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Character creation

- Character creation uses 32 point buy.
- You begin with [standard wealth for your level](#). Choose any items from the allowed sources. (See Allowed Materials, below.)
- Take max HP at 1st level, and average rounded up each level thereafter.
- Cross-class skill ranks only cost 1 skill point instead of 2. The maximum skill ranks are unchanged; they're just cheaper to buy. (This doesn't affect Speak Language, since it doesn't use ranks.)
- You can have up to two flaws, chosen from [the standard list](#) or from your chosen issue of *Dragon*. Each flaw entitles you to a bonus feat, taken at 1st level. No traits.
- Choose a Background skill for your character. (See [the skills section](#) for more on Background skills.) You begin with 4 free ranks in that skill, and it's always a class skill for you.
- You have to be able to get along with the rest of the party. So if your concept conflicts with someone else's, talk to them and work it out.
- You can start at any age category you like, but aging bonuses and penalties are not in play.
- The retraining rules from *Player's Handbook II* are in effect. (When you level up, you can retrain one feat, one class feature, one language, four skill ranks, two spells or powers known, or one substitution level.)

Allowed material

- All officially published 3.5 books are allowed. All official 3.5 web enhancements are allowed. *Dragon Magazine* and *Dragon Compendium* are allowed.
- Pathfinder, homebrew, and 3rd party material are not allowed. 3.0 material is allowed, but may require revision, so run it by me first.
- Homebrew exception—you can use homebrew material if it was written by me. Homebrew I've written:
 - [Gestalt Theurge](#): An all-purpose theurge class inspired by gestalt rules.
 - [Warlock Homebrew](#): A collection of additional options for warlocks.
 - [5e Monk Conversion](#): The 5e monk, converted to 3.5e.
 - [5e Fighter Conversion](#): The 5e fighter, converted to 3.5e.
- Death and dying rules use the [4e variant](#) from Dragon #362.
- Setting-specific stuff is mostly fine, but run it by me first, since it may need adaptation.
- Variant [races](#) and [classes](#) from *Unearthed Arcana* are allowed, including but not limited to prestigious character classes, spontaneous divine casters, and generic classes.
- [Bloodlines](#) are allowed, but instead of the weird bloodline level thing, just treat your bloodline as a racial class. At each level, you gain a racial hit die of the same type as your bloodline, and your bloodline improves one step: Minor at 1st level, Intermediate at 2nd level, Major at 3rd level. Bloodline levels don't have all those other weird properties, and they don't have to be taken at a particular time.
- Custom magic items are allowed, but you'll have to run them by me so I can set a price. Common effects in the appropriate body slot are pre-approved.
- Races with a level adjustment of +2 or greater are banned. LA +1 (and any number of RHD) is fine. If you're eyeing a level-adjusted race, ask me about custom racial classes.
- You can select [\[Epic\] feats](#) without being epic-level. You just need to meet the normal prerequisites.
- The following feats are **banned**: Epic Toughness, Greenbound Summoning, Item Familiar, Leadership, Undead Leadership, Linked Power, Persistent Spell, Precocious Apprentice
- Polymorph and other shapeshifting effects are restricted to [creatures found in the SRD](#). Exception: if you gained the ability from a non-SRD book, you can use forms from that book. For example, if you take the Aberration Wild Shape feat, you can use it to wildshape into aberrations from *Lords of Madness* (the source of the feat).

Houserules

- Spells and psionic powers above 5th level are not available in this game. You can still get 6th, 7th, 8th, and 9th level spell slots and use them to cast lower-level spells (including spells with an increased effective level due to metamagic), you just can't learn any 7th, 8th, or 9th level spells.
- Mysteries above 6th level are similarly unavailable.
- Multiclass characters use fractional base attack bonuses (+1/2 per level for poor BAB, +3/4 for average, and +1 for good). Fractional saves, however, will *not* be used. There is no xp penalty for multiclassing.
- Magic weapon and armor pricing works differently. You still need a +1 enhancement bonus

before you can add other abilities, but vanilla enhancement bonuses are priced *separately* from other special abilities, rather than stacking with them to determine the item's total effective bonus.

- All characters gain Weapon Finesse, Brutal Throw, Precise Shot, and Able Learner as bonus feats, regardless of whether they meet the prerequisites.
- Abilities such as Two-Weapon Fighting, Rapid Shot, Flurry of Blows, and Haste that give you an extra attack on a full attack will also give you an extra attack on a standard attack action.
- Any class with an alignment restriction no longer has that restriction. Go nuts. If this makes it weird, we'll talk about adaptation.

Transparency

- **Psionics** are transparent with normal magic; psionic powers are simply a special subset of spell-like abilities.
- **Soulmelds** can be suppressed by dispelling them, per the usual transparency rules, but they are not subject to spell resistance.
- The Illumian *krau* sigil's benefit also applies to manifester level and meldshaper level, and the benefits of *aeshkrau* and *uurkrau* also apply to bonus power points.

Skills

- As previously mentioned, every character gains Able Learner as a bonus feat, so cross-class skills only cost 1 rank to buy (except Speak Language), although their cap remains the same.
- **Appraise** is used in place of Spellcraft when determining the magical properties of an item via Detect Magic; doing so also estimates the item's market price, and you get a +2 synergy bonus on the check if you have 5 or more ranks in Spellcraft. Item crafting feats provide a +2 synergy bonus to related Appraise checks.
- **Craft (Alchemy)** does not require you to be a spellcaster, and anyone can [augment](#) alchemical items up to five times without taking the Augmented Alchemy feat, at a DC modifier of +10 rather than +20.
- **Profession** is renamed **Background** and represents your character's background. You can make up any background you like. Examples could include Background (private investigator), Background (soldier), Background (archaeologist), Background (interdimensional refugee), or Background (Cannith excoriate). It can be rolled as a knowledge check for information relating to that profession, or to perform tasks related to the profession in question, using whatever ability score is most appropriate for the check. Additionally, having 5 ranks in a Background skill gives you a +2 synergy bonus on related skill checks.

Bufs

Class buffs

General

- Every class that would normally not gain 2nd level spells until 4th level (Sorcerer, Bard, Psychic Warrior, Warmage, Trickster Spellthief, Wild Defender or Mystic Ranger, etc.) has spells per day and spells known as if they were 1 level higher. Just in the interest of fairness. The exception is Generic Spellcaster. You've got enough going for you, Generic Spellcaster. Don't get greedy.
- Every class that uses the Paladin progression for spells (Paladin, Ranger, Barbarian, Hexblade, Knight, Spellthief, and Sohei, plus Savant, which is close enough) uses [recharge magic](#) and has a caster level equal to their class level.
- Multiclass restrictions, such as those of the Paladin, Monk, and Erudite, are lifted.
- Every class with a caster level equal to half their class level (Paladin, Ranger, Spellthief, et al.) instead has a caster level equal to their class level.

Core classes

- **Barbarians** gain spellcasting and Endurance, as a Ranger. Alternately, a Barbarian who doesn't want spellcasting can replace it with a bonus feat at 4th level and every even level thereafter. When attacking objects, Barbarians deal an additional 1d4 damage per class level. As long as they're not wearing heavy armor or carrying a heavy load, they gain a bonus to initiative checks and Reflex saves and a dodge bonus to AC equal to 1/3 their class level. (This stacks with Trap Sense.) If your [totem animal](#) or spirit totem gives a bonus to a skill, that skill is a class skill.
- **Bards** gain the [versatile performance](#) ability from their Pathfinder counterparts; the key skills for Dance are changed to Balance and Tumble. Additionally, they get +1 level of Bard spellcasting whenever they take a level in a prestige class that gives them an additional daily use of bardic music and doesn't already advance casting.
- **Clerics** get 4 + Int skill points per level. (Cloistered Cleric skill points are unchanged.)
- **Druids** get an animal companion as a Ranger (at 4th level, half strength). This is the only class that gets straight-up nerfed. Sorry Druids. You're just too OP. Tell you what, I'll make the [Aspect of Nature](#) variant a free action to use, if that makes you feel better.
- **Fighters** get 4 + Int skill points per level (6 + Int for Thugs), and Spot and Listen are class skills. They get a bonus feat at every level, rather than every other level; furthermore, their bonus feats ignore any ability score prerequisites of 13 or lower, and the Fighter bonus feat list is expanded to include any feat with a BAB prerequisite. If a Fighter selects a bonus feat that would only apply to one weapon of their choice, such as Weapon Focus or Exotic Weapon Proficiency, it applies to all weapons instead. ALTERNATELY: You may choose to use a [converted version of the 5e Fighter](#).
- **Monks** gain a bonus on all Strength checks, grapple checks, opposed attack rolls (such as disarm attempts), and Climb, Balance, Jump, and Tumble checks equal to 3/4 of their class level, so long as they are unarmored; furthermore, starting at 3rd level, while unarmored, if they would add their Strength modifier to such checks, they may add their Dexterity modifier instead. Also, they gain a bonus feat at every level where they don't already get a bonus feat; unlike standard Monk bonus feats, they must meet the prerequisites, and it can either be a Fighter feat or a feat that has a Monk bonus feat or class feature as a prerequisite. ALTERNATELY: You may choose to use a [converted version of the 5e Monk](#).
- **Paladins** are proficient with tower shields. They get 4 + Int skill points per level, their Will saves use the good progression, and their smite is per encounter rather than per day. Their casting is based on Charisma instead of Wisdom. Paladins of Slaughter and Tyranny add all Blackguard spells to their class spell lists.
- **Rangers** get their Animal Companion as a Druid (at 1st level, full strength). If you choose a Humanoid as a favored enemy, pick two subtypes instead of one. Rangers using the wild shape

variant can exchange it for shapeshifting, as the Druid variant from *Player's Handbook II*; if they do, they can either keep their animal companion and only gain the Predator and Aerial forms, or give up their animal companion and gain access to all the forms. The standard Ranger uses recharge magic; Wild Defender and Mystic Ranger gain the additional level of spells per day.

- **Rogues** get special abilities at 6th level and every even level thereafter, instead of the normal progression.
- **Sorcerers** get 4 + Int skill points per level. They also gain Eschew Materials as a bonus feat at 1st level, and bonus metamagic, heritage, or reserve feats at 5th, 10th, 15th, and 20th level; Battle Sorcerers and Stalwart Sorcerers can also choose Fighter feats. The benefits of the Battle Sorcerer and Stalwart Sorcerer variants are retained if you take a prestige class.

Non-core classes

- **Battle Dancers** gain the same buffs as Monks.
- **Divine Minds** have full BAB. They can switch auras as a swift action, and their aura has a range of 5 feet per level. Their manifester level is equal to their class level, and they gain powers known and power points per day (but not bonus power points) as if they were 3 levels higher. Their manifesting is based on Charisma or Wisdom, whichever is higher.
- **Dragonfire Adepts** can take metabreath feats as if their breath weapon had a 1 round recharge time. They gain extra invocations at 4th, 7th, 14th, and 17th level. Prestige classes that advance their invocations also advance their breath effects. The breath weapon uses d8s for damage.
- **Dragon Shamans** gain spellcasting as a Bard (without the extra level of spells known and spells per day), but using the Sorcerer's spell list. Each Dragon Shaman chooses a Sovereign Archetype that applies to their Dragon Shaman levels. Concentration, Spot, and Listen are class skills. Draconic Wings are gained at 9th level rather than 19th.
- **Dread Necromancers** get 4 + Int skill points per level. *Animate dead* is a 3rd level spell for them.
- **Erudites** can learn a new power from a power stone or another manifester at the cost of 100 gp times the power's level (not including the cost of the power stone, or any service charge, if applicable). Prestige classes that give +1 level of manifesting also advance your unique powers per day.
- **Favored Souls** get 4 + Int skill points per level and have Knowledge (Religion) as a class skill. Each Favored Soul chooses a Sovereign Archetype appropriate to their deity.
- **Generic Experts** have all skills as class skills and 8 + Int skill points per level.
- **Generic Warriors** are proficient with heavy armor and get a bonus feat at every level instead of every other level.
- **Healers** can spontaneously cast from their entire list, much like Warmages. They cast cure spells as a swift action, with a range of close (25 ft + 5/level) rather than touch. They can also turn undead, as a Cleric. Their spellcasting and Healing Hands both use Wisdom or Charisma, whichever is higher, and their spell list is expanded to include all Sanctified spells (see *Book of Exalted Deeds*) and the following spells from *Spell Compendium*:
 - 1st: *Faith healing; healing lorecall; stabilize; vigor, lesser*
 - 2nd: *Close wounds; vigor, mass lesser*
 - 3rd: *Positive energy aura; reversion; vigor*
 - 4th: *Delay death; rejuvenation cocoon; vigor, greater*
 - 5th: *Dance of the unicorn; stalwart pact; vigorous circle*
 - 6th: *Energy immunity; restoration, mass*
 - 7th: *Fortunate fate; renewal pact*

- **Hexblades** get 4 + Int skill points per level. Additionally, they are proficient with medium and heavy armor (and can cast Hexblade spells in any kind of armor without a chance of arcane spell failure). The Hexblade's Curse use limit is per round rather than per day. Aura of Unluck is always active.
- **Incarnates** get 4 + Int skill points per level and have average BAB. Incarnum Radiance is always active; if you would gain an additional daily use beyond the first, you gain an additional point of essentia instead.
- **Jesters** have Concentration, Diplomacy, Spellcraft, Knowledge (Arcana), Spot, and Listen as class skills and can cast Jester spells in light armor without a chance of arcane spell failure.
- **Knights** are proficient with tower shields. They gain 4 + Int skill points per level and have a good Fort save. Concentration, Diplomacy, Knowledge (History), and Sense Motive are class skills for them. They also gain spellcasting, a special mount, and an aura of courage, as a Paladin (including the buffs to Paladin casting and access to the Battle Blessing feat). Basically, they are a Paladin variant. If you don't want spellcasting, you can gain an additional bonus feat every even level instead. Furthermore, you need not designate a target for Shield Block, and Bulwark of Defense applies against any enemy, not just ones who start their turn in your threatened area.
- **Lurks** can wait to see if their attack hits or misses before deciding whether to use an augment. The save DC for their augments is increased to 10 + half their Lurk level + their Int modifier. The [True Thief](#) variant gets Search and Disable Device as class skills; the [Tracker](#) variant gets Gather Information and Survival as class skills, and gains Track and Urban Tracking as bonus feats while psionically focused.
- **Marshals** can use Grant Move Action (or Adrenaline Boost) per encounter instead of per day, and it is a swift action to activate. They can choose to learn an at-will, utility, or encounter Warlord exploit of their Marshal level or lower in place of a major aura, and a daily, utility, or encounter exploit of their Marshal level or lower instead of a minor aura. Exploits are chosen from the 4th Edition *Player's Handbook*. At each Marshal level, they can replace one of their auras or exploits with a new one for which they qualify. At 6th, 10th, 11th, 13th, 17th, and 18th level, they gain their choice of a bonus feat or an additional exploit.
- **Mountebanks** gain spellcasting as a Bard. The save DC for Beguiling Stare is equal to 13 + Mountebank level + Cha.
- **Ninjas** have ki points equal to their class level + Wisdom mod. Sudden Strike ignores precision damage immunity. While using Ghost Strike, they also ignore any miss chance less than total concealment, and can use Sudden Strike against concealed targets.
- **Psychic Rogues** get 8 + Int skill points per level, Psicraft as a class skill, and get an extra special ability at 8th and 12th level. They're also eligible for the Savvy Rogue feat.
- **Psychic Warriors** have full BAB, a d10 hit die, and get 4 + Int skill points per level. Spot and Listen are class skills.
- **Samurai** are now initiators. They gain and recover maneuvers and stances as a swordsage. Their disciplines are Devoted Spirit, Diamond Mind, Iron Heart, and Tiger Claw. Kiai smite is per encounter rather than per day.
- **Savants** gain 8 + Int skill points per level. They can cast Savant spells in light armor without suffering a chance of arcane spell failure, and their arcane and divine spells recharge separately. They may choose any skill for Skill Assistance.
- **Scouts** of 6th level or higher no longer treat skirmish (or riposte) damage as precision damage; it ignores precision damage immunity and isn't blocked by concealment or fortification.
- **Shadowcasters** can use their mysteries and fundamentals per encounter rather than per day. They need not take the lower-level mysteries in a given path before taking the higher-level ones--they can dip around in as many paths as they like. However, they gain bonus feats equal to

the number of paths they complete, rather than half the number of paths they have access to.

- **Sha'ir** spells retrieved last for 12 hours, regardless of your level.
- **Shugenja** can use Sense Elements at will. At 5th, 10th, 15th, and 20th level, they gain a bonus feat, which must be related in some way to any of the four elements other than their prohibited element. Their class spell list is expanded to include all spells with their elements as descriptors. They gain two orders of their chosen element instead of one. (Void counts as any element for this purpose.)
- **Soulborn** gain bonus feats at every even-numbered level instead of their normal progression, and can select Fighter feats as well as [Incarnum] feats. At 3rd level, they also get Incarnum-Fortified Body as a bonus bonus feat. They get 4 + Int skill points per level, their hit die is increased to a d12, they have all good saves, and their smite is per encounter rather than per day. Their meldshaper level is equal to their class level, and they gain soulmelds, essentia, and chakra binds as if they were 3 levels higher. They can choose any one Incarnum Defense, regardless of alignment, and Share Incarnum Defense works passively as an aura (range 10 feet + 10 feet per 4 levels above 9th) and is always on. Starting at 5th level, a Soulborn can reinvest essentia to and from Incarnum feats normally, rather than locking the essentia in at the beginning of the day.
- **Soulknives** lose Wild Talent, but gain manifesting, as a Psychic Warrior or Lurk, your choice. They also have full BAB, and their Shape Mind Blade ability allows them to shape their blade into any type of weapon with which they're proficient (including a ranged weapon), as well as the usual options. The [bonus feat variant](#) gets an additional bonus feat at 13th level.
- **Spellthieves** get 8 + Int skill points per level (or 6 + Int for the Trickster variant). They can use their *detect magic* ability at will, and their level is treated as 1 higher for the purpose of determining the highest level of spell they can steal. Climb, Diplomacy, Disguise, Forgery, Intimidate, Perform, Profession, Sense Motive, and Sleight of Hand are class skills. The standard Spellthief uses recharge magic; the Trickster variant gets the extra level of spells known and spells per day.
- **Spirit Shamans** have Knowledge (Religion) and Knowledge (The Planes) as class skills. Their casting uses Charisma, not Wisdom. Each day, they retrieve three 0-level spells and a number of spells of 1st level or higher equal to their Spirit Shaman level plus their Charisma modifier. Metamagic is applied spontaneously to their spells. Chastise Spirits counts as turn undead for the purpose of prerequisites and for abilities that allow you to expend turn undead attempts to gain some other effect.
- **Swashbucklers** are martial initiators. They gain and recover maneuvers as a Warblade. Their schools are Iron Heart, Setting Sun, Tiger Claw, and White Raven. Martial Lore is a class skill.
- **Swordsages** recover a number of expended Swordsage maneuvers equal to their Wisdom modifier whenever they take a total defense action (minimum 1). They can make attacks of opportunity normally while recovering maneuvers this way. The unarmed variant for the Swordsage is allowed: with it, you lose proficiency with light armor and martial melee weapons, you gain the [unarmed strike](#) ability of the Monk, and your AC bonus applies when you are unarmored and unencumbered, like a Monk.
- **Truenamers** automatically have maximum ranks in Truespeak, without spending skill points, even if they multiclass. Skill Focus is a bonus feat. Speak Language, Decipher Script, and Profession are class skills. They can also speak their utterances as supernatural abilities rather than spell-like abilities. Recitation feats are used as a swift action.
- **Urban Druids** aren't prohibited from wearing any kind of armor or shield—they're just not proficient with most kinds. Also, note that unlike normal Druids, their urban companion is *not* nerfed. Urban Druids are not as OP.

- **Warblade** hit dice are reduced to d10s, but their Int-based abilities use Int or Cha, whichever is higher, and their bonus feat list is expanded to include any Tactical feat.
- **Warlocks** gain 4 + Int skill points per level, and their hit die is increased to a d8. They gain an extra blast shape or eldritch essence invocation at 3rd, 7th, 12th, 14th, and 17th level, and Eldritch Blast uses d8s for damage. My [warlock homebrew](#) is allowed, although some of it is redundant with these buffs.
- **Warmages** use Intelligence or Charisma, whichever is higher, for both spellcasting and Warmage Edge. They gain Spell Thematics as a bonus feat, and they can choose any metamagic feat of their choice in place of their bonus Sudden Metamagic feats. Starting at 3rd level, they may use their spellcasting ability modifier rather than their Strength or Dexterity modifier when making an attack roll with a weaponlike spell.
- **Wilders** have a d8 hit die and always use the [Educated Wilder](#) variant. They get the standard buff of +1 level to their powers known, but their power points per day are boosted by 2 levels rather than 1.
- **Wu Jen** add all earth, fire, water, wood, and metal spells to their class spell list. Watchful Spirit is usable a number of times per day equal to your Wu Jen level. At 5th, 10th, 15th, and 20th level, they gain their choice of Defending Spirit, Guardian Spirit, Hasty Spirit, Vengeful Spirit, Spell Mastery, or any metamagic feat as a bonus feat.

Prestige class buffs

Let me know if you're interested in prestiging. We'll talk.

General

- All prestige classes that give partial casting advancement improve your caster level (but not spells per day or spells known) even on levels where you don't otherwise advance casting. This also applies to manifesting, meldshaping, etc.
- Spellcasting prestige classes can generally be adapted to advance other types of magic—divine, arcane, psionic, meldshaping, truenaming, etc.—so long as it doesn't fundamentally alter the class's core concept.
- Prestige classes linked to a certain race, deity, organization, or whatever can prooobably be re-skinned to be linked with something else instead.
- Underpowered prestige classes can be modified, e.g. with improved casting or class feature advancement, extra skill points, bonus feats, etc. Some examples from the SRD are listed below.
- Spellcasting advancement is standardized and follows the class's table in the case of a disagreement with the text.

Examples from the SRD

- **Arcane Archer** advances casting at every level except 1st (and caster level at 1st), and you don't have to be an elf. The BAB requirement is reduced to +4. Seeker Arrow, Phase Arrow, and Hail of Arrows are usable at will. Psionic Archer and Divine Archer variants are available.
- **Blackguards** get the same buffs as Paladins (see above), and the feat prerequisites are waived for fallen Paladins.

- **Dragon Disciple** has full BAB, advances casting at every even level (and caster level at every odd level) in addition to the bonus spells, and the breath weapon can be used every 1d4 rounds.
- **Duelist** gives you +1 level of existing class features for your base class at every level except 1st. Also, 6 + Int skill points per level.
- **Dwarven Defender** gives you 4 + Int skill points per level and a Fighter bonus feat at every level except 1st. While in a defensive stance, you excel at blocking and controlling the area around you: you have the reach of a creature one size category larger, and you can choose when you enter the stance to occupy the space of a creature one size category larger as well. (Since your size category doesn't *actually* change, you take no penalties for squeezing if you do, nor does your size modifier change.) This stacks with effects that alter your size. Furthermore, enemies you threaten while in your defensive stance take a -4 penalty if they attack anyone other than you.
- **Eldritch Knight** gives an additional Fighter bonus feat at 4th, 6th, 8th, and 10th level, and works with any type of spellcasting. It provides the same skill points per level as the spellcasting class you belonged to before taking it. Eldritch Knight levels count as Fighter levels for the purpose of feats like Weapon Specialization; furthermore, like Fighters, their bonus feats ignore ability score prerequisites of 13 or lower, and apply to all weapons if you would normally choose just one.
- **Horizon Walker** advances Barbarian or Ranger casting at every level. Planar Terrain Mastery is unlocked at 4th level rather than 6th.
- **Metamind** gives you power points per day at each odd level after 1st, as if you had gained a level in your previous manifesting class.
- **Psions Uncarnate** can use Shed Body once per day per two class levels. At 4th level, Shed Body becomes a move action; at 7th level, it becomes a swift action.
- **Pyrokineticists** get 6 + Int skill points per level, and gain bonus power points equal to their Pyrokineticist level times their Charisma modifier divided by 2. They can choose cold, electricity, or sonic as their energy type instead of fire: fire deals +1 damage per die, cold deals +1 damage per die and replaces Reflex saves with Fortitude saves, electricity gets a +2 bonus to the saving throw DC and to caster level checks to defeat spell resistance, and sonic ignores hardness but the damage dice are reduced by one size (d8 to d6, or d6 to d4). Their attacks of their chosen energy type ignore a number of points of energy resistance equal to twice their Pyrokineticist level. Oh, and Nimbus is usable three times per day.
- **Shadowdancer** requires 8 ranks in Hide rather than 10. The class is 7 levels long instead of 10, with class features compressed accordingly. Shadow Illusion and Shadow Jump are at-will rather than daily. There are no penalties if a shadow companion is destroyed or dismissed, but you have to pay a gp cost to summon a new one.

Other Examples

- **Champion of Gwynharwyf** uses recharge magic.
- **Elemental Warrior** gets 4 + Int skill points per level and full BAB. It requires character level 5th instead of BAB +7. Elemental weapon is a free action. Elemental strike does not offer a saving throw and is usable three times per day. Spot, Listen, Balance, Tumble, and Profession are class skills.
- **Enlightened Spirit** gets 4 + Int skill points per level, a d8 hit die, and good Fortitude saves. Dragonfire Adepts can take the class; they gain spirit blast as a breath effect, and at 5th level, they gain the Discorporating Breath of Bahamut in place of the usual blast shape or eldritch essence invocation. Enlightened Spirit levels stack with Warlock or Dragonfire Adept levels to determine your caster level and the highest grade of invocations and breath effects you have

access to.

- **Green Star Adept** advances casting at each level and has full BAB and good Fortitude saves. It works with arcane casting, barbarian casting, invocations, infusions, truenaming, or shadow magic.
- **Incandescent Champion** gets 4 + Int skill points per level, full BAB, all good saves, and +1 level of existing class features for your base class at each even level. At 6th level, you gain any [Incarnum] feat as a bonus feat. Incandescent strike applies to all damage rolls. Fast healing is always active. Incarnum overload lasts for 1 minute. Add your Constitution modifier to attack and damage rolls with incandescent ray. Incandescent aura does not offer a save. Incandescent Transcendence is usable at will.
- **Sapphire Hierarch** gets 4 + Int skill points per level, average BAB, d8 hit die, and good Fortitude saves. The alignment restriction is removed, but if you're nonlawful, you cannot consult the Sapphire Eidolon (which does exist in the setting) or use Smite Chaos. The domain access requirement is changed to Law *or* Incarnum domain. Smite Chaos is per encounter rather than per day. The damage reduction values are doubled.
- **Spinemeld Warrior** gives you +1 level of existing class features for your base class at each level except 1st, 3rd, and 7th. The alignment prerequisite is removed, but the essentia pool prerequisite is increased from 1 to 2.
- **Swanmay** advances casting at every level, and works with any class that can cast *Speak with animals* and use wild empathy, including Warlock and Totemist.
- **Totem Rager** gives full BAB and advances Barbarian class features at every level; however, it no longer gives Extra Rage or additional damage reduction.
- **Ultimate Magus** gives dual advancement at every level.
- **Umbral Disciple** is 8 levels long instead of 10—delete levels 4 and 6. Gather Information, Knowledge (the planes), and Sleight of Hand are class skills.
- **Wavekeeper** prerequisites are changed to "Swim 5 ranks, character level 5th." It advances arcane or divine casting at every level, and the bonus domain can be applied to any casting class (or replaced with Water Devotion as a bonus feat). Wave Master can be used at will.
- **Witchborn Binder** is 6 levels long instead of 10. At 2nd level, you gain the class features from 2nd and 3rd levels; at 3rd level, 4th and 5th; at 4th level, 6th and 7th; at 5th level, 8th and 9th; and at 6th level, 10th. Word of Abrogation is a readied action, not an immediate action. None of the class's supernatural abilities are subject to spell resistance.

Feat buffs

This is an "including but not limited to" deal.

Core feats

- **Alertness and all the other +2/+2 skill feats** also add the skills as class skills and give you 2 extra skill points, which can be spent as you choose.
- **Blind-Fight** also gives you a +2 bonus on Listen checks, and if you succeed on an active Listen check (a move action), you can pinpoint an unseen creature's direction from you (but not its exact location).
- **Combat Casting** also allows you to retrieve material components and perform somatic components for a spell even while your hands are full.

- **Diehard** also changes the HP threshold for death from -10 to your negative Constitution score if you have a Constitution score of 11 or better. (For example, if you have 14 Con, you would die when you reach -14 HP.) Furthermore, as long as your HP is 0 or less, Diehard grants you a +2 morale bonus to AC and saving throws.
- **Dodge** gives a flat +1 dodge bonus to AC; you need not designate a target for it (or for other feats such as Elusive Target that refer to the target of your Dodge feat).
- **Great Fortitude, Iron Will, and Lightning Reflexes** grant a +4 bonus instead of +2.
- **Endurance** also gives a +2 bonus to other Fortitude saves.
- **Improved Bull Rush** allows you to make a free melee attack against an opponent you successfully bull rush (after resolving the bull rush, so you may need to move with the defender). This can only be done once per opponent per round.
- **Improved Disarm** allows you to make a free weapon attack against an opponent you successfully disarm. This can only be done once per opponent per round.
- **Improved Feint** lets you take a standard action to feint and, if your feint succeeds, take a single melee attack against the target.
- **Improved Overrun** allows you to make a free melee attack against an opponent you successfully overrun. Furthermore, overrunning does not provoke an attack of opportunity.
- **Improved Sunder** allows you to make a free melee attack (using the same weapon) against an opponent whose item you successfully sunder. This stacks with Combat Brute and can only be done once per opponent per round. Furthermore, if you sunder a magic item, you can break it in such a manner that its magic essence is salvageable—magic items you break can be sold for half their original value, as if they weren't broken.
- **Manyshot** totals the damage from all the arrows and deals it in one chunk; DR no longer applies separately for each arrow. The -4 base penalty is reduced to -2 to match Rapid Shot, and if you score a crit, all the arrows deal crit damage.
- **Martial Weapon Proficiency** gives you proficiency with all martial weapons.
- **Mobility** also gives you a +2 bonus on Tumble checks and a +5 foot competence bonus to your land speed.
- **Quick Draw** gives you +2 to initiative, and works on any item, not just weapons.
- **Spell Mastery** lets you use blank spell slots to spontaneously cast any mastered spell of that level or lower. It can be taken by any caster who uses the spellbook mechanic (Wu Jen, Archivist, anyone with Arcane Preparation, etc.), not just Wizards, and you can re-select your mastered spells each time you gain a level.
- **Run** also allows you to run or charge over difficult surfaces without making a Balance check. It also lets you make one turn of up to 90 degrees while running or charging. Additionally, if you have 5 or more ranks in Tumble, you don't provoke opportunity attacks for moving out of threatened squares while running or charging.
- **Skill Focus** also adds the skill as a class skill, and you gain 2 extra skill points, which you may spend as you choose.
- **Spring Attack** can be used with any standard action, not just an attack—same as Flyby Attack.
- **Toughness** also gives a +2 bonus to Fortitude saves.
- **Track** grants Survival as a class skill.
- **Weapon Focus** (and the greater version) grants an attack bonus equal to 1 + 1/4 your base attack bonus.
- **Weapon Specialization** (and the greater version) grants a damage bonus equal to half your Fighter level (minimum +2), or 3/4 your Fighter level (minimum +3) for a two-handed weapon or a one-handed weapon wielded in both hands.
- **Whirlwind Attack** now requires Power Attack and BAB +6, instead of its former prerequisites.

Non-core feats

- **Arcane Preparation** lets you learn new spells (from your class spell list) by scribing them into a spellbook. Spells in your spellbook cannot be cast spontaneously (unless they're also among your spells known); they must be prepared.
- **Ascetic Hunter, Ascetic Knight, Ascetic Mage, Ascetic Psion, and Ascetic Rogue** stack whatever class levels provided the relevant class features, not just Ranger/Paladin/Sorcerer/Psion/Rogue and Monk. So, for example, a Battle Dancer/Soulborn could benefit from Ascetic Knight, and a Monk/Assassin could benefit from Ascetic Rogue.
- The insight bonuses granted by **Azure Enmity, Azure Wild Shape, Cobalt Charge, Cobalt Rage, Sapphire Fist, and Sapphire Sprint** are doubled.
- **Bonus Essentia** has no prerequisites, always adds 2 essentia, and can be taken multiple times. (It stacks.)
- **Cerulean Fortitude, Cerulean Reflexes, and Cerulean Will** provide a +1 insight bonus to their respective saves with no essentia investment. The bonus increases by +2 per invested essentia.
- **Cobalt Critical** and **Cobalt Precision** also increase your critical threat range by 1 per point of essentia for melee or ranged weapons, respectively; this doesn't stack with other effects that increase critical threat range. The bonuses to critical damage and confirmation rolls are doubled.
- **Cold Endurance, Heat Endurance, and Kobold Endurance** grant a +2 bonus to other Fortitude saves.
- **Collegiate Wizard** works for any caster who uses the spellbook mechanic, and for Erudites. (Collegiate Erudite is also a [Psionic] feat, and gives a bonus to Knowledge (Psionics) instead of Arcana.)
- **Combat Cloak Expert's** Cloak Defense maneuver can be used with Combat Expertise (when taking a penalty of -2 or more), and the AC bonus stacks with the shield bonus of a Gnome Battle Cloak. Whirling Cloak is used as part of the attack and requires no action; Cloaked Strike is used as part of the action made to draw the weapon.
- **Devoted Inquisitor, Devoted Performer, and Devoted Tracker** work with any classes that give you the relevant class features. So for example, a Samurai/Spellthief could benefit from Devoted Inquisitor, and a Bard/Holy Scourge could benefit from Devoted Performer.
- **Extra Spell** gives you two extra spells known (from your class spell list), only one of which can be of your highest level.
- **Extra Smite** and **Sapphire Smite** give extra smites per encounter rather than per day.
- **Favored of the Companions, Knight of Stars, and Servant of the Heavens** give a +4 bonus instead of +1, as do their Vile counterparts.
- **Goat** can be used on any enemy within 60 feet (even if they can't understand you or their Intelligence is 2 or less), and it restricts both melee and ranged attacks. The save DC is equal to 10 + your base attack bonus + your Charisma modifier.
- **Infernal Adept** ([Web](#)) gives you an invocation of one level lower than your highest, just like Extra Invocation. It requires the ability to use lesser invocations (as well as the special requirement), rather than greater invocations.
- **Melodic Casting** additionally allows you to incorporate instruments into your spellcasting. You can perform the somatic and verbal components of your spells even when your hands and/or mouth are occupied playing an instrument.
- **Monastic Training** gives you +4 to your effective Monk level for the purpose of AC bonus, unarmed strike damage, and slow fall.
- **Monkey Grip** lets you wield weapons one size category larger than normal with no penalty.

- **Urban Tracking** grants Gather Information as a class skill.
- **Sacred Vow** is no longer a thing. You don't need to take it as a prerequisite. Just take the actual vow.
- **Swift Ambusher** and **Swift Hunter** stack whatever classes granted you the relevant abilities, not just Scout and Rogue or Scout and Ranger. If you're using the [riposte variant](#), they can apply to that instead of skirmish.
- **Truename Training** automatically maxes your ranks in Truespeak. You need not spend skill points.
- **Vow of Abstinence** makes you immune to poisons and drugs.
- **Vow of Chastity** makes you immune to charm and phantasm spells and effects.
- **Vow of Obedience** makes you immune to compulsion effects.
- **Vow of Poverty** allows you to select any feats as bonus feats, as long as they're not evil.
- **Vow of Purity** also makes you immune to disease.

Eberron feats

- **Least, Lesser, and Greater Dragonmarks (both true and aberrant)** recharge 1 minute after the previous use's duration ends. If a mark would have multiple daily uses, each recharges separately.
- **Shifter feats** are buy one, get one free. Each time you take a Shifter feat, you gain another Shifter feat as a bonus feat.
- **Battleshifter Training** is a Shifter feat. Riposte does not cost an action point.
- **Call of the Undying** is usable twice per day and does not replace the granted power of the Deathless domain.
- **Dinosaur Hunter** adds Listen, Spot, Survival, and Knowledge (Nature) as class skills.
- **Dinosaur Wrangler** adds Handle Animal and Ride as class skills.
- **Dragon Prophet** allows you to enter a prophetic favor as a move action, not a full-round action. When you take it, you also gain another feat as a bonus feat, which must have Dragon Prophet as a prerequisite.
- **Eldritch Mark** does not cost an action point to use.
- **Favored in House** gives you an extra skill point at each level (4 at 1st level), starting at the level you take it. The skill that your house's dragonmark gives a bonus to is always a class skill for you.
- **Grace of Ghallanda** does not cost an action point and has no daily limit; instead, it costs a use of your Mark of Hospitality to activate.
- **Healing Strike** does not cost an action point; instead, it costs a use of your Mark of Healing to activate.
- **Investigate** adds Search as a class skill and grants you 4 extra skill points, which you may spend as you choose.
- **Kalashtar Thoughtshifter** does not cost PP.
- **Mark of Vermin** allows you to speak with vermin at will.
- **Path of Shadows** adds Tumble and Perform (dance) as class skills.
- **Ragewild Fighting** is a Shifter feat. Brutal Charge does not cost an action point.
- **Raging Luck** gives you 1 temporary action point per round while raging, instead of 1 per rage.
- **Relic Hunter** adds Appraise and Knowledge (history) as class skills and grants you 5 extra skill points, which you may spend as you choose.
- **Repel Aberration** counts as turn undead for things that care about turn undead.
- **Research** adds all Knowledge skills as class skills and grants you 4 extra skill points, which you may spend as you choose.

- **Right of Counsel** gives you an extra skill point at each level (4 at 1st level), starting at the level you take it.
- **Shield of Thought** doesn't require you to split your enhancement bonus. The shield gets the same bonus as the mind blade.
- **Storm's Riposte** does not cost an action point; instead, it costs a use of your Mark of Storm to activate.
- **Trap Warden** lets you roll twice on all Search and Disable Device checks and take the better result instead of offering only one reroll per day.
- **Undead Empathy** adds Diplomacy as a class skill.

Changelog

23 Mar 2019: Homebrew is now allowed if it was written by me. Dragon Magazine is now more allowed than before. Deleted the linked skills rule—it wasn't pulling its complexity-weight and the free Able Learner for everyone is still a decent buff to the skill system. Deleted the milestone and downtime rules—I've gotten more comfortable with the standard rules. *Animate dead* is a 2nd level spell for dread necromancers. Samurai is now an initiator class. Dragonmarks recharge differently.

15 Oct 2018: Buff added for Wavekeeper.

5 Oct 2018: Incarnum Radiance is always active. Swashbuckler is now an initiator class.

2 Aug 2018: *Krau* is now transparent with meldshaping. Incandescent Champion now advances meldshaping.

30 July 2018: Added minor buffs for Generic Expert and Warrior.

29 July 2018: Added accommodation for bloodlines and custom racial classes due to popular demand (AKA a player asked about them). Profession renamed to Background.

15 July 2018: Sha'ir spells retrieved last a fixed amount of time.

19 June 2018: Added a buff for Dragon Prophet. The Wu Jen's Watchful Spirit now has more daily uses.

11 June 2018: Big 2018 update! *Dragon Magazine* is now allowed, but only one issue. Death and dying uses the 4e variant. All classes with Paladin-type casting now use recharge magic and are adjusted accordingly if they previously received a different casting buff. Aspect of Nature is a free action. Dragonfire Adepts and Warlocks no longer base their damage on caster level (it was a failed experiment). Dragon Shaman revamped to gain casting and a Sovereign Archetype. Favored Soul also gains a Sovereign Archetype. Healer spell list revamped. Hexblade's Curse use limit is now per round. Marshal exploits now limited to the 4e *Player's Handbook* for simplicity. I have officially given up on the Swashbuckler. Buffed some Eberron feats.

20 Feb 2017: Savants now cast spontaneously from their spell list and can choose any skill for Skill Assistance.

14 Feb 2017: Spells now go up to 5th level (was 6th). Mysteries still go up to 6th. Ninjas and Hexblades

now have access to select options from *Dragon Magazine*. Monks may now use the 5e version of the class (converted to 3.5e).

9 Oct 2016: Skill Focus and the Alertness family now add the skills as class skills and give you 2 extra skill points to spend wherever you like.

29 June 2016: Added some buffs for Green Star Adept because the class is sweet and deserves to not suck.

25 June 2016: Arcane Archer updated to have Seeker Arrow, Phase Arrow, and Hail of Arrows at will.

21 June 2016: Additional buffs for Eldritch Knight.

11 June 2016: Added buffs for Champion of Gwynharwyf.

19 May 2016: Added buffs for Enlightened Spirit.

18 May 2016: Added buffs for Elemental Warrior, Incandescent Champion, Spinemeld Warrior, Totem Rager, Umbral Disciple, and Witchborn Hunter.

11 May 2016: Versatile performance (dance) skills changed to Balance and Tumble (previously Jump and Tumble). Added buffs for Swanmay and Sapphire Hierarch.

29 April 2016: Buffed some vows. Samurai is now considered an actual variant Fighter and cannot multiclass as a Fighter. Marshal revamped completely. Now uses material from 4th Edition.

19 April 2016: Spellthief and Psychic Rogue buffed to 8 + Int skill points per level. Rogue special ability progression begins at 6th level, down from 8th. Dragon Shamans are proficient with martial weapons, and their breath weapon deals more damage and recharges faster. Psions Incarnate get new buffs at 4th and 7th levels.

25 Mar 2016: Paladins of Slaughter and Tyranny now get access to Blackguard spells to make up for the lack of Paladin spells from splatbooks.

21 Mar 2016: Shuffled around the Soulborn buffs to make the class less frontloaded.

15 Mar 2016: Additional class skills for the Spellthief. Spirit Shamans now retrieve their spells more like 5e casters. Warmages use their spellcasting mod when making spell attacks.

19 Feb 2016: Additional class skills for the Jester.

14 Feb 2016: Roses are red, violets are blue, Warlocks got a damage buff, and Dragonfire Adepts did too.

30 Dec 2015: Added buffs for Spirit Shamans. Dread Necromancers now gain 4 + Int skill points per level.

24 Dec 2015: Scrapping the bonus downtime. Too easy to abuse.

19 Dec 2015: Swashbucklers now use the Pathfinder version; I'm done trying to fix that piece of garbage.

16 Dec 2015: Spell-less Barbarians get bonus feats at 4th level and every even level thereafter, up from every 4th level. Spellthieves get +4 to casting, up from +2.

1 Dec 2015: Spell-less Knights now gain a bonus feat at every even level, up from every 4th level.

17 Nov 2015: Players may now begin play with 4 free ranks in a Profession, or in an equivalent custom skill. Profession is no longer a class skill for all classes; instead, the chosen skill is a class skill. Bonus downtime granted to races that don't sleep is now tracked separately to avoid plothes.

7 Nov 2015: Search is back to being unlinked with Spot and Listen. Bardic knowledge is back to the 3.5 version.

2 Nov 2015: Search is now linked to Spot and Listen. Updated variant Pyrokineticists to be consistent with the energy types of psychokinesis powers. (This also constitutes a buff to the standard Pyrokineticist (+1 damage per die for fire).)

28 Oct 2015: Made some changes and comments to linked skills. The special rules for psionic skill transparency are gone; psionic skills are now linked to their arcane counterparts instead. Special downtime rules based on 5e are now in effect, replacing craft points.

24 Oct 2015: Brutal Throw added to the list of bonus feats every character gets for free.

21 Oct 2015: Certain skills are now linked. (This replaces the consolidation of Climb, Jump, and Swim into a single Athletics skill.) The craft point variant rule is now in effect. Invocations are now explicitly arcane.

17 Oct 2015: Unarmed Swordsage is now a pre-approved variant, with minor modifications.

14 Oct 2015: Clerics, Sorcerers, Favored Souls, and Hexblades get 4 + Int skill points per level. The save DC for the Mountebank's Beguiling Stare is buffed even more (now up to 13 + Mountebank level + Cha).

9 Oct 2015: Aspect of Nature is a swift action.

1 Oct 2015: Soulknives can shape their mind blade into any type of weapon with which they're proficient. Combat Casting lets you cast with your hands full.

30 Sep 2015: Bards now have the versatile performance and bardic knowledge abilities from Pathfinder. (The animal companion variant no longer gets Handle Animal as a class skill, since versatile performance has it covered.) Quick Draw explicitly works on items other than weapons. The buffs to Knight of Stars and friends now extend to their Vile counterparts. Diehard's bonuses are now morale bonuses. Improved Disarm now gives you a free weapon attack instead of a free melee attack, so if you steal their ranged weapon, you can shoot them with it.

24 Sep 2015: Cold Endurance, Heat Endurance, and Kobold Endurance now get the same buff as Endurance. Eldritch Knight gives extra bonus feats.

17 Sep 2015: Knights can now choose between spellcasting or (more) bonus feats.

14 Sep 2015: Paladins and Rangers now use recharge magic. Barbarians can now choose between spellcasting or bonus feats.

13 Sep 2015: Paladins and Knights are now proficient with tower shields.

11 Sep 2015: Special ability progression improved for Rogues and Psychic Rogues. Psychic Rogues can take the Savvy Rogue feat. Scouts now ignore precision damage immunity starting at 6th level.

10 Sep 2015: Divine Minds have full BAB. Rangers who take the shapeshifter variant instead of wildshape choose whether or not to give up their animal companion; if they don't, they only get Predator and Aerial forms. Swashbucklers are back to getting free skill tricks. Dwarven Defenders now get a bonus feat at every level except 1st. Various classes no longer count as full initiator levels rather than half. (It was a cute idea, but it ended up being more of a buff to initiators than it was to the classes that were actually supposed to be buffed by it.)

3 Sep 2015: Soulknives with the bonus feat variant get a bonus feat to replace Knife to the Soul at 13th level. The Illumian *krau* sigil is transparent with psionics. Marshals are back to getting Leadership as a bonus feat. Erudites can advance unique powers per day with prestige classes.

28 Aug 2015: Favored of the Companions, Knight of Stars, and Servant of the Heavens now give a +4 bonus instead of +1. Barbarian DR is no longer buffed, but totems can now add class skills. Augmented alchemical items carry a DC modifier of +10 rather than +20.

21 Aug 2015: Magic weapon and armor pricing now uses separate tracks for special abilities and enhancement bonuses.

13 Aug 2015: Shugenja bonus feats can now use any non-banned element, not just their focus element. Skirmish and riposte are no longer precision damage.

12 Aug 2015: Added a buff for Wilders and a usability upgrade for Dread Necromancers. Improved Grapple is buffed.