

ARCH'S CONSOLIDATED HOUSE RULES

Acceptable Sources

Paizo: Pathfinder RPG Rulebooks

3PP: Ultimate Psionics, Secrets of Divine Channeling, Select 3PP Material on d20pfsrd.org

Races

Orc:

- **Ability Adjustments:** +2 Strength, +2 Wisdom, -2 Charisma. Orcs are brutal and savage.
- **Senses:** [darkvision](#) (60 feet.)
- **Ferocity:** An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still [staggered](#) and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its [Constitution](#) score.
- **Fearless:** Orcs receive a +2 racial bonus on all saving throws against fear.
- **Weapon Familiarity:** Orcs are always proficient with great axes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.
- **Languages:** Orcs begin play speaking Common and Orc. Orcs with high [Intelligence](#) scores can choose from among the following bonus languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

Classes

The Following Classes are *BANNED* outright in most games: Ninja, Samurai, Summoner.

1st Level Powers: Classes with 1st level powers usable a set number of times per day (usually 3+casting stat) can use these powers at-will. This is intended for use on powers from bloodlines and domains or similar. Any 1st level class power that has an additive "Extra X" feat for it (such as Extra Channel or Extra Bombs) is not covered by this unlimited rule. Warpriest Blessings, and the diviner power that allows 1 reroll per round also are excepted from this rule.

Bloodrager: Bloodline functions as the sorcerer bloodline as prerequisites.

Cavalier: Cavalier redo has been invalidated by Advanced Class Guide mountless archetype.

Gunslinger: Revised firearm rules may change some Deeds.

--Deadeye: Must be used to hit Touch AC in the 1st range increment. Costs 1 grit for the first 2 range increments.

Inquisitor: Bane: Humanoids covers all humanoids. Outsiders operate as normal.

Magus: Spellstrike can only be used with 'offensive' spells, not general spells like Light or

Arcane Mark: What determines an 'offensive' spell is solely GM discretion. Spell Combat is not bound by this restriction, unless using Spellstrike as part of the Spell Combat action.

Oracle: The Spellscar Mystery revelation "Eldritch Bolt" has its dice reduced to a 1d6 to be in line with the other oracle 3+CHA revelations.

Paladin: Detect Evil functions per the modified Detect Evil spell.

Ranger: Favored Enemy: Humanoids covers all humanoids. Outsiders still must be picked on an individual subtype basis.

Rogue: Rogues can take a Ninja Trick instead of a Rogue Trick. Any Ninja Trick requiring 1 Ki-point to use can be used 1/day without a Ki-pool, but cannot be used if you have a Ki-pool and have 0 points remaining. Any Ninja Trick requiring more than 1 Ki-point to use requires a Ki-pool with a valid number of Ki-points available to use (like a monk).

Arcane Archer: Can be any race.

Dragon Disciple: Add Extra Rage and Extra Performance to the list of feats you can take for the Bloodline Feat class feature.

Sentinel: Aligned Weapon gives the entire ability of the chosen alignment rather than just bypassing DR.

Psionic Classes: Bonus PP are calculated based on total class levels in all manifesting classes, while base PP are calculated on individual class manifester levels (plus any increases from feats or traits).

Advancement

HP: All characters gain 4 bonus HP at the first level of a PC class.

Skills: All 2+INT classes increased to 4+INT; Exception: INT based casters (Wiz, Psion, etc).

Multiclassing

Multiclassing advancement is calculated based on the Fractional Advancement table from Pathfinder Unchained.

Specific Skills

Fly: The Fly Skill does not exist.

Gather Information: Diplomacy check with INT and WIS added in.

Craft: Uses table 2-4 "Crafting DCs and Progress Values" from Pathfinder Unchained.

Skill Unlocks: Pathfinder Unchained Skill Unlocks are in play.

Feats

Weapon Finesse is free feat.

Practiced Spellcaster: Increases Caster Level of a single class you have levels in by 4 to a max of total HD. This *DOES NOT* stack with the Magical Knack trait. You can take this feat more than once, but it must be applied to a new class each time.

Quick Draw: Applies to drawing ANY stored item that would normally take a move action to retrieve, not just weapons. Yes this invalidates Mythic Quick Draw.

Slashing Grace: Applies to light or one-handed slashing and piercing weapons. Invalidates the Rapier specific feat from Inner Sea Combat.

Martial Weapon Proficiency: Applies to a fighter weapon group, rather than a specific weapon. Does not grant proficiency to exotic weapons in that fighter weapon group.

Spells

Detect Alignment: On the table, change the first line (Aligned Creature) to the following: None (10 or lower), Faint (11-20), Moderate (21-30), Strong (31-50), Overwhelming (51 or Higher).

Detect Magic: Additional functions similar to Detect Evil; Detects Dragons and Aberrations as if they were undead; Detects Fey and Magical Beasts as if they were outsiders.

Equipment

Brass Knuckles: They use Monk unarmed damage as per APG 1st printing, not the errata'd version. This also applies to Brawler unarmed damage.

Bane Weapon: Humanoids are all grouped into a single category rather than race based.

General

Firearms: Resolve as Crossbows (no touch attacks in 1st range increment). Crossbow related feats can be taken for firearms.

Era: Guns Everywhere. Cost 10% of list price, including ammo.

Proficiency: Simple in advanced time games; Exotic (Long arms or side arms) in typical pf

Range and Penetration: Resolve attacks against normal AC, not Touch

Loading: Per Advanced Firearms for a single bullet. Anything with a capacity 2-5 takes a standard action. Anything with a capacity 6+ takes a full round action. Rapid Reload applies normally, reducing Move to Free, Standard to Move, Full to Standard. Rapid Reload + a quick load item (such as a speedloader for a revolver or a clip for a rifle) can reduce Full to Move.

Stacking reload speeds cannot reduce a Full to a Free. Reloading requires a free hand.

Misfires: Critical Fails are not in place, hence, neither are misfires.

Ammo: Early firearms use quick-load paper cartridges. Advanced firearms use metal cartridges.

Both use loading times from above.

Psionic - Magic Transparency: As per the default in *Psionics Unleashed*, UMD and Spellcraft apply to both magic and psionics. Psionic and Psi-like effects are treated as Spell or Spell-like effects, respectively.

Flanking on Greater than Large Creatures: On Huge, Gargantuan and Colossal creatures, flanking **can** occur on adjacent sides of a creature if there are a number of squares equal to or greater than the “size” of the creature between the flankers, not counting diagonals. I.e. A huge creature cannot be flanked at a S-SE corner with a E-NE corner, but can with a S and an E-NE since there are 3 squares along the edge between them.

Drawing an Item: Drawing any item considered ‘at hand’ aka move action draw can be done as part of movement as if it were a weapon.

Mythic Adventures

Mythic Subtype: Creatures with the mythic subtype (such as from adding a mythic simple template or via mythic augment summoning) do not automatically bypass DR/epic with their natural attacks.

Mythic Power/Surge: Any attack that uses Surge is considered Epic in addition to any other DR applicable qualities. Using a Surge ignores the automiss from a Natural 1.

Sweeping Strike: Cannot be used in conjunction with Limitless Range to shoot an entire planet with a standard action. Must be able to see your foe to target with Sweeping Strike.

Cage Enemy: Does not pin the target. Pin is used as a descriptive term, and whether d20pfsrd has it linked or not isn’t the intent of the ability.

Undetectable Legendary Item Ability: Can only add to a major artifact tier legendary item. Detection via any divination or other magic (Glitterdust, Invisibility Purge) weaker 5th level automatically fails. True Seeing reduces the undetectability to total concealment (50% miss chance). Greater Dispel Magic only dispels the Legendary Item ability, but not the invisibility. Undetectable provides an additional +10 circumstance bonus to stealth checks for mundane detection, and the wearer doesn’t take any penalties for moving full speed.