

House Rules

Beginning:

- Stats: 4d6 Drop the lowest (re-roll 1's, 2's)
- Max HP's for class at first level
- The expanded Elf abilities will come to the current characters over time. New elf characters will have the abilities naturally.
- New Primary characters will start at Level 5 at the beginning of the campaign. Secondary or tertiary characters will start at 1/3 group average level.
- Current character (from Whiteplume Mountain): convert your characters gained XP to match the current level for the Slow Leveling chart in the Pathfinder core rulebook.

Character points:

Gain 1 per level

Using Character points:

2 - Can be used to learn/train a new skill

2 - Can be used for an additional feat for the first 3, then will increase to 4 points each.

These can be saved up to spend as you are trained or gain skills and feats.

Stat points: 2 Every 4 levels (+1 to 2 Attributes)

Stat points must be spent as you receive them.

Hero Points:

<http://www.d20pfsrd.com/gamemastering/hero-points>

Pathfinder Advanced Player's Guide, pg. 322

These work similarly to Destiny points in Star Wars, but you have a limited number and there are Feats that can increase that number, or change how a character receives or uses them.

Traits:

You make choose up to 3 Traits.

<http://www.d20pfsrd.com/traits>

Pathfinder Advanced Player's Guide, pg. 326

*Please be sure to read thoroughly. You may only choose **one** trait from each section.

Leveling:

Experience after each encounter. We will be using the Slow Progression in the Pathfinder Core Rulebook.

It will be assumed that during the course of the current level gained (i.e. 2 to 3) that the character has been working on certain class skills and/or abilities or a new feat.

Class skills and special abilities will be learned *during* the leveling period and the character will have immediate benefit once attaining the next level.

Feats and bonus feats, you either need to RP attempting to learn it or RP someone in party teaching it to you.

Class skills/abilities.

The only way you will be able to take class skills/abilities of a new class is if there is someone

to teach you. A ranger cannot immediately take rogue skills without a rogue there to teach them. It takes a full level to learn these skills/abilities. (i.e. Jack is a L4 Ranger and wishes to learn Rogue skills. He will need to practice for an entire level in order to learn the needed skills/abilities. At L5 Jack will now be 4 Ranger / 1 Rogue.)

Races

Humans:

The most populous and widespread of the races. Most of the humans still live in small hamlets within sheltered vales or small towns with a single castle with a ruling class. Though most no longer know of or recognize the "royal" authority. The main exception would be the city of Lockland where the king reigns and maintains an army.

- Same as in PATHFINDER CORE BOOK
- Bonus Feat: Great Fortitude

Dwarves:

Expert stone masons and warriors. The dwarves had some small trading towns throughout the wilderness, though their main city remains below ground and hidden. The dwarves are ruled by a council of elders.

- Same as in PATHFINDER CORE BOOK
- Racial Bonus: +2 Damage Reduction

Elves:

Last to be seen, or rumored to be seen, were the ancient elves. Once part of the larger Fae families, the elves have become more man-like than fae. They still retain much of their ancestral looks; lithe builds with pointed ears, hair ranging from raven black to silver with eyes of green, blue, and silver. Once a royal and proud people, the Elves have become more feral, more wild. They live in their forests and watch the other races. They watch and wait.

- Same as PATHFINDER CORE BOOK
- Favored Class: Same as Core Books
- Bonuses:
 - Faerie Fire 2/day or Ghost Sound 2/day (50/50 chance at creation)
 - +5 Tracking when in Woods/Forests
 - See in Darkness
- Chance to be something other than a standard elf (Moon Elf) (new characters):
 - High Elf - Royalty (15%) - High Elves are the "ruling" class among the elves. The Royal line has been unbroken for 2,000 years.
 - Dark Elf (2%) - There are Dark Elves, but they are only rumor, even to the elves. They have not been seen in nearly a thousand years, thought to have been killed off during the first war of the races or before. These are *not* your standard dwarf. These dark elves have lived on the surface, deep in the southern forests, for over three thousand years.

Halflings:

shorter than dwarves, the Halflings are a peaceful people mostly interested in the pleasures of life; food, beer, and living in peace. Though there will sometimes be the exception to the rule, and a young Halflings will go out for an adventure.

- Same as in PATHFINDER CORE BOOK
- Bonus: Low-light vision

Gnomes:

(Not to be confused with the Feral Gnomes) The gnomes used to be the servants of the Magi, and now run the Magi compound. They are mostly tinkers and mages and tend to be mages do to their service to the Magi, though some have branched into other fields.

- Same as in PATHFINDER CORE BOOK

Treydacht:

The creations of the evil king of old. A genetic creation, spliced from monster and human to create the ultimate warrior. These were thought destroyed when the people rebelled against the king of old, however, they survived and flourished in the desolate ranges of the Desolate Mountains. When they came back into the world of men, they brought with them something long lost and forgotten... a god; a god that valued battle and strength and punishing your enemies. Reclusive and tribal, the Treydacht very rarely allowed people who passed through their territory to live.

Treydacht stand roughly 7' 8" - 8' 6" and weigh between 300-450 lbs. Typically have grey-black hair and eye color from pale grey to near pitch black. their eyes will glow with reflective light. Tending to be very muscular with skin almost hide-like in its toughness. Skin coloring almost human with a granite quality.

- Size Large
- +2 STR, +2 CON, -2 CHA
- +1 Regen/hour
- Resist Fire 5, Resist Electricity 5
- Vulnerability Acid 5
- Bonus Feat: Power Attack
- See in Darkness
- Favored Class: Warrior (includes: Barbarian, Fighter, Ranger)

Half-breeds are *extremely rare* (5% chance) due to the isolation of the races. Half-orcs would be more common due to their tendency to rape and pillage. There are currently no known half-elves, half-trolls, or half-ogres, at least as far as the humans are aware. Half-breed races will need to be approved with a fitting RP/Story-line.

Half-Elf:

Half-elves are uncommon and are never found to be living in elven cities or camps, they tend to be raised in small, outlying hamlets and villages by their human parent. Half-elves have what many would consider the best of both elf and human natures. They tend to be wanderers and make excellent rangers or bards.

- Same as in PATHFINDER CORE BOOK

Dhamphir:

Cursed from birth, Dhamphir result from the rare and unnatural union of vampires and humans. Although not driven to consume blood for survival as their undead progenitors, Dhamphir nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. Although polluted by undeath, Dhamphir do grow old and die, aging at a rate similar to elves.

- Usually CE/CN
 - These will be the standard starting alignments for Dhamphir, and will be exceptions to the norm of their society. If a player chooses to play a Dhamphir and wishes them to become another alignment we can work out the story line. (Think of exceptions like Drizzt)
- +2 DEX, +2 CHA, -2 CON
- Low-light vision and darkvision 60ft
- Manipulative: +2 Racial bonus to Bluff and Perception
- Undead Resistance: +2 racial bonus vs. disease and mind-affecting effects.
- Light Sensitivity, Negative Energy Affinity
- Spell-like Ability: *detect undead* 3/day. caster level is equal to Dhamphir's class level.
- Resist Level Drain: a Dhamphir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a Dhamphir takes are removed without the need for an additional saving throw.

Classes

Classes can be taken from any of the below approved books. (And yes, if you *truly* wish to play a ninja, we can arrange something. Currently there are *no known* ninja guilds or instructors.)

Core Rule Books - Pathfinder
Pathfinder - Ultimate Magic
Pathfinder - Ultimate Combat (No Gunslinger)
Pathfinder - Adventurer's Armory
Pathfinder - Advanced Player's Guide
Complete Adventurer
Complete Arcane
Complete Divine
Complete Mage
Complete Scoundrel
Complete Warrior
Masters of the Wild

Familiars

I am adding the below list of possible familiars for Wizards/Sorcerers (*Must have the Improved Familiar Feat*) These are in addition to the standard familiars.

Paracletus (N) (Bestiary II, pg. 11)
Silvanshee (NG) (Bestiary II, pg. 21)
Cassisian (NG) (Bestiary II, pg. 26)
Lyrakien (CG) (Bestiary II, pg. 38)
Brownie (N) (Bestiary II, pg. 49)
Cacodaemon (NE) (Bestiary II, pg. 64)
Faerie Dragon(CG) (Bonus Bestiary, pg. 9)

Non Allowed Books:

Deities and Demigods
**Book of Exalted Deeds
Book of Vile Darkness
Fiend Folio
Fiendish Codex I&II
Heroes of Battle/Horror
Libris Mortis
Lords of Madness
Races of Destiny
Races of the Dragon
Tome of Battle
Tome of Magic.

Allowed Books:

Core Rule Books - Pathfinder
Pathfinder - Ultimate Magic
Pathfinder - Ultimate Combat
Pathfinder - Adventurer's Armory
Pathfinder - Advanced Player's Guide
Forgotten Realms
All Pathfinder Expansions
Complete Adventurer
Complete Arcane
Complete Divine
Complete Mage
Complete Scoundrel
Complete Warrior
Races of Stone
Races of the Wild
Unearthed Arcana
Masters of the Wild
**Book of Exalted Deeds

**This is ONLY allowed if a current player has the "Vow of Poverty" feat. New players cannot take this feat unless trained by a player who currently has it.

Any other books not listed will need to be approved, and there should be a good storyline/RP behind it. I won't allow the "because I want it!" defense.