

Barbarian

Rage: The penalty to AC lessens by 1 at level 5 and then at 10. The Barbarian can continue to rage while unconscious.

Rage Powers

Guarded Stance: Becomes a swift action at level 4 and applies to all AC not just versus melee. This replaces and counts as Rolling Dodge. The bonus also increases by +1 for every 4 barbarian levels rather than 6.

Renewed Vigor: This rage power is no longer 1/day but instead costs 4 rage rounds per use and can be used as a move action at level 8 and then a swift action at level 12.

Cleric

Since the gods no longer have an alignment, Clerics can be of any alignment. However, they can only choose an alignment domain if it matches their alignment and they cannot cast spells of an opposing alignment as normal.

Favored Weapon: Clerics not only gain proficiency with their deity's favored weapon(or improved unarmed strike when appropriate) but also gain Weapon Focus with that weapon.

Fighter

Fighter's Expertise(Ex): If a Fighter's ability score is less than 13, it counts as 13 for the purposes of meeting the prerequisites of combat feats.

Skills: Fighters get 4+int modifier skills per level. Add Perception to class skill list.

Saves: Fighters get good Will and good Fortitude saves.

Monk

Ki Pool: The Dodge AC bonus is now 2 + 1 for every 4 levels after 4th up to +6 at level 20.

Wholeness of Body: Now costs 1 ki point and it heals hp equal to your monk level + your wisdom modifier as a swift action.

Paladin

Lay on Hands: It is a swift action to heal an ally while it is a standard to heal yourself.

Smite Evil: While under the effects of smite evil, the paladin may gain either a deflection bonus to AC equal to his charisma modifier or a bonus to attack rolls equal to his charisma modifier rather than both. They gain the other effects of smite as normal. Also the paladin's attacks now count as magic for all purposes of attacking incorporeal when smiting.

Ranger

Skills: Add Acrobatics to class skill list.

Rogue

Powerful Thug or Cunning Con: At level 6, a rogue can choose to add either his strength modifier to all Fortitude saves or his charisma modifier to all Will saves.

Rogue Talents

All 1/day talents are now 3 + int mod/day

Ki Pool is now equal to 1/2 your rogue level + wisdom modifier. You can spend a ki point to add sneak attack damage to an attack that does not otherwise qualify.

Powerful Sneak: No penalty to attack rolls and does not require a full attack.

Summoner

Evolutions

Basic Magic/Magic Attacks: All Eidolons get these evolutions for free once and minor magic can be used 2/day. Any cantrip can be selected.

Minor Magic: This evolution can be used for any level 1 spell from the sorcerer/wizard/cleric list and the usage is now 2/day. At 7th level it becomes 3/day. The caster level is equal to the eidolon's HD and it costs 1 evolution point.

Major Magic: This evolution can be used for any level 2 spell from the sorcerer/wizard/cleric list and the usage is now 2/day. At 10th level it becomes 3/day. The caster level is equal to the eidolon's HD and it costs 2 evolution points. The summoner must be at least 4th level to select this evolution.

Ultimate Magic: This evolution can be used for any level 3 or 4 spell from the sorcerer/wizard/cleric list and the usage is now 2/day. At 15th level it becomes 3/day. The caster level is equal to the eidolon's HD and it costs 3 evolution points. The summoner must be at least 10th level to select this evolution.

Sacrifice: The healing is equal to the amount sacrificed instead of half.

Improved Natural Armor: The eidolon only gets +1 to its natural armor instead of +2

Pounce: It can be taken by eidolons of any form, but the cost is now 4 evolution points and the summoner must be at least level 8 before it can take this evolution.

Tail/Tail Slap: Both these evolutions are now one evolution.

Weapon Training: An eidolon gains simple weapon proficiency and proficiency with 1 martial weapon of your choice.

Grappling

Attacking while in a grapple is a standard action. Breaking a pin only reverts the target to being grappled. It requires another grapple check to break free.

Feats

Great Fortitude

The bonus improves by 2 to +4 at level 8 and another 2 to +6 at Level 15.

Improved Great Fortitude

In addition to the reroll you gain from the feat, you gain an additional +2 on top of your Great Fortitude Feat and an additional +2 vs diseases/poisons

Iron Will

The bonus improves to +4 at level 8 and to +6 at Level 15.

Improved Iron Will

In addition to the reroll you gain from the feat, you gain an additional +2 on top of your Iron Will Feat and an additional +2 vs charms/compulsions

Lightning Reflexes

The bonus improves to +4 at level 8 and to +6 at Level 15.

Improved Lightning Reflexes

In addition to the reroll you gain from the feat, you gain an additional +2 on top of your Lightning Reflexes Feat and an additional +2 vs traps/haunts

Weapon Focus/Specialization

They both upgrade automatically to the greater versions at the appropriate levels.

Crafting:

All crafting feats are allowed but the discount is only 25% rather than 50%. Crafting Time(Mundane and Magical) is also reduced by 50%.