

X-Path: House Rules

X-Points

Every X-Pather starts each session with one X-Point (1d3 if they have the *Extreme X-Pather* feat). At any time during the session, the X-Pather can trade in the X-Point to automatically max out their next die roll: irrespective of what the dice being rolled is, or how many of them there are.

An X-Pather that does not use their X-Point(s) during a session simply loses the points: there are no prizes for not giving your all.

New Feat: Extreme X-Pather

Effects: You receive 1d3 X-Points per session, instead of the normal one.

Defence Bonus

X-Pathers (and *only* X-Pathers) receive a Defence Bonus. This is an increase to Armour Class equal to one-half the character's Base Attack Bonus (rounded down).

Armour

Due to the fighting style and attitudes of the X-Pather, they find that armour works a little differently for them than for most people. The chart below summarises the effects:

Armour/ Shield	Cost	Armour Bonus	Damage Reduction	Maximum Dex & Def Bonus	Armour Check	Arcane Spell Failure	(30 ft.)	(20 ft.)	Weight
Light armor									
Padded	5 gp	1	—	8	0	5%	30 ft./x4	20 ft./x4	10 lb.
Leather	10 gp	2	—	6	0	10%	30 ft./x4	20 ft./x4	15 lb.
Studded leather	25 gp	3	—	5	-1	15%	30 ft./x4	20 ft./x4	20 lb.
Chain shirt	100 gp	4	—	4	-2	20%	30 ft./x4	20 ft./x4	25 lb.
Medium armor									
Hide	15 gp	3	—	4	-3	20%	20 ft./x4	15 ft./x4	25 lb.
Scale mail	50 gp	4	—	3	-4	25%	20 ft./x4	15 ft./x4	30 lb.
Chainmail	150 gp	4	1	2	-5	30%	20 ft./x4	15 ft./x4	40 lb.
Breastplate	200 gp	4	1	3	-4	25%	20 ft./x4	15 ft./x4	30 lb.
Heavy armor									
Splint mail	200 gp	4	2	0	-7	40%	20 ft./x3	15 ft./x3	45 lb.
Banded mail	250 gp	4	2	1	-6	35%	20 ft./x3	15 ft./x3	35 lb.
Half-plate	600 gp	4	3	0	-7	40%	20 ft./x3	15 ft./x3	50 lb.
Full plate	1,500 gp	4	4	1	-6	35%	20 ft./x3	15 ft./x3	50 lb.
Shields									
Shield, wooden	7 gp	1	—	—	-2	15%	—	—	10 lb.
Shield, steel	20 gp	1	—	—	-2	15%	—	—	15 lb.
Shield, tower	30 gp	3	—	0	-10	50%	—	—	45 lb.
Extras									
Armour spikes	+50 gp	—	+1	—	-1	—	—	—	+10 lb.
Shield spikes	+10 gp	+1	—	—	-1	—	—	—	+5 lb.
Decorative Motif	+100 gp	—	—	+1	*	—	—	—	—

* Decorative motif imposes a -2 penalty on Hide and Move Silently checks, but not on any other skills

Classes & Races

Only Humans and Half-Orcs can become X-Pathers. X-Pather Half-Orcs do not suffer the usual -2 Charisma penalty for their race.

X-Pathers cannot be wizards. Wizards are wimps. X-Pathers can also not be Druids. Druids are wimps.

X-Path Rangers may choose Firearms as their combat style. If they do so, they get the following abilities: 2nd level - Double Tap or Hong Kong Style; 6th level - Rock'n'Roll or Improved Hong Kong Style, 11th level - Improved Dead Eye or Greater Hong Kong Style.

New Domains

The following new domains are available for use in X-Path:

GLUTTONY DOMAIN

Granted Power: you can cast *create food and water* as a spell-like ability, once per day. The effective caster level is equal to your cleric class level. The summoned food is always hamburgers, doughnuts, deep-fried banana and peanut butter sandwiches, and soda.

Gluttony Domain Spells

- 1 Purify Food and Drink
- 2 Gust of Wind
- 3 Stinking Cloud
- 4 Shield of Flesh (*Stoneskin*)
- 5 Behemoth (*Righteous Might*)
- 6 Heroes' Feast
- 7 Whirlwind of Teeth (*from BoVD*)
- 8 Repulsion
- 9 Gutburster (*Implosion*)

ROCK ' N' ROLL DOMAIN

Granted Power: Weapon Proficiency and Weapon Focus (Musical Axe). A musical axe is an exotic, 2-handed melee weapon doing 1d10 damage (20/x3). It can also be used for Perform (string instruments) checks. Add Perform (all kinds, taken individually) to your list of cleric class skills.

Performance Domain Spells

- 1 Ghost Sound
- 2 Sound Burst
- 3 Enthrall
- 4 Sculpt Sound
- 5 Shout
- 6 Song of Discord
- 7 Suggestion, Mass
- 8 Shout, Greater
- 9 Irresistible Dance

Modern Weapons

There are three types of firearms in X-Path, each with their own weapon proficiency.

Simple Firearms Proficiency

You can use simple firearms without a non-proficiency penalty.

Special: Every class automatically has proficiency with simple firearms, except Barbarians. Barbarians may, however, forego martial weapon proficiency in favour of simple firearms.

Advanced Firearms Proficiency

You can use advanced firearms without a non-proficiency penalty.

Pre-Requisite: Simple Firearms Proficiency

Special: Fighters and Rangers are automatically proficient with advanced firearms.

Heavy Firearms Proficiency

You can use heavy firearms without a non-proficiency penalty.

Pre-Requisite: Simple Firearms Proficiency; Str 15+

Special: Fighters may take this feat as one of their bonus feats.

Reloading a Firearm is a standard action that provokes an attack of opportunity. However, firearms only need to be reloaded when their ammunition capacity is exhausted.

Finally, it should be noted that Firearms have their own feats, which parallel some of the standard feats:

Firearms Feat	Is equivalent to ...
Target Shooting	Point Blank Shot
Dead Eye	Precise Shot
Double Tap	Rapid Shot
Sniper	Far Shot
Improved Hong Kong Style	Improved TWF

NB: Double Tap cannot be combined with Hong Kong Style.

Firearms Feat	Is equivalent to ...
Rock ' n' Roll	Manyshot
From the Hip	Shot on the Run
Improved Dead Eye	Improved Precise Shot
Hong Kong Style	Two Weapon Fighting
Greater Hong Kong Style	Greater TWF

All the standard weapon feats (weapon focus, improved critical, weapon specialisation, etc) also apply.

New Feat: Gun Fu

Effects: You can attack with guns while threatened, without attracting attacks of opportunity.

Modern Weapons	Cost	Damage	Capacity	Critical	Range	Weight	Type
Simple Firearms							
Light Handgun	50 gp	1d8	13	x3	20 ft.	2 lb.	Piercing
Heavy Handgun	100 gp	1d12	8	x3	20 ft.	3 lb.	Piercing
Handgun Ammunition	2 gp	—	—	—	—	0.5 lb	—
Shotgun	150 gp	2d12	6	x2	20 ft.	8 lb.	Piercing; 2 handed
Shotgun Shells	3 gp	—	—	—	—	0.5 lb	—
Light Bolt-Action Rifle	150 gp	1d12	10	x3	80 ft.	6 lb.	Piercing; 2 handed
Hvy Bolt-Action Rifle	200 gp	2d8	8	x3	80 ft.	8 lb.	Piercing; 2 handed
Rifle Ammunition	4 gp	—	—	—	—	0.5 lb	—
Taser	50 gp	3d6	See below	x2	5 ft	1 lb	Electrical; Non-lethal damage
Advanced Firearms							
Light SMG	150 gp	2d8	6	x2	20 ft.	3 lb	Piercing
Heavy SMG	200 gp	2d12	5	x2	20 ft.	4 lb	Piercing
SMG Ammo	10 gp	—	—	—	—	—	—
Light Assault Rifle	300 gp	1d12	30	x3	80 ft.	7 lb.	Piercing; 2 handed
- on burst fire	—	2d12	—	x2	40 ft	—	Piercing; 2 handed
Heavy Assault Rifle	500 gp	2d8	25	x3	80 ft.	10 lb.	Piercing; 2 handed
- on burst fire	—	2d20	—	x2	40 ft	—	Piercing; 2 handed
Assault Rifle Ammo.	15 gp	—	—	—	—	—	—
Heavy Firearms							
Bazooka	900 gp	2d20/1d20	1	x2	120 ft	25 lb.	Piercing / Fire; explosive; 2 handed
Bazooka Rockets	75 gp	—	—	—	—	2 lb.	—
Grenade Launcher	500 gp	as below	6	x2	40 ft	—	Type as below; 2 handed
Light Machinegun	800 gp	2d20	50	x2	120 ft	20 lb.	Piercing; 2 handed
Light MG Ammo.	200 gp	—	—	—	—	5 lb.	—
Flamethrower	500 gp	2d12	10	x2	10 ft	15 lb.	Fire; Line; Touch; 2 handed
Flamethrower Ammo	50 gp	—	—	—	—	5 lb.	—
Explosive Weapons (no proficiency required)							
Frag. Grenade	10 gp	1d8/1d12	—	x2	20 ft.	0.5 lb	Fire / Piercing; explosive
Concussion Grenade	10 gp	1d8/1d12	—	x2	20 ft.	0.5 lb	Fire / Bludgeoning; explosive
Phosphorous Grenade	10 gp	1d8/1d12	—	x2	20 ft.	0.5 lb	Fire / Fire; explosive
Stick of Dynamite	5 gp	1d6/1d6	—	x2	20 ft.	0.5 lb	Fire / Bludgeoning; explosive
Martial Melee Weapons							
Chainsaw	100 gp	2d10	—	19-20/x2	—	8 lb	Slashing; -4 to hit; ignores 2 armour or hardness

Costs for **ammunition** are for a number of shots equal to the weapon' s capacity.

Machineguns and SMGs fire only in burst mode: capacity for these weapons takes this into account. Using burst fire with an assault rifle consumes five rounds per burst.

Explosive weapons do their second listed damage type in a 10' radius (reflex save for half damage applies)

Two-handed firearms can be fired one handed at a -4 penalty. They can also be used as clubs, in melee.

A **Taser** can fire only once. Once it has fired, the wires need to be retracted (a full round action) before it can be used again.