

GREYHAWK CAMPAIGN RULES

What's the DM Up To?

There are several house rules in play in this campaign, many of which alter the basic and fundamental rules of the game. It's going to be a lot to keep up with (at least at first), so why go through all the trouble?

- **Adventuring parties still require a cleric.** Despite almost forty years of design and intensive play, the game still requires a cleric for the adventuring group to remain viable. Playing the cleric is still a role that few players enjoy, even when they are massively over-powered in comparison to other classes. No one enjoys playing the healer.

This doesn't reflect poor class design. It reflects poor game design—requiring a certain character class that players don't enjoy, either implicitly or explicitly, severely limits the fun of some players to enjoy the game. It's a serious handicap that the core system in any version of the game has yet to overcome.

- **Hit points are too abstract.** I feel that injury can be adjudicated with a degree of internal consistency and interesting logic without sacrificing the core of the d20 combat engine. By simply adding a minor narrative distinction (how much abuse your body can actually take versus how much injury you're capable of avoiding because of your heroic stature), we can speed play considerably.

VITALITY AND WOUND POINTS

The vitality and wound points damage system was originally developed for the D20 version of the *Star Wars Roleplaying Game* as a more cinematic method of handling damage than the traditional hit point system. The system allows for character to improve the amount of punishment they can withstand as they go up in level, while still allowing for a single lucky attack to take down a character.

VITALITY POINTS

Vitality points are a measure of a character's ability to turn a direct hit into a graze or glancing blow with no serious consequences. Like hit points in the standard *Pathfinder RPG* rules, at each level a character gains vitality based on their hit die and adds their Constitution modifier, adding the total to their vitality point total. (Just as with hit points, a character always gains a minimum of at least 1 vitality point

per level, regardless of their Constitution modifier.) A 1st-level character gains vitality points equal to the maximum value of their hit die result rather than rolling.

WOUND POINTS

Wound points measure how much true physical damage a character can withstand. Damage reduces wound points only after all vitality points are gone, or when a character is struck by a critical hit.

A character has a number of wound points equal to her current Constitution score. Any effect that causes a character to lose Constitution due to damage or drain (such as by poison, disease and the like) causes a corresponding loss of wound points. However, losing wound points does not cause a character to take Constitution damage.

CRITICAL HITS

A critical hit deals the same amount of damage as a normal hit, but that damage is deducted from wound points rather than from vitality points. Critical hits do not deal extra damage; for that reason, no weapon in this campaign has a damage multiplier for critical hits.

Any critical hit automatically overcomes a creature's damage reduction, regardless of whether the attack could normally do so.

Most weapons retain their normal critical threat range. If a weapon normally has a critical multiplier greater than x2, the weapon's threat range expands by 1 point per additional multiplier, as indicated on the table below.

Multiplier	New Threat Range
X3	19-20
X4	18-20
X5	17-20

INJURY AND DEATH

Vitality and wound points together measure how hard a character is to hurt and kill. The damage from each successful attack and each fight accumulates, dropping a character's vitality point or wound point totals until he runs out of points.

NONLETHAL DAMAGE

This campaign doesn't differentiate between lethal and nonlethal damage. Attacks and effects that normally deal nonlethal damage reduce vitality points, except on a critical hit, in which case they reduce wound points.

0 VITALITY POINTS

At 0 vitality points, a character can no longer avoid taking real physical damage. Any additional damage he receives reduces his wound points.

TAKING WOUND DAMAGE

The first time a character takes wound damage—even a single point—they become fatigued. A fatigued character cannot run or charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of rest, fatigued characters are no longer fatigued. Additional wound damage doesn't make a character exhausted.

0 WOUND POINTS (AND BELOW)

At 0 wound points, a character is disabled.

Disabled: A disabled character is conscious, but can take only a single move or standard action each turn (but not both, nor can they take full-round actions). The character moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action that the DM deems strenuous, including some free actions such as casting a quickened spell) worsens the character's condition to dying (unless it involved healing, see below). Any damage also worsens a disabled character to dying.

Dying: Functionally, wound points are treated as hit points in the *Core Rulebook*: a character dies if they take an amount of negative damage equal to their Constitution score (that is, an amount of damage equal to their Constitution score once they have been reduced to 0 wound points).

A dying character immediately falls unconscious and can take no actions.

A dying character takes 1 hit point of bleed damage every round. When a dying character has taken an amount of damage equal to their Constitution score (through either bleed damage or further wounds), they immediately die.

Stabilizing: Another character can stabilize a dying character with a DC 15 Heal check as a standard action (which requires at least one free hand and provokes attacks of opportunity).

Any magical healing whatsoever (typically, by *cure* potions or spells) restores wound points, thus automatically stabilizing a character. The *stabilize* spell also stabilizes a character, but does not restore wound points.

STABLE CHARACTERS AND RECOVERY

Characters with negative wound points stabilize and recover exactly as for hit points as described on pages 190-191 of the *Pathfinder RPG Core Rulebook*. They regain consciousness with Constitution checks as described therein, and regain consciousness automatically once they have regained at least 1 wound point.

SPECIAL DAMAGE SITUATIONS

The vitality point system changes the way that some special damage effects work.

COUP DE GRACE

A coup de grace functions normally in that it automatically hits and scores a critical hit (and thus the damage dealt is applied to the target's wound points). If the defender survives the damage, they must make a Constitution check (DC 10 + the amount of damage dealt) or die.

MASSIVE DAMAGE

The massive damage rule does not apply in this campaign.

HEALING

After taking damage, a character can recover vitality and wound points through natural healing (over the course of hours or days), or by magic. In any case, a character can't regain vitality points or wound points above his full normal totals.

RECOVERING VITALITY

Characters can take a moment to catch their breath and get off their feet, regaining a measure of their composure and steadying their nerves. In this way, they can recover some of their vitality over the course of an adventure.

If a character wishes to recover vitality, they must take a few moments to stretch, take off their packs, set their weapons down, and otherwise unwind a bit and get their focus. Essentially, they are taking a breather without bedding down for the night. Characters may only recover vitality in this fashion outside of combat or other stressful or taxing situations.

When characters recover vitality, the player rolls one die equal to the character's hit die. In the case of characters with multiple classes, they roll the hit die of their favored class. The character regains a number of vitality points equal to the result of the roll, plus their Constitution modifier and character

level. A character may recover vitality a number of times per day equal to 3 + their Constitution modifier.

NATURAL HEALING

Characters recover vitality points at a rate of 1 vitality point per hour per character level.

With a full night's rest, a character recovers 1 wound point per character level (minimum 1 per night), or twice that amount with complete bed rest for 24 hours. Any significant interruption during the rest period prevents the character from healing wound points that night.

After a typical night's rest of approximately 8 hours, characters recover 8 vitality points and 1 wound point per character level.

ASSISTED HEALING

A character that provides long-term care (see the Heal skill, page 98 of the *Pathfinder RPG Core Rulebook*) doubles the rate at which a wounded character recovers lost vitality and wound points.

MAGICAL HEALING

Spells or effects that return hit points, such as *cure light wounds*, apply the healing to lost wound points first, then to lost vitality. For example, an 11th-level cleric casting *heal* has 110 points of healing to apply. If the target has taken 12 points of wound damage and 104 points of vitality damage, the spell heals all the wound damage and 98 points of the vitality damage, leaving the target with only 6 points of vitality damage remaining.

CHANNEL ENERGY

The *channel energy* class feature of the cleric (*Pathfinder RPG Core Rulebook* p. 40) restores wound points first, then vitality. *Channel energy* is equivalent to magical healing for this purpose.

Undead or other creatures harmed by positive energy are not otherwise affected. Conversely, living creatures suffer no additional effects from negative energy channeled by evil clerics.

NPCs AND MONSTERS

The "heroic" classes, such as the character classes and various prestige classes presented in the *Pathfinder RPG Core Rulebook*, are the only classes that grant vitality points. The NPC classes grant no vitality points (either at 1st level or thereafter). Such characters have wound points equal to their

Constitution score. Thus, a typical 1st-level orc warrior has no vitality points and 12 wound points. All damage dealt to such creatures is applied to their wound points.

Most monsters, on the other hand, have both wound points and vitality points. For Small, Medium, and Large creatures, a monster's wound point total is equal to its current Constitution score. Creatures smaller or larger than that have their wound point totals multiplied by a factor based on their size.

A monster's vitality point total is equal to the number of hit points it would normally have, based on its type and Constitution score. The DM may choose not to assign vitality points to creatures that pose little or no threat to PCs, such as domesticated herd animals.

CREATURES WITHOUT CONSTITUTION SCORES

Some creatures, such as undead and constructs, do not have Constitution scores. If a creature has no Constitution score, it has no vitality points. Instead, it has wound points equal to the number of vitality points it would have based on its HD and type. Such creatures are never fatigued or stunned by wound damage.

BONUS HIT POINTS

If a creature would have bonus hit points based on its type, these are treated as bonus wound points. For example, a Medium construct gets 20 bonus wound points. The same holds true for any permanent effect that increases a character's hit point total (such as the Toughness feat, which adds 3 to the character's wound point total).

DAMAGE REDUCTION

Damage reduction functions normally, reducing damage dealt by attacks. However, any critical hit automatically overcomes a creature's damage reduction, regardless of whether the attack could normally do so. For example, a critical hit against a skeleton (DR 5/bludgeoning) overcomes the creature's damage reduction even if it was hit with a weapon that does not deal bludgeoning damage.

FAST HEALING

Creatures with fast healing regain vitality points at an exceptionally fast rate, usually 1 or more vitality points per round, as given in the creature's description (for example, a vampire has fast healing 5).

If a creature with fast healing has no Constitution score, fast healing restores lost wound points at the same rate

instead. The same doesn't apply to creatures that have no vitality points but do have a Constitution score (such as a human warrior or domestic animal). Such creatures gain no benefit from fast healing.

REGENERATION

All damage dealt to creatures with regeneration is vitality point damage, even in the case of critical hits. The creature automatically heals vitality point damage at a fixed rate per round, as given in the entry (for example, a troll has regeneration 5). A regenerating creature that runs out of vitality points becomes fatigued just as if it had taken wound point damage. Excess damage, however, does not reduce its wound points.

Certain attack forms, typically fire and acid, automatically deal wound damage to a regenerating creature, though it may attempt a Constitution check (DC 10 + damage dealt) to convert this to vitality damage, which it can regenerate normally. Otherwise, regeneration functions normally as described in the *Pathfinder RPG* rules and in individual monster descriptions.

ARMOR AS DAMAGE REDUCTION

In the abstract combat system of the *Pathfinder RPG*, a character's armor defends them by reducing the chance that an attack will deal damage. That system simplifies the realities of battle in order to streamline combat resolution. An attack that fails due to a character's armor or natural armor doesn't really fail to connect, but rather fails to connect with enough force to deal any damage. (That's why touch attacks ignore a character's armor and natural armor—the touch attack only needs to connect to deliver its effect, and need not actually breach the target's armor.)

In this campaign, armor reduces the amount of damage dealt by an attack instead of merely turning would-be hits into misses. Armor still prevents some hits outright, but also reduces the deadliness of attacks that do connect. In essence, this campaign "gives up" some of armor's ability to turn hits into misses in exchange for a small reduction in the damage dealt by any given attack.

ARMOR DAMAGE REDUCTION VALUES

In this campaign, armor offers two benefits against attacks: an armor bonus to AC, which functions just like the armor bonus in the standard *Pathfinder RPG* rules but is usually lower in value; and damage reduction. See the table below for the armor bonuses and DR values for common armor types.

(All other armor statistics, such as maximum Dexterity bonus, armor check penalty, and arcane spell failure chance, are unchanged.)

Armor	Armor Bonus*	Damage Reduction
<i>Light Armor</i>		
Padded	+1	none
Leather	+1	1/-
Studded leather	+2	1/-
Chain shirt	+2	2/-
<i>Medium Armor</i>		
Hide	+2	1/-
Scale mail	+2	2/-
Chainmail	+3	2/-
Breastplate	+3	2/-
<i>Heavy Armor</i>		
Splint mail	+3	3/-
Banded mail	+3	3/-
Half-plate	+4	3/-
Full plate	+4	4/-

*Add any enhancement bonus to this value.

MAGIC ARMOR

An armor's enhancement bonus (if any) increases its armor bonus to AC, but has no effect on the armor's damage reduction. A *+3 chain shirt*, for example, adds +5 to AC and grants damage reduction 2/-.

STACKING DAMAGE REDUCTION

The damage reduction granted by armor stacks with damage reduction of the same type (that is, damage reduction that has a dash after the number). A 7th-level barbarian wearing a breastplate has DR 3/- (1/- from their class levels and 2/- from their armor). A fighter wearing full plate armor who is the target of a *stoneskin* spell, however, has DR 4/- from the armor and 10/adamantine from the spell.

SHIELDS

Shields function normally in this campaign, granting their full shield bonus to AC. Unlike with armor, a shield's effectiveness is measured wholly by its ability to keep an attack from connecting with your body.

NATURAL ARMOR

A creature's natural armor also provides a modicum of damage reduction. Divide the monster's natural armor bonus (not including any enhancement bonus) by 5 to determine the monster's damage reduction. The same value is subtracted from the monster's natural armor bonus to AC to find the monster's new AC.

EXTREME COLD AND HEAT

The rules for environmental effects in the core rules aren't terribly easy to use in play. In the interests of consolidating and simplifying the effects of environmental effects, I'm using the following system to represent extremes of both cold and heat.

I consulted the expanded environmental effects described in *Frostburn* and *Sandstorm* when devising this system, but it's not as complex as the systems presented there. Also keep in mind that I've designed this system with my vitality/wounds house rule in mind.

Why the Changes?

I decided to change the rules regarding environmental dangers for the following reasons.

- **The rules as written are a bit cumbersome.** As written, characters trekking across a frozen tundra or opical savannah have to make approximately *twelve* fortitude saves over the course of a day's travel, and the effects of failing multiple saves are very similar to failing one. I want the environment to be dangerous, but I don't want to make gobs of checks to represent a week's travel and I certainly don't want to account hour-by-hour when in a dungeon. There's a bit of room for simplification, and I honestly feel that the environmental hazards work better with the degree to which I have streamlined them.

- **I don't like saves to avoid climate hazards.** I've never really liked the idea that someone (even a hero or super-hero) can be tough enough to shrug off the effects of sunstroke or hypothermia—after all, a character can't make saves to avoid taking damage from immersion in lava or from a thirty-foot fall. I think that having climate afflict repeating damage is more consistent with other on-attack sources of damage within the rules.

TEMPERATURE BANDS

Although there are precise meteorological effects at specific temperatures (such as dew point or barometric pressure), these usually don't matter to the conduct of the

game. For game function purposes, temperature falls roughly within the following ranges.

Climate	Approximate daytime temperature
Extreme cold	1° or below
Cold	0° to 39°
Temperate	0° to 89°
Hot	90° to 110°
Extreme heat	11° or higher

These figures are the range for daytime temperatures. Temperatures usually drop by at least twenty degrees at night, which may push the region into the next lower band depending on the season. Deserts are an exception. Because there is no vegetation to retain the sun's heat, deserts cool rapidly once the sun goes down. Most deserts are hot during the day, temperate for a short time around sunset and sunrise, and cold at night. Temperatures around coastal regions don't fluctuate as much, so it's common for coastal regions to remain in the same temperature band regardless of the time of day or night.

Extreme Cold: Few natural creatures can survive for long in extreme cold. Unprotected creatures can freeze to death within a matter of minutes, and even prepared humanoids with specialized equipment find these conditions dangerous. Because so few plants and animals can survive here, food is rare. Water is usually available in the form of ice. These places exist only in a few rare spots on natural worlds of the material plane, although they may be more common on extraplanar locations with extreme environments.

Every ten minutes, living creatures take 2d6 cold damage. When a living creature has taken an amount of damage from extreme cold equal to their Constitution score, they become exhausted (this represents extreme hypothermia and/or frostbite). The creature cannot recover from this exhaustion until they are no longer exposed to extreme cold (around a campfire, receive an *endure elements* spell, and so forth).

Cold: Animals must have biological adaptations to live in these environments, and humanoids must generally take special precautions to survive. These regions can be deadly to those who do not take proper measures. Because it's difficult to grow crops in these conditions, food is scarce. Many creatures are carnivores, and humanoids will probably have to hunt and fish for meat. Water is usually available in the form of ice or snow. In the natural world, sub-arctic and arctic regions are cold,

as well as high mountain ranges. Most deserts fall into cold conditions at night.

Every hour, living creatures take 1d8 cold damage. When a living creature has taken cold damage equal to their Constitution score, they become fatigued (this represents hypothermia). The creature cannot recover from this fatigue until they are no longer exposed to the cold (around a campfire, receive an *endure elements* spell, and so forth).

Temperate: Although cool or warm at the extreme ends of the range, these temperatures are comfortable for most animals and humanoid races. There may be a few weeks of hot days at the height of summer or a few weeks of cold nights in the middle of winter, but these are extremes. Water and a variety of foods are usually available in regions with sufficient rainfall.

There are no adverse effects for most creatures in these temperatures.

Hot: Animals must have biological adaptations to live in these environments, and humanoids must generally take special precautions to survive. These regions can be deadly to those who do not take proper measures. Fortunately, plants often thrive in hot regions with sufficient rainfall, so food can range from available to abundant. Creatures must consume more water to compensate for perspiration, however. In the natural world, tropical regions and parts of sub-tropical regions are hot. Most deserts are hot during the day.

Every hour, living creatures take 1d8 heat damage. When a living creature has taken heat damage equal to their Constitution score, they become fatigued (this represents heatstroke). The creature cannot recover from this fatigue until they are no longer exposed to the heat (brought into an area of cool shade, receive an *endure elements* spell, and so forth).

Extreme Heat: Few natural creatures can survive for long in extreme heat. Unprotected creatures can succumb to heat within a matter of minutes, and even prepared humanoids with specialized equipment find these conditions dangerous. Because so few plants and animals can survive here, food is rare. Water is rare, in part because it evaporates quickly and in part because living creatures require greater quantities of water to survive in these conditions. These places exist only in a few rare spots on natural worlds of the material plane, although they may be more common on extraplanar locations with extreme environments.

Every ten minutes, living creatures take 2d6 heat damage. When a living creature has taken an amount of damage from extreme heat equal to their Constitution score, they become exhausted (this represents extreme heatstroke and/or heat tetany). The creature cannot recover from this

exhaustion until they are no longer exposed to extreme heat (immersed in cool water, receive an *endure elements* spell, and so forth).

PROTECTION AND CIRCUMSTANCES

The described functions of each temperature band assume an unprotected, living creature with no adaptations or special measures. Specific circumstances and measures of protection are described here.

ADAPTATION FEATS

Two new feats are presented below, Cold Adaptation and Heat Adaptation. These feats represent special knowledge and precautions to survive in these environments, and are perhaps the easiest ways for player characters to meliorate the effects of extreme environments.

CLOTHING

Intelligent creatures that live in or journey to extreme environments dress for the conditions. If you wear a cold-weather or hot-weather outfit (as appropriate for the climate), you double your Constitution score for determining when you become fatigued or exhausted from damage related to the climate.

It's quite possible to imperil yourself by dressing inappropriately for the climate (heavy armor in arid deserts or scant robes in a polar region, for example). If you're dressed something particularly unsuited, you half your Constitution score for determining when you become fatigued or exhausted from damage related to the climate.

ENERGY RESISTANCE AND IMMUNITY

Damage from cold or hot climates is treated as cold or fire damage, respectively. Creatures with immunity to relevant damage types take no damage from the climate and do not risk exhaustion or fatigue from exposure. An efreet can travel the hottest deserts and a planetary angel can roam the arctic wastes without fear of freezing to death or succumbing to heatstroke.

Creatures with cold or fire resistance still suffer from environmental effects, but can reduce the damage they take from exposure with their resistances. Although not immune to the elements, they can cope well with these hazards because their danger is expressed as damage.

ENDURANCE

In the core rules, the Endurance feat grants you a +4 bonus to Fortitude saves to resist damage from cold or hot environments. Since this system doesn't use Fortitude saves, you treat your Constitution score as 4 points higher for determining when you become exhausted or fatigued because of the cold or heat.

ENDURE ELEMENTS

This spell provides protection against damage from exposure (and *only* protection from exposure damage), even though the spell specifically states that it doesn't protect against fire or cold damage. *Endure elements* still does not protect against damage from spells, alchemical fire, or other such sources—only from the climate.

HYDRATION

In hot conditions, creatures perspire to regulate their body temperature. Not only is the heat itself a danger, the possibility of dehydration is a constant threat as well.

The system for hot and extremely hot conditions assumes that a creature has access to plenty of water. A medium creature requires a gallon of water every four hours while active, or every six if they are not exerting themselves. Small creatures need half this amount and large creatures need double. If a creature does not have ready access to water, they maximize the damage taken from exposure (8 per hour in hot climates and 12 in extremely hot climates).

The normal rules for dehydration as presented in the core rules still apply. Creatures need not make checks for dehydration as described there until at least a full day without water has passed.

MONSTERS

Many creatures in the *Pathfinder RPG Bestiary* are from particularly warm or cold environments. You can assume that a creature listed as native to a "warm" environment is adapted to the terrain or smart enough to live there safely. Creatures such as a basilisk, camel, or gnoll need not worry about dehydration, heatstroke and the like as long as they are equipped and have their wits about them. Functionally, such creatures have Heat Adaptation as a bonus feat.

You can assume the same types of adaptations and precautions with creatures listed as native to cold regions, granting them the functional equivalent of Cold Adaptation as a bonus feat.

SHELTER AND CAMPING

Most humanoid creatures require some degree of protection from the elements. This is especially true in environments where the climate itself is hazardous. Creatures with the resources to do so take measures to make conditions more comfortable, especially while traveling across barren regions. In hot environments, they will pitch tents and avoid traveling during the hottest parts of the day. In cold regions, they will build campfires and bed down in thick furs.

Creatures that take the time to make a serviceable camp improve the conditions of the climate by one step toward temperate. A campsite in an extremely cold region becomes cold and a campsite in an extremely hot region becomes hot. A campsite in a cold or hot region becomes temperate.

SURVIVAL

In the core rules, the Survival skill grants bonuses to Fortitude saves involving the weather. In this system, you may choose to substitute your total Survival check modifier in place of your Constitution score to determine the effects of exposure, dehydration, and so forth. With a Survival check (DC 15), you may grant someone else a +2 bonus to their effective Constitution score for these purposes by moving half your land speed when traveling. You may instead opt substitute your ranks in Survival for someone else's Constitution score if you remain stationary. In either case, you affect one ally with the check at DC 15, plus one additional creature for every two points by which your check result exceeds 15 (two creatures at 17, for example).

CRITICAL MISSES

Combat is a ferocious, brutal affair where victory is most often the result of sound tactics and outmaneuvering the opponent. However, a combatant may be taken down with a single lucky shot—a dagger that slips through a chink in the armor to find the jugular, an arrow that happens to pierce the creature's heart, or a mace that crushes the helmet (and skull beneath). To a degree, critical hits are meant to simulate these sorts of gory mishaps, but they suppose that such things can only happen when an aggressor gets lucky. The addition of critical misses adds a degree of risk to the attacker as well—a poorly timed swing can leave you open to reprisal, which is just as deadly when you face a skilled and determined opponent.

Whenever a creature rolls a natural 1 on an attack roll, that creature provokes attacks of opportunity from the target. The creature has lapsed somehow, perhaps overextending its reach or lowering its shield just a second too quickly, opening itself to an attack.

Unlike with critical hits, you don't need to "confirm" a critical miss. Since the attack of opportunity that you provoke isn't a guaranteed thing (the attacker could miss, or perhaps it has already taken an attack of opportunity this round, or any other of a number of factors that could negate the opportunity), it's simply less complex and more reasonable to forego "confirming" the critical miss.

NEW FEATS

Given the nature of the house rules, I'm introducing a few new feats to accommodate player desires in the system. Some feats are instead revised. The revised version, presented here, is appropriate to the *Pathfinder RPG* with these house rules.

COLD ADAPATATION

You have learned to live and thrive in cold environments where the temperature is usually around or below the freezing point.

Prerequisite: You must either be native to a cold region or spent at least one year living in such a place.

Benefit: You double your Constitution score for determining when you become fatigued or exhausted from damage related to exposure to the cold. If you are wearing a cold weather outfit, you do not take damage from exposure to cold conditions, and only 1d8 damage per hour from exposure to extreme cold.

EXTRA VITALITY

You can overcome physical challenges by simply pushing through them, whether it's a pitched battle or a forced march. Your reserve of spirit and stamina can carry the day.

Benefit: You can recover vitality two additional times per day.

HEAT ADAPATATION

You have learned to live and thrive in hot environments where the sun burns and the winds carry the sear of an oven.

Prerequisite: You must either be native to a hot region or spent at least one year living in such a place.

Benefit: You double your Constitution score for determining when you become fatigued or exhausted from damage related to exposure to the heat. If you are wearing a hot weather outfit, you do not take damage from exposure to hot conditions, and only 1d8 damage per hour from exposure to extreme heat.

IMPROVED VITALITY

You know how to pace yourself, how to make the most of your rest, and how to keep your energy going all day.

Benefit: When you recover vitality, you recover an additional 2 vitality points. In addition, you may reroll your vitality die if you roll a 1 when you recover vitality.

QUICKNESS

You have enhanced physical stamina.

Benefit: You gain +3 vitality points. For every Hit Die you possess beyond 3, you gain an additional +1 vitality point. If you have more than 3 Hit Dice, you gain +1 vitality point whenever you gain a Hit Die (such as when you gain a level).

TOUGHNESS

Your body is tougher than normal—you are capable of surviving a blow that would fell others.

Benefit: You gain +3 wound points.

Special: You may gain this feat multiple times. Its effects stack.