

# House Rules

## Feats

**Feat Tax rules:** <http://michaeliantorno.com/feat-taxes-in-pathfinder/>

**Two Weapon Fighting:** Two weapon fighting gets iteratives, no extra feats required. Anything with improved or greater prereqs now just require TWF and the appropriate BAB.

**Expanded Arcana:** Levels up with you. Each time you level up, you can replace your choice(s) with new spells. When taking the feat multiple times, you cannot apply more than one instance of the feat to a given spell-level.

## Skills

**Background Skills:** <http://www.d20pfsrd.com/skills/background-skills>

**Skill ranks:** Clerics, Fighters, Paladins, Summoners, Vitalists, and Warpriests all get 4+int instead of 2+int.

**Skill Crits:** As per the normal rules, there are no critical successes or failures on skill checks. However, when rolling a 1 on an information gaining skill (Knowledge, sense motive, etc.) if your roll does not meet the DC, you will be given humorously false information. This is just for fun, and you will not be punished for not going along with it as a character. *Common sense is still allowed!*

## Health and Stamina

**Determining Health:** Characters get health equal to their constitution score. Creatures above medium size get a size bonus to their health (Large +4, Huge +8, Gargantuan +16, Colossal +32). Size bonus health is lost first, and missing size bonus health which would be eliminated due to size reduction is converted to nonlethal damage.

**Determining Stamina:** Characters get stamina from hit dice, gaining max stamina at level 1, and rolling for stamina every level thereafter. If a character rolls a 1 for stamina, they may make a single reroll. Stamina damage which goes past 0 is converted to health damage.

**Nonlethal Damage:** Accumulates as normal in a separate stack. Characters also take nonlethal damage equal to half the health damage inflicted in a given attack rounding down. If nonlethal damage accumulated ever exceeds your current stamina by an amount equal to or greater than your constitution score, you fall unconscious. Nonlethal damage beyond max stamina +

constitution is converted to stamina damage. Nonlethal damage is healed normally, even when healing health points.

**Health, Stamina and Nonlethal Thresholds:** As characters get more tired, injured or woozy, their ability to function decreases, and thus they take a threshold penalty on all d20 rolls, as well as to AC and CMD. Characters below half stamina or health take a -1 penalty. Characters at 0 stamina or 0 or lower health take a -2 penalty instead. A character whose nonlethal damage exceeds half their maximum stamina takes a -1 penalty. Threshold penalties from low health, low stamina and nonlethal damage stack, up to the maximum of +5 (though most creatures beyond low level can't get more than a +4 without falling unconscious)

**Attacking Health Directly:** One point from each sneak attack die rolled is automatically health damage. Similarly, one point of damage from any attack against a flat footed character is converted to health damage. Opponents struck by a confirmed critical hit take health damage equal to the critical multiplier of the weapon. Negative energy (or positive energy where applicable) can target health directly, inflicting one point of damage per die, and an additional point for each 10 points of flat bonus. Creatures with no stamina and helpless opponents may have their health attacked directly.

**Low Health and Death:** Characters at 0 health or less become staggered. Characters who reach their constitution score in negative health die. Taking a standard or move action while staggered causes them to take 1 point of damage (stamina if they have it, health if not) and then make a constitution check to avoid falling unconscious. The DC of this check is equal to 5 + the number of negative health points they currently have. *Don't forget that threshold penalties also apply!*

**The Chunky Salsa Rule:** Anything that would reduce your body to the consistency of chunky salsa instantly kills you regardless of what the rules say. This also applies to other extreme effects, such as falling in lava or getting cut in half lengthwise. *(Note: For the most part, this rule is only there to prevent metagaming holes in the rules or just doing really, really stupid things, I promise not to abuse it.)*

**Falling Damage:** Lethal falling damage affects health directly. *Being able to fight for a long time will not make slamming into rocks from 200 feet up any less painful.*

**Bleeding out:** No longer a thing. Characters who are unconscious only suffer additional damage if it is caused by something such as an attack or bleed damage.

**Healing Spells and Positive Energy:** Healing spells can either be applied to health or stamina, not both. When healing stamina, they heal the full amount. When healing health, they restore 1 health per die, and an additional 1 for every 10 points in flat bonus. So a cure moderate wounds spell would restore 2 points of health at caster level 9 or below, and 3 points of health at caster level 10.

**Rest:** An 8 hour uninterrupted rest restores half your stamina and your con modifier (minimum 1) in health. A full day's rest restores all of your stamina and twice your con modifier (minimum 2) in health. A successful heal check to provide long term adds one additional health for 8 hours rest and 2 health for a full day's rest.

**Finfolk Healing:** Finfolk regain stamina at half the normal rate of natural healing while on dry land, and do not naturally regain health on land. When in water, in addition to being able to restore stamina through fast healing, they can regain 1 health per minute per point of fast healing they possess, up to a maximum of twice their con modifier per day, minimum 2.

**Favored Class Bonus:** Goes into stamina if selected.

**Fast Healing:** Fast healing adds 1 stamina per round, and 1 health per minute. Creatures with fast healing higher than 1 gain their health back at a faster rate. For amounts which cannot be evenly distributed, apply the remainder first. So fast healing 2 would be 1 health every 5 rounds. Fast healing 3 would be 1 health after 4 rounds, then 3 rounds, then 3 rounds. Fast healing 4 would be 1 health after 3 rounds, then 2 rounds, then 3 rounds, then 2 rounds. And fast healing 5 would be 1 health every 2 rounds.

**Damage Reduction:** Attacks which inflict both health and stamina damage apply damage reduction together, subtracting from the stamina damage first.

**Hit Point Trigger Effects:** Effects that trigger on 0 hit points (such as disintegration) now trigger on 0 health.

**Breath of Life:** Heals up to  $5d8 + 1/\text{level}$  points of damage until it brings the character back to life. As soon as the character is alive again the spell reverts to healing one point per die, as with other healing spells. When below negative constitution, apply caster level points first, then dice from highest to lowest. If a die is split between the two it, counts for both purposes.

**Constructs:** All health, using the normal hit point rules for constructs. Suffer no threshold penalties and die at 0 as usual.

**Undead:** Charisma for health, stamina points from hit dice. Suffer no threshold penalties and die at 0 as usual.

**Toughness:** Hit points from Toughness are divided between stamina and health in a 3 to 1 ratio. It adds 1 health at levels 1,5,9,13,17, and all other hit points from the feat are stamina points instead.

**Die Hard:** Die hard removes the constitution check to avoid falling unconscious, and the nonlethal damage from health damage above 2.

## Wealth and Equipment

### Automatic bonus progression:

<http://www.d20pfsrd.com/gamemastering/other-rules/unchained-rules/automatic-bonus-progression>

**The Silver Standard:** Currency values are now in units of 100 instead of 10, so a silver is 100 copper, a gold is 100 silver and a platinum is 100 gold. All prices listed in gp are now worth the same amount in silver. *When in doubt, just remember that the amount of copper it takes to buy anything remains unchanged.*

**Ammo:** If you buy 50 of any type of ammunition, it will be assumed that you resupply and it doesn't have to be tracked, just like materials in a component pouch. This rule is suspended when you're separated from your equipment or in long term survival situations where resupply is not possible.

**Food** is tracked specifically in survival situations and long distance travel (more than a day). There is no need to track food in ordinary circumstances.

## Classes

**Allowed:** First party and Psionics.

**Titan Mauler:** No penalty for Jotungrip. Massive weapons adds -2 penalty instead of -4.

**Xen Archer:** As zen archer, but keys off of charisma instead of wisdom.

**The Ardent:** A psionic class which draws its powers from universal constants. [Available Here](#).

**Quarter Casters Get Cantrips:** All quarter casters get 0-level spells when they gain spellcasting. Bloodragers get 0-level spells from the magus list, paladins draw from the cleric list, and rangers select from the druid list. They may prepare/know one more 0-level spell than they are allowed 1st level spells (maximum 4).

**Alignment Restrictions:** Paladins can be of any good alignment, adjusting their code as necessary. Clerics can be of any alignment that does not oppose their deity in either axis. All other alignment restrictions for base classes are lifted.

**Homebrew Archetypes:** The [Revised Drake Companion archetypes](#) (Draconic Druid, Drake Rider Cavalier, Drake Warden Ranger, Silver Champion Paladin, Dracolyte Inquisitor, Draconologist Alchemist and Dragon Rager Barbarian) are allowed, and so is the [Disciple of the Mind](#) psionic cleric archetype.

## Spells

**Material Components and Divine Focus:** When casting a spell with a material component or divine focus, you must mention the material component/focus. *I recommend writing the material next to the name on your spell list.*

**Souls vs Minds:** Spells (and anything else) which affect souls in a way which cannot simply be written off as affecting minds are banned. For example, speak with dead is allowed because it can only access knowledge from when the target was alive, and can therefore be explained as interacting with a psychic echo, not a soul in the afterlife. Resurrection spells on the other hand are banned, with the exception of breath of life, because they have to pull the soul back from beyond the grave (and also because they make death a minor inconvenience instead of the end).

**Breath of Life:** Now considered a cure spell, and classes that can cast cure series spells add it to their class spell list.

**Stabilize:** Anything that gets stabilize instead gets virtue.

## Combat

**Tiny Reach:** Tiny size creatures have a reach of 2.5ft, which becomes a 5ft reach with reach weapons and 10 ft with whips.

**Unchained Poison and Disease Rules:** <http://www.d20pfsrd.com/gamemastering/afflictions>  
Under optional rules, diseases and poisons now get worse as they progress and can end in death in addition to other effects. Poisons also inflict the normal amount of poison damage as stated in the unchained rules, however poison damage inflicted is stamina damage, and if stamina reaches 0, the remaining poison damage does nonlethal damage.

**No XP:** You level up at the whim of the GM. And everyone levels together, no level disparities.

**Natural Weapon Iteratives:** When making a full attack with a single type of primary natural attack, the character can make iterative attacks, treating them as light weapons. This can only be done when not using other natural weapons, manufactured weapons or unarmed strikes. When using two of the same type of natural weapon in this way, two weapon fighting penalties apply, and no more than two can be used .

**Brass Knuckles:** Damage equals your unarmed strike damage.

## Other

### **Fractional Base Attack Bonus:**

<https://www.d20pfsrd.com/gamemastering/other-rules/unchained-rules/fractional-base-bonuses/>

*(Only comes up when multiclassing, no need to worry about it otherwise)*

### **Universal Favored Class Options:**

The following bonuses are available to all characters, regardless of race or class.

- +1 HP
- +1 Skill Point
- +1/6 feat
- +1 foot to base speed (has no effect in combat until selected 5 times)
- Reduce the weapon nonproficiency penalty with a single weapon by 1. When the penalty reaches 0, you gain proficiency with that weapon.
- Reduce the armor check penalty applied to attack rolls for nonproficiency by 1/2 for one of the following categories: light armor, medium armor, heavy armor, bucklers, light and heavy shields, or tower shields. When you select a single category to benefit from this bonus four times (two for bucklers), you gain proficiency with that category. You cannot select a category of shield or armors if you are not already proficient with all lighter categories.

### **Class Specific Bonuses:**

The following bonuses may be selected if your favored class grants the applicable feature

- +1 hit point or skill point to companion creature
- Add one spell/formula to book/known. This must be at least one level below the highest level you can cast/create.
- +1 round of Bloodrage
- +1 round of Performance
- +1 round of Rage
- +1 round of Raging song
- +1/2 daily and maximum Arcane Reservoir points
- +1/2 Inspiration point
- +1/2 use of Martial Flexibility
- +1/3 Arcane Pool point
- +1/3 Bomb per day
- +1/3 Channel Energy
- +1/3 Grit/Panache/Luck
- +1/3 Ki point
- +1/3 Lay on Hands
- +1/3 Mental Focus point
- +1/3 Mesmerist Trick per day
- +1/3 Phrenic point
- +1/4 use of Spirit Surge without incurring influence when gaining a taboo
- +1/6 Internal Buffer capacity

- +1/2 use per day to a single Arcane School power, Bloodline power, Domain power, or Inquisition power which is granted at 1st level and normally usable 3 + Ability modifier times per day.