Houserules

# Leveling

**Build Plan:** Characters can advance in planned character classes without the need for external training or lengthy training periods. It is assumed that they are practicing the skills and abilities needed to achieve their pre-planned build. Deviating from the pre-planned build requires additional time for training and practice. With a trainer, this requires one day per hit die of the character (including the new level just being gained). Without a trainer, this requires five days per hit die of the character, with the days primarily devoted to training. Without a trainer, and without being able to devote most of the day to training, it requires ten days per hit die to advance into a new, unplanned character class. This replaces the Gaining Class Benefits rule on 198 DMG.

**Arcane (Spontaneous):** Gaining levels in a spontaneous arcane caster class requires time for introspection and practicing fine control over new abilities. One hour after a restful night’s calm is required to organize one’s thoughts and gain full understanding and control of new abilities.

**Arcane (Study):** Gaining levels in a study-based arcane character class, such as the Wizard, requires time to collect one’s notes and study, as well as transcribe the collected insights of the previous level’s experience into new spells. Eight hours of relative peace and quiet in a place where the character can study their notes and scribe new spells in their book is required.

**Divine (Granted):** Gaining levels in a divine spellcaster character class is automatic and happens at the same time the character prays for new spells after accruing enough experience points to level; their deity grants them additional abilities.

**Divine (Study):** Gaining levels in a study-based divine character class, such as the Archivist, requires time to collect one’s notes and study, as well as transcribe the collected insights of the previous level’s experience into new spells. Eight hours of relative peace and quiet in a place where the character can study their notes and scribe new spells in their book is required.

**Invocation Users:** Gaining levels in an invoking class requires time for introspection and practicing fine control over new abilities. One hour after a restful night’s calm is required to organize one’s thoughts and gain full understanding and control of new abilities.

**Martial:** Gaining levels in a martial character class requires time for practice and training, and thus can be done after a one hour practice session, if advancing in an existing or pre-planned class.

**Meldshapers:** Gaining levels in a meldshaping class requires time for introspection and practicing fine control over new abilities. One hour after a restful night’s calm is required to organize one’s thoughts and gain full understanding and control of new abilities.

**Psionic:** Gaining levels in a psionic class requires one hour of meditation and introspection to organize thoughts and gain full understanding of the new abilities. If the psionic class is also martial, an additional one-hour practice session is also needed.

# General

**Spell Resistance:** Spell Resistance does not require a standard action to lower. Each spell can be resisted or allowed to take effect individually with no action required.

**~~Time:~~** ~~One round is equal to one minute, not six seconds. Ten rounds equal one turn. Spell casting and durations are adjusted as follows:~~

* ~~1 round duration remains one round.~~
* ~~1 minute duration is one turn, still 10 rounds.~~
* ~~10 minute durations are adjusted to two turns.~~
* ~~Durations longer than 10 minutes remain as stated.~~

~~While this does mean that 10 minute duration spells reduce from 100 rounds to 20, this has limited effects on combat and spell uptime and shouldn’t introduce any problems; this ruling will be reconsidered should problems begin to arise.~~

Nope. Needs reworking. Again. Somehow I will make this work someday or die trying!

**Spell Components:** Retrieving spell components is not a free action. Instead, it is part of the action to cast the spell.

**Alignment Restrictions:** As a general rule, there are no alignment-based restrictions on actions, feats, spells, classes, abilities, etc. Specific exceptions may exist, such as for some (but not all) Exalted or Vile feats. Alignment restrictions on magical items still exist as normal.

**Multiclass Experience Penalties:** There is no penalty for multiclassing, regardless of the disparity between levels in various classes.

**Unconscious Saving Throws:** Clarification: An unconscious creature is not hindered from making a Will save. In the case of harmless effects, or in the case of spells that affect willing targets only, the creature is considered willing.

**Positive Energy and the Undead:** Fast healing granted by a positive-dominant plane deals positive energy damage rather than increasing HP for undead. The loss of HP may be mitigated by positive-energy protection.

**Slam Attacks:** Creatures with a "slam" attack listed in their entry are not considered to be specifically bound to use a particular limb or body part for that slam attack. Rendering a particular limb unavailable does not deny them their slam attack.

**Damage Immunity:** Some creatures are outright immune to weapon damage, except by sufficiently enchanted weapons, or weapons otherwise targeting specific weaknesses, rather than having damage reduction.

**Saving Throws:** A character can only gain a +2 bonus to a saving throw once. Changing to a class that grants a good save which has already received the +2 bonus does not grant it again, but a character can switch to a class that provides a +2 bonus in a saving throw she has not yet gotten that bonus in.

**Ultravision:** Ultravision allows characters to see an additional spectrum of light. Note: This does **not** work like real-world ultraviolet light. To avoid confusion, rather than ultraviolet, the necessary illumination is called ‘ultralight’.

Ultravision can pierce magical darkness, provided there is a source of ultralight illumination.

Natural light sources such as sunlight or ambient light on planes where there is no sun, produce ultralight illumination. Most light sources (*light* spells, torches, flames, etc) do not produce ultralight.

If there is some ambient natural light, characters with ultravision can see twice as far as normal humans. If the character already has low-light vision, this doubles their vision range again, allowing them to see 4x as far as normal humans, but only in situations with ambient ultralight illumination.

Characters with ultravision can, as a move action, turn on or off the emission of ultralight from their own eyes. This light source illuminates in a 60 ft. cone of bright illumination, with an additional 60 ft. of shadowy illumination, for any character with ultravision. Like most light sources, it can be seen in the darkness by others from considerable distance outside its own illumination radius.

**Hit Point Abstraction:** Any character with more than one hit die is assumed to have spiritual energy which absorbs some of the damage that would otherwise be physical, resulting in all wounds until the last few HP being physically superficial. This energy is worn down by attacks and recharged by healing spells.

**Hit Points:** First level gets maximum hit points, as standard. Later levels determine HP gain as follows:

* D4 HD: 2+1d2+Con
* D6 HD: 3+1d3+Con
* D8 HD: 4+1d4+Con
* D10 HD: 5+1d5+Con
* D12 HD: 6+1d6+Con

# Races

## Tiefling

**Racial Ability Adjustments:** Tiefling racial ability adjustments are +2 Dex, +2 Int, -2 Wis, +2 Cha. This also applies to Lesser Tieflings.

# Classes

## Erudite

**Unique Powers per Day:** Erudites manifest a limited number of unique psionic powers per day, as shown on table 6-6 on page 155 of Complete Psionic. In addition to the listed number, an erudite gains one additional bonus unique power per day for every 10 points of intelligence beyond 10 (thus gaining +1 UPD at 20 Int, +2 at 30 Int, and so forth).

**Learning Powers:** An erudite must expend 20 experience points per manifester level up to the minimum manifester level needed to manifest a power to learn it. Thus, a level 1 power costs 20 xp to learn, a level 2 power costs 60 xp to learn, a level 3 power costs 100 xp to learn, and so forth.

# Alignment

## Negative Energy

Negative energy is not inherently evil; it is no more morally aligned than fire. This means that spells that rely on negative energy are not inherently evil for their own sake, and the [Evil] tag should be removed from them unless there is a good reason.

# Skills

**Skill Points:** Any class that normally receives 2+int skill points per level will instead receive 4+int points per level.

**Intelligence Increases:** Any permanent increases to a character’s intelligence modifier also provide skill a skill point increase for all previous levels.

**Knowledge Checks for Identifying Creatures:** For a knowledge check to identify a creature, the following special rules apply.

* The DC for a creature's own type (or, in special cases, the most common creature type in the region the creature has gained most of their education in) and the animal type is DC 5+HD, all others remain unchanged.
* Even untrained, a character can take 10 to identify a creature, as per the normal rules of taking 10.
* As an exception to the rule where no character can take 10 in an attempt to aid another, a character can use 2 minutes of time to take 10 on the check to aid another. There is a limit of 10 additional people who can aid on this type of knowledge check.
* When aided by others, knowledge checks to identify creatures can be made untrained even if the DC is higher than 10.

**Knowledge Specialization:** All sub-skills of a knowledge skill provide cumulative points toward general knowledge in that field. General knowledge has much higher DC’s to answer questions than a more specialized subset of the Knowledge skill. Knowledge checks specific to a sub-skill have an easier DC the more specific the knowledge skill is to the relevant topic. Sub-topics of knowledge skills are too varied to list, but include fields such as Knowledge Arcana: Conjuration (Calling)

**Acrobatics:** The acrobatics skill replaces and includes the functions of the balance, jump, and tumble skills.

**Diplomacy:** Usage of the diplomacy skill will be based on [Rich Burlew’s diplomacy rewrite](https://forums.giantitp.com/showsinglepost.php?p=9606632&postcount=2). In addition, the diplomacy skill includes the functions of the gather information skill.

**Disable Device:** The disable device skill combines the functions of the disable device and open locks skills.

**Intimidate:** Using this skill to demoralize a single opponent is a swift action rather than a standard action. When using the Imperious Command feat, it remains a standard action (unless another ability reduces the necessary action).

**Knowledge Arcana:** This skill can be used in place of Knowledge (Psionics). It suffers a -2 penalty when used in this manner.

**Knowledge Geography:** Each region has its own geography sub-skill and ranks in one geographical area do not automatically carry over to other geographical areas.

**Knowledge History:** Each region has its own history, and points in one history sub-skill do not automatically carry over to other regions. Sometimes history ranks for one region will provide a synergy bonus to other regions, at the DM’s discretion.

**Knowledge Local:** Each region has its own local knowledge sub-skill. Ranks in any of these knowledge sub-skills are cumulative for the purpose of identifying humanoids (up to the maximum number of skill ranks for the character’s level) and ranks in one region may provide a synergy bonus to other regions, at the DM’s discretion.

**Knowledge Nobility and Royalty:** Each kingdom or region with nobility or royalty has a separate knowledge sub-skill for nobility and royalty. Sometimes ranks for one region will provide a synergy bonus to other regions, at the DM’s discretion.

**Knowledge Psionics:** This skill can be used in place of Knowledge (Arcana). It suffers a -2 penalty when used in this manner.

**Knowledge Religion:** Each pantheon has its own knowledge sub-skill for religion. Ranks in any of these knowledge sub-skills are cumulative for the purpose of identifying the undead (up to the maximum number of skill ranks for the character’s level), and ranks in one pantheon may provide a synergy bonus to other pantheons, at the DM’s discretion.

**Linguistics:** Linguistics replaces the decipher script, forgery, and speak language skills; characters learn a new language for every 2 ranks in the skill.

**Perception:** The perception skill replaces and combines the functions of the listen, search, and spot skills.

**Psicraft:** This skill can be used in place of Spellcraft. It suffers a -2 penalty when used in this manner.

**Spellcraft:** This skill can be used in place of Psicraft. It suffers a -2 penalty when used in this manner.

**Stealth:** The stealth skill, as detailed on page 106, Pathfinder Core Rulebook, replaces the hide and move silently skills.

**Use Magic Device:** This skill can be used in place of Use Psionic Device. It suffers a -2 penalty when used in this manner.

**Use Psionic Device:** This skill can be used in place of Use Magic Device. It suffers a -2 penalty when used in this manner.

**Combined Skills:** The ability score used for combined skills may be selected from any of the ability scores which governed the original skills. Any class which grants any of the original skills as a class skill now grants the combined skill.

# Feats

**Superior Unarmed Strike:** Add the following notation to Superior Unarmed Strike (Tome of Battle p. 33): Your unarmed damage is calculated based on the higher damage of your monk class levels plus four, or the damage listed on the table below based on your total character levels. If you do not have any monk class levels, use the table below.

**Trample:** Revised wording for the Trample feat (PHB p. 102). When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one attack with an appropriate natural weapon (hoof, claw, or other leg-based attack) against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

**Open Chakra:** Revise all the Open Chakra feats to include the following sentence: You can now bind a soulmeld or a magic item to that chakra, and you gain one bind that can be used for that chakra only.

# Arms & Equipment

**Empty Flasks:** Empty flasks weigh 0.5 pounds.

**Scorpion-Tail Whip:** The scorpion-tail whip (96/98 Sandstorm) does 1d4 nonlethal damage, not 1d43 damage.

**Whip:** Replaces PHB 121, third sentence of first paragraph of Whip: "The whip is treated as a melee weapon with a reach of triple the wielder’s normal reach, though you don’t threaten the area into which you can make an attack."

# Spells & Powers

**Reversible Spells:** Many spells are ‘reversible’ – only one version of the spell needs to be learned to cast it both normally and reversed. These spells operate as noted on Page 168 of the Revised 2nd Edition Player’s Handbook. Most spells that are marked as reversible in 2nd Edition remain that way.

**Healing Spells:** All healing spells revert to the Necromancy (Healing) school, rather than Conjuration (Healing).

**Cure Spells:** All spells in the *cure* line, as well as their reversed versions, are a swift action to cast.

**Illusion Spells:** *Detect magic* does not automatically reveal illusion auras of spells higher level than it; instead, it grants a saving throw with a +4 bonus to disbelieve the illusion. Under no circumstances does *detect magic* reveal a magical aura on an object that the caster cannot see due to *invisibility* or similar spells, or the aura of the *invisibility* spell itself. To determine the location of a magical aura, the aura must remain still for three full rounds of concentration; any movement of 5 feet or more spoils the attempt and requires the caster to begin concentrating once again.

**Resting:** Characters who sleep less than 8 hours a day can regain spells after their normal rest period. Characters that do not need to sleep at all must meditate in restful calm for one hour before regaining spells. Psionic characters regain their power points after similar periods of rest.

## Specific Spells & Maneuvers

**Continual Light:** This spell replaces the ‘continual flame’ spell. It causes the targeted object to glow brightly. Reversible into Continual Darkness.

**Darkness:** The darkness spell, and its variants, create total darkness, not shadowy illumination.

**Mage Armor:** This spell and all spells based on it (such as *greater mage armor*) are considered Abjuration/Conjuration spells.

**Detect Alignment:** All versions of *detect alignment* are a single spell. Which alignment is detected is determined at the time the spell is memorized. To pinpoint the location of an aligned aura, the aura must remain still for three full rounds of concentration; any movement of 5 feet or more spoils the attempt and requires the caster to begin concentrating once again.

**Disintegrate:** Replaces PHB p222, first sentence of second paragraph of Disintegrate: "When used against an object, the ray simply disintegrates as much as one 10-foot cube of living or nonliving matter." This is because there exist living objects that should be subject to disintegration, such as trees.

**Mordenkainen’s Disjunction:** Magic items subjected to *Mordenkainen’s disjunction* must make a will saving throw or be rendered inert for 24 hours. If a magic item that has been rendered inert in this fashion is subjected to a second casting of *Mordenkainen’s disjunction,* it must then make a will save or be rendered permanently nonmagical. A *wish* or *miracle* spell can restore magic to a single magic item that has been rendered nonfunctional in this manner. Artifacts cannot be destroyed by *Mordenkainen’s disjunction,* but there is a 1% chance per caster level of rendering them inert for 24 hours. If subjected to a second casting of *Mordenkainen’s disjunction* while inert, an artifact has a 1% chance per caster level of being rendered inert for one year.

**Golden Dragonmail:** Replace ‘(including arcane spell failure chance)’ with ‘(except arcane spell failure chance; the armor has an arcane spell failure chance of 0%)’.

**Protection from Alignment:** All versions of *protection from alignment* are a single spell. Which alignment is protected against is determined at the time the spell is memorized for prepared casters, or at casting for spontaneous casters. This also applies to *magic circle against alignment*.

**Stoneskin:** Spell rewrite to make it more useful and bring its effects more in line with its high cost. See below.

**Divine Surge:** Replace the ‘8d8’ in this maneuver with ‘6d8’.

**Greater Divine Surge:** Replace the ‘6d8’ in this maneuver with ‘8d8’.

**Iron Heart Surge:** Maneuver rewrite to make it work without glaring problems.

**Toothed Tentacle:** Add ‘Up to’ before ‘30 ft.’ on the Effect line, and after ‘extends’, before ’30 feet’ in the description.

**Telekinesis, Psionic:** New 5th level power: Functions as *telekinesis* (292 PHB).

**Dispel Psionics:** Add ‘maximum’ before ‘bonus’ on the augment line to read: ‘For every additional power point you spend, the maximum bonus on your dispel check increases by 2’. Also add the line: ‘Additionally, when augmented by 5 power points, *dispel psionics* has a chance to dispel any effect that *remove curse* can remove, even if *dispel psionics* can’t dispel that effect.’ This brings the power in line with *dispel magic* and *greater dispel magic*.

**Greater Stoneskin:** New spell, see below.

# Faction Benefits

## Sensates

All Sensates have highly attuned senses. They have darkvision to 60 feet, regardless of race, and they gain a +1 to saves vs. poison, as well as to spot and listen checks. If a Sensate already has darkvision through any means, their enhanced senses improve further, giving them ultravision.

# Spell Rewrites

## Stoneskin

Abjuration

**Level:** Drd 5, Earth 6, Sor/Wiz 4, Strength 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Until discharged (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected creature gains virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake’s strike, etc. However, magical attacks from spells such as *fireball, magic missile, lightning bolt* and so forth have their normal effects.

The spell blocks 1d4 attacks, plus one attack per two caster levels. This limit applies regardless of the attack being successful or not; the spell reacts and expends a charge of its effect on any incoming attack, even if the attack would have missed anyway. It also applies even to magical attacks that the spell cannot block regardless; a trio of *magic missiles* still counts as three attacks, even though the caster will take full damage from them. It does not apply to non-targeted attacks, so a *fireball* will not expend one of the spell’s charges.

*Material Component:* Granite and 250 gp worth of diamond dust sprinkled on the target’s skin.

## Greater Stoneskin

Abjuration

**Level:** Drd 7, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Until discharged (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected creature gains virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake’s strike, etc. However, magical attacks from spells such as *fireball, magic missile, lightning bolt* and so forth have their normal effects.

The spell blocks 2d4 attacks, plus one attack per caster level. This limit applies regardless of the attack being successful or not; the spell reacts and expends a charge of its effect on any incoming attack, even if the attack would have missed anyway. It also applies even to magical attacks that the spell cannot block regardless; a trio of *magic missiles* still counts as three attacks, even though the caster will take full damage from them. It does not apply to non-targeted attacks, so a *fireball* will not expend one of the spell’s charges.

*Material Component:* Granite and 250 gp worth of diamond dust sprinkled on the target’s skin.

## Iron Heart Surge

Iron Heart

**Level:** 3

**Prerequisite:** One Iron Heart maneuver

**Initiation Action:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** See text

*By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you. Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies.*

When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect is immediately removed from you. If it is an area of effect independent of you, you become immune to it until the end of your next turn.

You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.

This maneuver may be activated even if you are otherwise incapable of taking actions; it can also be activated while you are under mental control, even if you have been explicitly ordered not to break said control. Only death prevents Iron Heart Surge from being used.