

Chapter 1: Abilities

No Change

Chapter 2: Races

No Change

Chapter 3: Classes

Hit Points

Use table 3-1 for what Hit die to roll instead of the ones printed for your class.

Table 3-1 Hit Die conversions

d4 = d3+1
d6 = d4+2
d8 = d6+2
d10 = d6+4
d12 = d6+6

Spell Power

Table 3-3 shows spell power progression by class per level. Only levels taken with the same type of magic stack. Types of magic are shown on table 3-2.

Example

A 5th level Wizard and 3rd level Cleric has a Arcane power of +5 and Divine power of +2, not a spell power of +7.

Table 3-2 Class Magic types

Arcane Power	Divine Power	Nature Calling	Psionics
Bards	Cleric	Druid	Psion
Sorcerer	Paladin	Ranger	Psychic War
Wizard			

Table 3-3 Spell Power by level

(Good)	(Average)	(Poor)
Psion	Bard	Paladin
Sorcerer	Cleric	Ranger
Wizard	Druid	
	Psychic War	

Level	Good	Average	Poor
1	+1	+1(Cleric D+1)	0
2	+2	+1	0
3	+3	+2	0
4	+4	+3(Cleric D+2)	0
5	+5	+3	0
6	+6	+4	+1
7	+7	+5	+1
8	+8	+6(Cleric D+3)	+2
9	+9	+6	+3
10	+10	+7	+3
11	+11	+8	+4
12	+12	+9(Cleric D+4)	+4
13	+13	+9	+5
14	+14	+10	+5
15	+15	+11	+6
16	+16	+12(Cleric D+5)	+7
17	+17	+12	+8
18	+18	+13	+9
19	+19	+14	+9
20	+20	+15	+10

Monk

Can freely multi-class

Paladin

Game Rule Information

Alignment: Any

Hit Die: d10

Class Skills: Same

Class Features

Base Attack Bonus: Same

Saves: Same

Domain Ability: At 8th level a paladin gains a Granted Power from one of their deity's domains, chosen from the deity's domain list.

Good Aligned Level Features

Same as the PHP pg. 43

Evil Aligned Level Features

1) Aura of Evil, Detect Good, Smite Good 1/day (as per Smite Evil, but only for Good aligned characters): All the same

2) Corrupt Presence: A penalty equal to the paladins Charisma modifier is applied to opponents saving throws within 10ft.

Damage Hands: Same rules as Lay on Hands but causes Damage as per inflict Wounds

3) Aura of Fear: The Paladin is immune to fear and each opponent within 10ft of him gets a -4 penalty against fear effects.

Divine Health: Same

4) Rebuke Undead

5) Smite Good 2/day, Special Mount: Same

6) Contagion 1/wk

9) Contagion 2/wk

10) Smite Good 3/day

12) Contagion 3/wk

15) Contagion 4/wk, Smite Good 4/day

18) Contagion 5/wk

20) Smite Good 5/day

Spell List

Get Bane instead of Bless

Also do not get Cure spells, replace with Inflict Spells

All alignment based spells work against Good aligned opponents

Lawful Aligned Level Features

1) Aura of Law, Detect Chaos, Smite Chaos 1/day (as per Smite Evil, but only for Chaotic aligned characters): All the same

2) Lawful Grace: Same as Divine Grace

Lawful Shield: Each day the Paladin can create a Shield around another within 10ft, which will protect that target from damage equal to the same amount of hp as per Lay on Hands

3) Aura of Protection, Divine Health: Same

4) Turn or Rebuke Undead (player choice)

5) Smite Chaos 2/day, Special Mount: Same

6) Zone of Truth 1/wk

9) Zone of Truth 2/wk

10) Smite Chaos 3/day

12) Zone of Truth 3/wk

15) Zone of Truth 4/wk, Smite Chaos 4/day

18) Zone of Truth 5/wk

20) Smite Chaos 5/day

Spell List

Get choice between Bane or Bless spells

Get choice between Cure spells and Inflict Spells

All alignment based spells work against Chaotic aligned opponents

Chaotic Aligned Level Features

- 1) Aura of Chaos, Detect Law, Smite Law 1/day (as per Smite Evil, but only for Lawful aligned characters): All the same
- 2) Chaotic Nature: Same as Divine Grace
Chaos Shield: Each day the Paladin can create a Shield around himself, which will protect from damage equal to the same amount of hp as per Lay on Hands
- 3) Aura of Chaos (same as Evil aura of Fear), Divine Health: Same
- 4) Turn or Rebuke Undead (player choice)
- 5) Smite Law 2/day, Special Mount: Same
- 6) Confusion (As per the Spell, but will only affect a number of targets equal to their Charisma modifier) 1/wk
- 9) Confusion 2/wk
- 10) Smite Law 3/day
- 12) Confusion 3/wk
- 15) Confusion 4/wk, Smite Chaos 4/day
- 18) Confusion 5/wk
- 20) Smite Law 5/day

Spell List

Get choice between Bane or Bless spells

Get choice between Cure spells and Inflict Spells

All alignment based spells work against Lawful aligned opponents

Psion

Powers Discovered

Same

They can also use special psi crystals to focus and activate powers from them. These crystals act exactly as spell books (same rules), except there is nothing written on them.

At first level the psion can choose a number of powers equal to half of the psions prime stat mod in powers (min 1) that are stored in the psi crystal. Every even numbered level the psion can choose another power to add to the crystal.

So the psion will have a cache of powers in their mind and a cache from external sources.

Powers per Day

Equal to a Wizards Spell casting per Day.

They have to prepare their powers for the day the same as a wizard.

They also get bonus spells per day as per the normal rules.

Psychic Warrior

Powers Discovered

Same as printed, but they can choose their powers from the entire list of psionic powers.

They have to prepare their powers for the day the same as a wizard
To determine if they receive bonus powers, take the average of their Constitution and Charisma scores and determine if that score grants any bonus powers.

Powers per Day

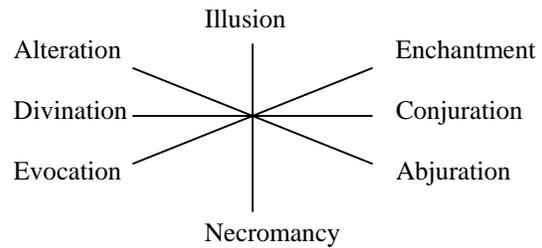
Use the Powers Discovered chart to determine how many powers he can manifest in a day.

Wizard

Specialization: Choose one school and the character can prepare one additional spell of that school per level per day. He also gets +2 spell power for that school and +2 spellcraft for checks related to that school. He must choose a school that he may never learn spells from, choose one school from the three directly across from the chosen specialty school. (See Table 3-4)

Example: A Necromancer specialist would have to give up the Illusion, Alteration, or Enchantment schools of magic

Table 3-4 School Restrictions



Chapter 4: Skills

All characters get 1.5 times the base skill points (round down) that are printed for their class. Except for first level, you receive the amount of skill points listed.

Listen, Search, and Spot are always class skills.

When rolling a skill check there is no critical Success from rolling a 20 and there is no botch if a 1 is rolled. Simply add the skill using the number as normal.

Chapter 5: Feats

Dodge

Grants a constant +1 dodge bonus to AC and an additional +1 against a single chosen opponent. This bonus is lost as per normal flat-footed rules.

Monk Weapon Training

Prerequisite: Monk, Proficient with weapon

This allows the monk to use their flurry of blows with the weapon chosen when this feat is selected. This feat can be chosen multiple times, each time it is chosen it applies to a new weapon.

Minor Energy Dissipation

Prerequisite: Spell caster level 3

Level 1-3 spells count as 1 level lower when calculating subdual damage.

Medium Energy Dissipation

Prerequisite: Spell caster level 9

Level 4-6 spells count as 1 level lower when calculating subdual damage.

Major Energy Dissipation

Prerequisite: Spell caster level 15

Level 7-9 spells count as 1 level lower when calculating subdual damage.

Metamagic Feats

Metamagic feats may be applied to spells at the time of casting, using a metamagic feat increases the casting time by one step (A standard action spell becomes a full-round action, except Quicken spell). It also applies a penalty to the effective caster level (for damage and range) and a penalty to your spell power.

Table 5-1: Metamagic Feat penalty

Feat	Level penalty
Chain	-3
Consecrate	-1
Cooperative	-1
Corrupt	-1
Delay	-3
Empower	-2
Energy Admixture	-4
Energy Substitution	-1
Enlarge	-1
Explosive	-2

Table 5-1 cont.

Extend	-1
Fortify	-1
Maximize	-3
Nonlethal Substitution	-1
Persistent	-6
Quicken	-4
Rapid	-1
Reach	-2
Repeat	-3
Sculpt	-1
Silent	-1
Split Ray	-2
Transdimensional	-1
Twin	-4
Widen	-3

Chapter 6: Description**Religion****Table 6-2: Deities**

<u>Name</u>	<u>Align</u>	<u>Title</u>
Heironeous	LG	god of Valor
Pelor	NG	god of the Sun
Baccob	N	god of Knowledge
Elements	N	power of the elements and spirits
Hextor	LE	god of Tyranny
Vecna	NE	god of Secrets

Table 6-3: Deities Domains

<u>Name</u>	<u>Domains</u>
Heironeous	Good, Law, Protection, War
Pelor	Good, Healing, Strength, Sun
Baccob	Knowledge, Magic, Protection, Travel
Elements	Air, Earth, Fire, Water
Hextor	Destruction, Evil, Law, Strength, War
Vecna	Death, Evil, Knowledge, Magic, Trickery

Chapter 8: Combat

Unarmed attacks do not provoke an attack of opportunity; they simply do subdual damage unless otherwise noted.

Dying

When rolling to stabilize your percent chance to stabilize is equal to your Constitution. You still die at -10 hp as per the normal rules.

Chapter 10: Magic**Spellcasters Mana pool**

Add together the level value of each spell slots/day 1st level and above. Domain spells do not count towards the total.

Example

3 1st, 2 2nd, and 1 3rd = 10 mana

Bonus spell slots are added to the Mana pool normally.

Example

Bonus second level spell slots gives 2 mana.

When the caster cast a spell subtract the spell level from the pool of mana. The caster can cast a number of 0th level spells equal to the listed amount for their class for no cost.

When casting a spell with a metamagic feat add the spell memorization penalty to the mana cost.

Mana Cost = Spell Level + [Metamagic penalty]

When the caster is out of mana the caster cannot cast any more spells for the day.

Mana returns after 8hrs of rest like normal spells/day.

Spells known doesn't change for any class.

Domain spells are cast for free as per the normal rules.

So a sorcerer will have more mana but less spells to choose from. And a wizard will have less mana and need his spellbook on hand to cast spells.

Example

Wizard can cast 4 1st, 2 2nd, 1 3rd

Bonus spells from int = 1st, 1 2nd, 1 3rd

Converted to Mana = 17 mana

Casting Spells

When a character cast a spell they roll a spell power check

Spell power = d20 + Class Spell power + Attribute modifier
- Spell Level

A natural 1 is a disaster (GM's discretion on affect, example: half the spell effect, or loss of the spell), a natural 20 is critical success (GM's discretion on affect, example: Double spell effect).

Casting a spell is taxing to the caster. The caster suffers subdual damage equal to the level of the Spell being cast. If this causes the caster to fall unconscious the spell is still cast normally and the caster falls unconscious. This damage heals as per the normal rules.

Subdual Damage = Spell level

Saving Throw

The DC for a targets saving throw is equal to the rolled spell power.

Saving throw DC = Rolled Spell power

Spell Resistance

To defeat spell resistance roll.

d20 + Class Spell power + attribute modifier

Detect Alignment spells

These spells no Longer work on people of any race, their intentions and motives shift constantly. These spells still work normally on creatures and monsters. (There are exceptions, DM's need)

The main exception is characters/classes/Items that project an Alignment Aura (ex. Cleric/Paladin) this aspect of their alignment will be revealed form these spells.