gain simple weapon proficiency and a D6 HD.

#34

Urban Warrior

Mechanic: Fighter

Loses Heavy armor Proficiency and Tower Shield Proficiency. Gains an additional two skill points per level.

#35

Battle Elf

This fighter class is available only to elves, it relies more on the elf's abilities.

Mechanical Changes: Fighter:

drop medium and heavy proficiency, also tower. Gain 4 skill points add hide, move silently, listen, spot, search. At level one, fourth and every three bonus feats beyond that instead gain a +1 damage with either the short bow, long bow, short sword, long sword, rapier.

#36

Wild Man

Mechanic: Ranger

Drop animal companion and combat style, instead give natural attacks Bite + 2 claw attacks with a Monk's damage progression, with bite counting as a light weapon for adding strength.

#37

Fortune-hunter

Mechanics: Fighter but remove feats at 2, 6, 10, 14, and 18 and add sneak attack at each of those levels. Remove medium and heavy armor and tower shield proficiency. At first level add the character's charisma modifier as a dodge bonus to their AC and their Reflex save but only if in light armor and unencumbered. Add bluff as a class skill.

#38

Necromancer

This Cleric Variant loses spellcasting to become the necromancer from Diablo II

Mechanical Changes: Cleric

Drop Spellcasting. Can only command rebuke undead. Cannot be Lawful Good. Gain Bone Armor as a spell like ability, once per day for every two levels + your wis Modifier. This increases your AC by one point per four levels. This bone armor is on top of your other armor and stacks with it. Bone Armor lasts a number of minutes equal to class level divided by four. At fourth level gain ability to Animate dead as a spell like ability usable a number of times per day equal to one fourth class levels plus wisdom bonus. Animate dead does not have a material component and lasts a number of minutes equal to your class level, or until destroyed. Other than stated above, use the normal rules for animate dead, caster level equals class level. Gain smite ability, usable once per five levels, +4 to hit and adds class level to damage as negative energy. Smite any creature.

#38

The Cavalryman

Fighter Variant

Bonus feat at 1st level = Mounted Combat. Following, gain a bonus feat every 4 levels (4th, 8th, etc). Gain the paladin's warhorse ability. Retain the access to Weapon Specialization.

#39

The Bounty hunter

Ranger variant.

Mechanical changes: Loses spells and animal companion, Gains sneak attack (damage goes up at first and every three levels after) and can deal subdual damage with a sneak attack with a melee weapon but suffers a -4 penalty. But the penalty gets lower at 6th (goes down to -2) and gets no penalty at 12th.

#41

Whirling Dervish

Mechanics: Barbarian variant but loses rage and fast movement. Gains monk's fast movement and gains Perform and Tumble as a class skill. Gains "pounce" as an

ability that can be used as many times per day as their rage once could. Scimitars are considered light weapons for this class.

#42

Tribal Sage

Mechanic: Barbarian

Lose Rage, gain Bardic knowledge, Bardic Music (oratory only), Perform (oratory) as a class skill.

#43

Mageknight

Bard Variant

Mechanics: 2 skill points per level, has class skills as a fighter and a wizard. Uses the wizard spell list instead of bards. Loses bardic music and knowledge. Gains a bonus wizard or fighter feat at 2nd, 4th, 8th, 12th, 16th and 20th.

#44:

Sharpshooter

HD: D8, Medium armor/Simple weapons + Martial ranged weapons only, Medium BAB attack progression, Good reflex save, Poor Fort/Will save, gain combat feats as per fighter, +1 bonus on attack with chosen ranged weapon group (bow/x-bow/sling) at first level, +1 additional bonus for every 4 levels after that (eg: 5th/9th/13th/17th), Class skills: 4+Int, skills as per fighter but add Balance and Spot

#45

Ninja

Bard Variant

Mechanics: Loses bard music and bardic knowledge. Gains sneak attack as a rogue. Uses the monks weapon proficiency plus simple weapons. Has a limited spell list "with ninja like spells" (deception/movement). Has the following class skills: balance, bluff, climb, concentration, craft, disguise, escape artist, forgery, hide, jump, move silently, sleight of hand, tumble, and use rope.

#46

Round Table Knight

A fighter variant.

Add: Aristocrat class skills and skill points. Paladin Code of Conduct.

Drop: Fighter class skills. Hitdie to d8. Towershield.

#47

Strider

A fighter variant.

Add: Track. Survival.

Drop: Heavy armor, towershield. Craft.

#48

Hypnotist

A bard variant.

Add: Perform (Hypnotism). Spell Focus (Enchantment) at 1st level. Persuasive at 1st level. Greater Spell Focus (Enchantment) at 12th level.

Drop: Perform (Any music related). Countersong. Song of Freedom. Bardic Knowledge.

#49

Shadow Thief

Thief skilled in using magic to hide and conceal self.

Add: Spell progression as Bard.

Drop: Perform, Sneak Attack, Base: 6 skills points (instead of 8), no access to crippling strike special ability

#50

Diplomat

Aristocrat variant

Add: 6 skills points per level (instead of 4), extra Skill Focus bonus feat at 2nd level and every three levels after

Drop: D6 HD, martial weapon proficiency, medium and heavy armor proficiency, Handle Animal and Survival from skill list

#51

Mime

Bard variant

Mechanical Changes:

All spells no longer require verbal components, nor do bardic music abilities. Only those that can see the mime can benefit from bardic music effects.

#52

Cultist

Variant Cleric

Must be Evil alignment.

Adds Bluff, Disguise, Gather Info., Hide, Intimidate, and Sense Motive to Class skills.

Loses Domains, but gains Undetectable Alignment at first level, and every 3rd level can add +10 to one Gather Information check to learn a secret (about a place, person, etc).

Can also multiclass into any other class they wish. Yep, even ignoring the normal alignment/multiclassing restrictions of Monks, Paladins, etc.

#53

Agent

Variant Rogue

Keeps Sneak Attack, Uncanny Dodge, Trapfinding, Evasion.

Gains Informants; 1 at 1st level, +1 at 3rd level and every 3 levels after. Each informant must be placed in a location, and adds +6 to Gather Info. if the Agent can contact them. The bonuses stack (but the DM can decide otherwise).

At 6th level can make a single Forced Command each day (increasing to twice at 12th, 3 times/day at 18th). Works just like Suggestion (one sentence, cannot put target in danger - ie. "These aren't the Drow you're looking for..."), and affects a number of creatures equal to 1/2 Agent level + Charisma mod.

Poison use (ala Assassin, Blackguard, etc) at 10th level.

#54

The Verminite

Druid Variant: The Verminite wields power over the crawling things of the earth.

Mechanical Changes: The Verminite retains all the class features of the druid. however, all abilities that affect type Animal affect type Vermin instead. this includes the Verminite' s Companion, Wild Shape, and ability to cast Summon Nature' s Ally (summons vermin instead, otherwise use the rules for those spells). When the Verminite would be able to Wild Shape into an elemental, the Verminite can instead wild shape into a swarm of vermin.

#55

The Undead Hunter
Paladin Variant

Mechanics: Loses alignment restriction, smite evil, and special mount. Detect evil becomes detect undead, gains the ranger favored enemy (undead) which improves as a rangers would normally. Slight tweak to spell list. Gains move silently and hide as class skills but loses animal handling and ride.

#56

The Anti-Paladin
Paladin variant

Mechanics: lawful evil only, Lay on hands deals damage- fort save negates damage (DC 1/2 level +cha mod), Causes disease instead of cures, smites good instead of evil, Spell list is reversed.

#57

The Pit Fighter
Fighter/Monk Variant/Combination

Mechanics: Increased unarmed damage (though not as good as a monk' s), light armor proficiency, simple weapon proficiency, bonus feats (though less than a normal fighter), bonus to AC when using only light armor, no lawful alignment restriction, no monk mystical abilities (diamond body, ect), Fighter saves.

#58

Lore Bard
Wizard Variant

Mechanics: Uses bard spell list (still does not have 7-9th level spells), loses bonus

feats and scribe scroll feat, gains bardic music and bardic lore, has 6 skill points per level and the bards skill list.

Credits:

Reynard: Swashbuckler #8, Scout #9, Berserker #11, The Witch #30, The Cavelryman #38, The Vermite #54

Eternalknight: Priest #2, Artificer #5, Elementlist #6, Thief #7, Archer #10, Horse Nomad #19, Gladiator #21, Weapons Master #22, Magi #30, Witch Hunter #31, Combat Medic #32, Mime #51

Sravoff: Battle Mage #3, Warrior Monk #4, Elemental Commander #12, Dark Cavelier #13, Summoner #14, Magician #16, Talented Book Worm #17, Woodland Defender #18, Natures Primal Warrior #24, The Envoker #25, Kender Disciple #26, Blue Mage #33, Battle Elf #35, Necromancer #38

Domino: Craven Minstrel #15, Urban Warrior # 34, Wild Man #36, Tribal Sage # 42

Sadrik: Adventurer #18, Shaman #29, Fortune-Hunter #37, Whirling Dervish #41, Mageknight #43, Ninja #45, Undead Hunter #55, The Anti-Paladin #56, Lore Bard #58

magic_gathering2001: True Barbarian #27, Divine Channeler #28

Dimrei: Bounty Hunter #40

Krug: Sharpshooter #44, Shadow Thief #49, Diplomat #50

Frostmarrow: Round Table Knight #46, Strider #47, Hypontist #48

Philthulhu: Cultist #52, Agent #53

Kristivas: Pit Fighter #57