

Rules for Pathfinder/Numenera Hybrid 2.1

These rules were designed to speed game and story telling like Numenera without losing the tactical fun of Pathfinder.

Combat Flow V2.1

- Attack rolls are performed by **attack skill challenges**. (See below)
- **Weapon, Spells and Abilities do Maximum damage**. Heals do maximum Heal.
- Criticals still activate on their designated roll and do the normal critical damage of the weapon without confirmation. A natural 20 is always a success and hit and a natural 1 always fails and introduces additional problems
- **Defensive Skill Challenges** are rolled when an NPC attacks a player with a physical attack.
- **Extra Attacks** (from BAB, Feats, Class Ability, etc) are converted to bonus damage. After hitting an NPC while performing a full round action, If the players rolled a 17+, they deal 1/2 weapon damage + Str mod to any NPC within range and with equivalent or less AC for each additional attack.
- All **permanent bonuses** to attack or damage should be applied as normal.
- **Temporary bonuses** from spells, tactical maneuvers and abilities (-1 or -2 bonuses such as bless and flanking) add an advantage if positive and disadvantages if negative. (-4 and greater, such as cover, prone) adjust the challenge.
- Special maneuvers do not provoke Attacks of Opportunity. "improved" special maneuver feats subtract 1 from challenge.
- **Attacks of Opportunity** - When a character would provoke an attack of opportunity, instead, 1/2 damage is dealt to that player or NPC by any player threatening with a melee weapon or capable of making an attack of opportunity.

Armor V2.1

- Arcane Spell Failure increases spell casting challenge rating by 1 for every 10%.
- Armor Check Penalties are divided in half (rounded down). Noncombat Str and Dex Challenges increase by this amount.

Movement and Distance

- Movement and distance are not exact sciences. You are presumed to be moving the most optimal path to the target. Spells will always target the most optimal number people. Indicate your intention and the DM will give the best possible outcome.

Conditions

- Most conditions will either 1. adjust skill challenge levels, 2. apply an advantage or 3. apply a disadvantage.v2.1.
- Advantage- When you roll a d20 check you roll an additional d20 and take the better roll
- Disadvantage- When you roll a d20 you roll an additional d20 and take the worse roll
- Players may have to roll more than one condition roll based on the condition or conditions they have.

Skills and Saves

Revising Skill and Saves System to match that of Numenera for Flexibility, reduced bonuses, increase speed

- Save situations are included as skill challenges. Any applicable skill can be used for a skill challenge.
- Attack and defensive related skills may be chosen as well, but they must be situation specific. Creativity is encouraged. Attack Skills are usually Dexterity or Strength based, Defensive Skills are usually Con or Dex based. (see below)
- Skills are either Trained or Specialized or Mastered.
- Skill challenges are rated between 1 and 10, with 1 being simple and 10 being impossible.
- Players roll a d20 and the natural roll must equal or beat the challenge rating times 3.
- A natural 20 is always a success and hit and a natural 1 always fails and introduces additional problems
- Players may reduce the challenge rating with
 - Trained Skills reduce challenge rating by 1, Specialized Skills by 2, Mastered Skills by 3
 - Applying Feats, Special Abilities, or Effort (see below)
- At 1st level, Players select a number of Trained Skills for each Ability Score equal to that 1/2 that ability score modifier rounded down. For Instance, Kyra has a charisma score of 16. her cha modifier is +3. she picks 1 trained skills.
- Players also receive a number of bonus trained skills based on their class. These may be used as new skills or to upgrade other skills. To figure out the number of bonus skills, follow the below formula
Bonus skills = (the number of **SKILL RANKS THE CLASS RECEIVES PER LEVEL + THE NUMBER OF SAVES AT 1ST LEVEL THAT BEGIN AT "1"**) divided in half (rounded UP).
- **Examples**
 - **Barbarian** - receives 3 bonus skills. (4 Skill Ranks + 2 Good Saves) / 2
 - **Monk** - receives 4 bonus skills. (4 Skill Ranks + 3 Good Saves) /2
 - **Sorcerer** -receives 2 bonus skills (2 skill Ranks + 1 Good Save)/2
 - **Scholar** - receives 4 bonus skills (6 skill ranks + 2 good saves) / 2
- At every odd level, players receive 1 Trained Skill. This may be used to upgrade a current skill.

- At every even level, players receive 1 skill upgrade. This may ONLY be used to upgrade a current skill.
- Skills can be listed skills are skills developed by the player. Skills can not be overpowered or gamey.
- Multiple skills may be used if applicable to a challenge. Players may also team up to conquer a challenge.
- Instead of armor check penalties, Medium armor increases Dex challenge ratings by 1, Heavy armor increases by 2.
- Players with feats, abilities and powers that require a save now require a skill challenges to activate. (see below) v2.1
 - **Ability Save Skill Challenge** = 3 + Enemy (Good Save (+2)/ Bad Save (0)) + Enemy HD/CL difference to PC CL + misc.
 - **Defensive Skill Challenge** = 3 + (Difference between Enemy attack and Player Armor Class) (negatives = 0)+ misc.
 - **Attack Skill Challenge** = 3 + (Difference between Enemy Armor Class and Player attack) (negatives = 0)+ misc.
 - **Spell Skill Challenge** = Spell Level + Enemy (Good Save (+2)/ Bad Save (0)) + Enemy HD/CL difference to PC CL

Class Changes

- BAB, feat progression and ability score acquisition are performed as normal.
- Classes may receive a new trained skill if their ability mod increases.
- Magical Items, skill, feats and class abilities that would add +2 bonus (or less) instead provide an advantage to an equivalent skill(s). Those with bonuses of +3 or higher instead apply a magical enhancement bonus of an equivalent level (usually -1 Magical enhancement for every +3) to equivalent skill(s).
- Abilities that once needed a save require players to make a skill challenge. Players may use (arcane and spellcraft) skills if supernatural or spelllike and physical skills if the ability is extraordinary. Creativity is encouraged.

Effort

- Each Ability Score as a number of Effort points associated with it equal to TWICE the ability score modifier.
- Challenges may also be lowered by applying the Ability Effort that relates to the challenge.
- All effort is recovered after 8 hours of sleep.
- EX- Kyra wishes to climb a 200 ft steep mountain. It begins a challenge 8. Kyra's a master climber, lowering it to a 5. Her silk rope, reduces it by 2. With a 16 Dex, she has 6 Dex effort, and spends 3 to reduce it to 0. She beats it without rolling a dice.
- **Rest Mechanic** - A player's may spend 1 Con effort to rest for 10 minutes. They recover half (rounded down) of their effort for one ability. V 2.1

Spells

- Classes receive 0 level spells (Orisons, Cantrips) as per their class description.
- At the 1st level a caster is able to cast a spell, they receive the Trained skill Arcane, if an arcane spellcaster, or Divine, if a divine spellcaster Trained. This skill is related to their casting ability score. Sorcerer = Charisma, Cleric = wisdom, etc). V 2.1
- Spontaneous spell casters receive a new spell at the level they 1st would receive 1st level spells and every odd level after. They also may swap 1 previously learned spell at the same time they receive a new spell.
- Preparation spell casters may prepare a number of spells each day equal to 1/2 of their caster level.
- A spell may be casted so long as the caster has Effort in his spellcasting Ability score equal to the spell's level. (When a PC casts a spell, they must roll a spell casting save challenge roll (see above) or a touch attack roll.
- If a player fails a roll, they lose Effort in their Spellcaster Ability equal to the spell level. If the spell has a failed spell effect (such as a Fireball still dealing 1/2 damage on a failed reflex save, that half damage is still dealt).
- Spellcasters can use the Spellcraft Skill to assist in casting spells. Casters may also choose any magic schools or spell schools as skills, and apply them to spell caster rolls.
- Spellcasters may use the Magical Resonance of nearby objects and places to decrease the Challenge rating when casting a spell, though there may be unseen effects. For instance, holding a torch while casting a fire spell. Creativity is encouraged.

DM Intervention, Death and Twisted Fate

- The DM may intervene with a PCs actions. If the player allows the intervention, he receives a Twisted Fate Card.
- Twisted Fate Cards may be used for the printed ability or to lower a Challenge by 2 and reroll a die. (mandatory)
- When a Player reaches 0 hit points they are disabled until they reach -10 hit points. Disabled equals 2 negative conditions.
- At -10 they receive 1 Death Token, and 1 additional Death Token for each additional -10 damage.
- Each Death token equates a disadvantage to the ability score that resulted in the failed roll..
- A Death Token can be removed from
 - 1 week of rest (1 for each week of solid rest)
 - Spending 10,000gp and a full day at a temple or shrine. (this removes all Death Tokens)
- A player dies if they receive 4 death tokens. A player can not receive more than 2 death tokens in any single combat.