**HOMEBREW RULES**

## Changelog

* 4/9/2019
  + Crossbow Changes, mostly to damage dice and crit range/crit multipliers
  + Modified Crossbow Mastery so that it would work with the system.
* 4/12/2019
  + Elemental Purist Refactor
  + Flick Shot now has no penalty past +11 BAB
  + Manyshot refactored to work with Dual Strike

## 

## 

## Truebrew Sanity

* Sanity Table: <https://docs.google.com/spreadsheets/d/1MEeCsEQ4SJbl_KLjViZoHnUhRxSQ36ybtqzaF5NNrcc/edit#gid=680833878>
* A character has a Sanity Pool, which is equal to 2 times the sum of their Mental Attributes.
* Lesser Madness
  + Trigger: Falling beneath 50% sanity
  + Threshold for active: 75% sanity or lower
* When their Sanity Pool depletes below half, they manifest a lesser madness dependent on the scenario surrounding the character. Lesser madnesses are only exhibited when the PC is below 75% sanity.
* When their Sanity Pool depletes below 0, they manifest a greater madness dependent on the scenario surrounding the character.
* Some madnesses manifest instantly after the traumatic event and taper off as time passes, while others start a few days after the traumatic event and gradually worsen over time.
* Furthermore, some lesser madnesses will develop into greater madnesses given time to fester.
* When a player is suffering from a lesser madness, their madness is only “active” if they are below half sanity. Furthermore, a PC **can only suffer from one lesser madness and one greater madness** at the same time. PC suffering from a greater madness will always exhibit signs of madness regardless of their sanity.
* Players should not make it obvious (for meta reasons) that they are suffering from a madness. Think about it like a real person would. If you were suffering from, say, Fear Paralysis, you would not want to talk about it unless you had to. Of course, your character personalities come into play here. Some characters are more open with their emotion state and others are more reserved. Act as your character would if they were suffering from those afflictions.
  + To work to this goal, from now on, Rolls that should be private (mental skill checks, Will saves) should be rolled privately (/gmroll). Rolls that have a physical result (physical skill checks, attacks, reflex/fort saves).

## Simplified Sanity

* Each PC starts with a pool of 10 Sanity.
* Whenever a PC experiences a negative event and would suffer sanity damage, the PC subtracts an amount of sanity from their pool as determined by the DM.
* Whenever a PC experiences a positive event and would regain sanity, the PC regains an amount of sanity from their pool as determined by the DM.
* Upon reaching 4 Sanity, the PCs receive a Lesser Madness
* Upon reaching 0 Sanity, the PC receive a Greater Madness

## Class Changes

### All

* + All classes that previously had immunity to fear or bonuses to fear saving throws are now immune only to magical fear.
  + All classes that previously had interactions with the original Feat tree is updated to use the new updated Feat tree. Feats that have been replaced are replaced with their updated versions, and Feats that have been removed are no longer available as choices.

#### Familiars

* All Saves granted by Familiars are halved from 2 -> 1
* All Initiative bonuses granted by Familiars are decreased from 4 -> 3

### Kineticist

#### Elemental Purist

* + - Elemental Impossibility (Su)
      * At 7th, 11th, and 15th levels, the Elemental Purist can learn Infusions normally not usable with their primary element.
      * To use such an "Impossible Infusion" with a non-compatible element, an Elemental Purist must accept one point of Burn to enter a State of Elemental Impossibility for 2 rounds. This point of Burn can only be removed if the Elemental Purist spends 3 Simple Actions Gathering Power. In this case, the Elemental Purist's next Blast's Burn cost is only reduced by 1.
      * At 7th Level, the Elemental Purist learns one Composite Blast as if they had chosen to expand their primary Element.
      * This replaces Expanded Element, as well as the 11th, and 15th level infusions.
    - Limited Buffer
      * *Removed*
    - Elemental Apocalypse
      * *Unchanged*

### Arcanist

* + Acid Jet:
    - Damage increased from d6s to d8s.

### Full Casters

* + Crafting Feat
    - All Casters with full Spell progression gain either Craft Scroll or Brew Potion as a bonus Feat at level 1.
    - If they already have either of these feats, they do not receive an additional Feat.

### Unchained Rogue

* + Finesse Training (Ex)
    - Removed: Aimed Strike and Precise Strikes serve the same purpose.
    - Replaced with a Bonus Feat at Level One.

### Paladins/Antipaladins

#### Champions

* + - Paladins and Antipaladins now Champion a God rather than an ideology. To that effect, Paladins and Antipaladins must exactly match the alignment of their God exactly and carry out their commandments in all ways possible. Failure to do so will lead to Sanction and potentially the loss of their powers.
    - Furthermore, the powers that a Paladin or an Antipaladin gain are changed to fit their alignment and the god that they worship.
    - To this effect, Paladins and Antipaladins are considered the same class.
  + Divine Grace/Unholy Resilience
    - Modified to only gain their Charisma bonus to their Fortitude and Will saving throws.
  + Lay On Hands
    - Modified to be a Simple Action for all Casts.
    - Provokes attack of opportunity when casted on others.

### Gunslingers

* + Gun Training (EX)
    - Removed: **Aimed Strike** serves the same purpose while also serving as a small nerf to the class.

### (Unchained) Monk

* + Flurry of Blows
    - Flurry of blows functions identically to **Two-Weapon Fighting** while wielding two light weapons.
    - At level 8, this improves to **Greater Two-Weapon Fighting**.
  + Ki Pool
    - Additional attacks made with the consumption of a Ki point are made at full BAB.
  + Bonus Feats
    - At level 1, 2, and every 4 levels afterwards, a Monk can select a bonus Feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, and Scorpion Stance. At 6th level, the following feats are added to the list: Deft Maneuvers, Gorgon’s Fist, Greater Grapple, and Powerful Maneuvers. At 10th level, the following feats are added to the list: Improved Critical, Medusa’s Wrath, Snatch Arrows, and Spring Attack. A monk need not have any of the prerequisites normally required for these feats to select them.

### Swashbuckler

* + Precise Strike
    - Renamed to Swashbuckler’s Aim
    - A Swashbuckler adds their dexterity as a precision bonus to damage rolls for attacks made with light or one-handed piercing melee weapon. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler in their offhand.
    - This stacks with Aimed Strike.
    - At level nine, this improves to 1.5x dexterity.
  + Opportune Parry and Riposte
    - When an opponent makes a melee Attack against the Swashbuckler, the Swashbuckler may declare the use of this deed for 1 panache point before the Attack is rolled.
    - The Swashbuckler then rolls an Attack roll at Full BAB vs the original Attack.
    - If the Swashbuckler’s attack roll is greater than the enemy’s attack roll, the enemy’s attack counts as having missed.
    - If the Swashbuckler’s attack roll exceeds the enemy’s attack roll by 5, the Swashbuckler may expend an attack of opportunity to instantly retaliate with the attack as an immediate action.
    - In addition, for every size increment that the attacking weapon is larger than the parrying weapon, the Swashbuckler receives a -3 penalty to the parry roll.

### Magus

* + Spell Strike (Free Action)
    - A Magus can channel an effect generated by a "Touch" range Spell into their Weapon. The next attack landed with the Weapon discharges the Spell. A spell placed onto a Weapon naturally dissipates after a minute if not discharged.
  + Spell Combat (2 Simple Actions)
    - After casting a Spell, a Magus can make an Attack with a Light or One Handed Weapon as a Free Action some time that turn. This Attack is made at a -2 Attack Penalty, but does not count as an attack for the purposes of IAP. If you cast the spell defensively, you can subtract your Intelligence bonus from the result of the attack roll to add the same value as a circumstance bonus on the concentration check.

### Legendary Samurai (<http://www.d20pfsrd.com/classes/alternate-classes/3rd-party-alternate-classes/3rd-party-alternate-classes-legendary-games/legendary-samurai/#Challenge_Ex>)

* + Strong save converted from Will to Reflex
  + Weapon proficiencies
    - All one-handed slashing weapons changed to All one-handed Eastern slashing weapons.
  + Starting Income
    - Changed from 3d6 x 10 to 5d6 x 10
  + Challenge
    - Replaced with Cavalier’s challenge.
  + Iaijutusu Strike
    - Changed from Simple -> Advanced Action
  + Iaijutsu Technique
    - Armor-rending Slash
      * Scaling changes to
        + Level 1 - 2 AC
        + Level 6 - 3 AC
        + Level 12 - 4 AC
    - Dispelling Slash
      * Dispel Magic roll bonus is decreased from Level to Level/2
    - Explosive Cut
      * Choose one primary target within the square, target takes full damage.
      * Remaining targets take half damage.
    - Hidden Slash
      * DC changed from attack roll to to attack roll - half of the Samurai’s attack bonus.
    - Limb-cutting Slash
      * Instead of a reflex check, this is converted to a called shot with double the attack roll penalties as specified.
      * A landed slash counts as a critical called shot or a debilitating called shot, depending on damage dealt.
    - Lethargy Slash
      * Minimum level from 1 - > 2
    - Long Cut
      * First target in line takes full damage.
      * Remaining targets take half damage.
    - Nightmare Slash
      * Minimum level from 1 - > 2
    - Ranged Cut
      * Minimum level from 1 -> 2
    - Flowing River Cut
      * Attack can be made at any point in movement -> The attack must be made at the end of the movement.
      * Can only be executed if an attack is made at the end of the movement.
    - Tornado Cut
      * Two Simple -> Three Simple Actions
      * You can hit a number of targets equal to your charisma mod.
      * Attack must be rolled for each individual target.
      * At level 14, this increases to 1.5x charisma mod, but does not gain any additional range.
      * Minimum level 5 required.
      * No longer gains additional range.
    - Utility Slash
      * Does provoke attacks of opportunity. Does not suffer from multiple attack bonus.
    - Vacuum Slash
  + Resolve
    - Determined
      * Advanced Action
      * Three Simple Actions to remove advanced conditions
    - Resolute
      * Removed
    - Unstoppable
      * Gained at level 8
  + Warrior’s Grace
    - Changed from level two and every 4th level onwards to level 6 and every 6th level onwards.
  + Blazing Initiative
    - Removed\*
  + Kiai Arts
    - Duty’s Call
      * Removed the ability to discharge the fear effect.
    - Follow My Lead
      * Bonus changed from level/2 to +1 at level 1 and +1 for every 5th level after.
    - Soul Rending Shout
      * Removed\*
    - Duty’s Call, Charm
      * Removed ability to discharge the effect
    - Ghost Blade
      * Removed\*
    - Duty’s Call, Compulsion
      * Removed ability to discharge the effect
    - Regroup
      * Changed from moving up to 60 feet to moving up to their movespeed \* 1.5
      * Cost of applying freedom of movement to allies increased from 2 spirit to 3 spirit.
      * Also no longer teleports allies to the samurai.
    - Spirit Charge
      * Removed\*
    - Duty’s Call, Possesion
      * Removed ability to discharge the effect
    - Rebuke Sorcery
      * Duration changed from class level to charisma mod
    - Yojimbo’s Presence
      * Removed\*
    - Duty’s Call, mind:
      * Removed ability to discharge affect.
  + Banner:
    - Gained at level 6
    - Bonuses increase every 6th levels after
  + Sheathe Block
    - Bonus decreased from +2 to +1, then increasing by +1 every additional 7th level onwards.
  + Dragon Defense
    - Removed\*
  + Advanced Blade:
    - Removed\*
  + Spirit Charge:
    - Removed\*
  + Daimyo’s Renown:
    - Moved from level 8 to level 12.
  + Opportune Slash:
    - Moved from level 8 to level 13.
  + Iajutsu Mastery
    - Moved from level 10 to level 12
    - Saving throw penalty increased from -2 to -4
  + Greater Banner:
    - Removed\*
  + Shogun’s Renown:
    - Removed\*
  + True Spirit Charge:
    - Removed\*
  + True Resolve:
    - Changed from requiring 2 spirit points to 3 spirit points.
  + Emperor’s renown:
    - Removed\*
* Favored Class Bonuses:
  + Add +1/3 on critical hit confirmation rolls made with iaijutsu strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.  
    Gain 1/6 of a new iaijutsu technique.  
    Add +1/4 to the legendary samurai’s banner bonus.  
    Add +1/4 to the legendary samurai’s bonus to damage against targets of the legendary samurai’s challenge.  
    Gain 1/6 of a new social talent granted by warrior’s grace.  
    Gain +1/2 bonus on Intimidate checks to demoralize.
* Alternate Choices
  + Weapon Proficiencies:
    - Removed\*
  + Armor Proficiencies:
    - Removed\*
  + Favored Enemy
    - Interval of bonus increase changed from every 5th level to every 6th level.
  + Studied Target
    - Interval of bonus increase changed from every 5th level to every 6th level.
  + Weapon Training
    - Interval of bonus increase changed from every 5th level to every 6th level.
    - You do not receive Weapon Specialization or Weapon Focus.
  + Samurai's Finesse
    - Removed\*
  + Bardic Performance:
    - Gain songs based on your level/2
  + Rogue Talents
    - Changed to level 6 and every 6th level onwards
  + Shifter Aspects
    - Removed\*
  + Kiai Arts
    - Changed to level 6 and every 6th level onwards.
  + Elemental Focus
    - Removed\*
  + Spellcasting:
    - Removed\*

## Races

### New Races

* + Half-Giant
    - Half-Giants are the rare offspring of a Giant and another creature. As Giant blood is exceptionally potent, Half-Giants do not inherit many characteristics from their non-Giant parentage aside from unique facial features. However, they typically retain some of the mental prowess of their non-Giant parents, allowing them to function in normal society. Due to their mixed blood, many Half-Giants are infertile. As such, they are exceptionally rare and often looked upon with a mix of wonder, curiosity, and disgust by society at large.
    - Size: Half-Giants are medium size creatures, typically standing between seven and eight feet tall.
    - Type: Half-Giants are Humanoid creatures with both of their parents’ subtypes.
    - Racial Bonus: Half Giants are strong and durable due to their Giant heritage, but their mental facilities are typically weaker than an average enlightened creature. Their Racial Bonus changes depending on their Parentage Trait.
    - Base Speed: Half-Giants have a base speed of 30 feet (20 in armor).
    - Languages: Half-Giants begin speaking either Giant or the language of their non-Giant parent.
    - Senses: Half Giants have weak Darkvision, allowing them to see up to 20 feet.
    - Racial Traits
      * Intimidating: Half-Giants are fearsome by their size alone, and gain Intimidate as a class skill.
      * Size Matters: Half-Giants halve the penalty of using an oversized weapon one size larger than the wielder.
      * Parentage Trait: Half-Giants gain a Parentage Trait from their Giant parent.
    - Parentage Trait:
      * Ash Giant: Ash Giants have an affinity for Vermin, and may impart a portion of their intelligence to the Vermin, allowing them to be commanded for basic tasks. This functions as a Druid’s Wild Empathy ability.
        + +2 Con, +2 Int, -2 Cha
      * Cloud Giants: Cloud Giants gain a +4 bonus to Diplomacy, and Diplomacy is always a class skill for them.
        + +2 Wis,+2, Cha, -2 Dex
      * Cyclops: Cyclops have a single eye, which can be used to peer into the future. Once per three days, a Half-Giant descended from a cyclops can attempt to peer into the future. They must make a DC 15 Will Save to peer into the future. If the check succeeds, they gain advantage on the next d20 roll they make. If they exceed the DC of the Will save by 10 or greater, they successfully peer into the future and may take any result on their next d20 roll.
        + +2 Str, +2 Wis, -2 Cha
      * Fire Giants: Fire Giants gain 5 Fire Resistance and the ability to superheat magically heated items. This manifests as the ability to roll twice on a single dice that deals fire damage, taking the larger roll as the result.
        + +2 Str, +2 Cha, -2 Int
      * Frost Giants: Frost Giants gain 5 Cold Resistance and the ability to chill magically cold items. This manifests as the ability to roll twice on a single dice that deals cold damage, taking the larger roll as the result.
        + +2 Str, +2 Con, -2 Dex
      * Hill Giants : Hill Giants gain a +2 bonus to Fortitude saves.
        + +2 Str, +2 Con, -2 Int, -2 Wis
      * Jungle Giants: Jungle Giants gain +2 to stealth in Jungle Environments, and gain +2 to any saves against sickness or disease.
        + +2 Dex, +2 Wis, -2 Int
      * Ocean Giants: Ocean Giants gain 30 FT of swim speed, and Swim is always a class skill for them.
        + +2 Dex, +2 Cha, -2 Int
      * Stone Giants: Stone giants gain DR 1/Adamantine
        + +2 Con, +2 Wis, -2 Int
      * Storm Giants: Frost Giants gain 5 Electric Resistance and the ability to supercharge electricity. This manifests as the ability to roll twice on a single dice that deals electric damage, taking the larger roll as the result.
        + +2 Dex, +2 Int, -2 Cha
      * Wood Giants: Wood Giants have a natural affinity to nature, and gain Kn. Nature as a class skill and gain a +2 bonus to Kn. Nature. Furthermore, they gain +3 Electric Resistance.
        + +2 Dex, +2 Wis, -2 Cha

### Modified Races

* + Changelings
    - Optional Traits
      * Body over Mind:
        + Some Changelings take more heavily after their father. These Changlings are not as frail as others of their race, but also do not inherit as much of their mother’s natural wisdom. These Changelings do not suffer the -2 penalty to Constitution, but neither do they gain +2 to Wisdom.
  + Aasimar
    - Base Aasimar (Baasimar)
      * Stat Distribution: +2 Wis, +2 Cha, -2 Int
    - Agathion Aasimar: (A-Asimar)
      * Stat Distribution: +2 Con, +2 Cha, -2 Int
    - Angel Aasimar: (Angelsimar):
      * Stat Distribution: +2 Str, +2 Cha, -2 Con
    - Archon Aasimar: (Archonsimar)
      * Stat Distribution: +2 Wis, +2 Con, -2 Dex
    - Azata Aasimar: (Azatamar)
      * Stat Distribution: +2 Dex, +2 Cha, -2 Int
    - Garuda Aasimar: (Gasimar)
      * Stat Distribution: +2 Dex, +2 Wis, -2 Con
    - Peri Aasimar: (Perimar)
      * Stat Distribution: +2 Int, +2 Cha, -2 Str

### Favored Class Bonuses

* + Class and Race specific Favored Class Bonuses have been removed. Now, you may only pick +1 HP or +1 Skill Point for a Favored Class bonus.

## Spells

### Removed Spells

* + Black Tentacle

### Modified Spells

* + Explosive Runes, Glyphs of Warding
    - Multiple layers of Explosive Runes, Glyphs of Warding, etc. (a given object can only one such casting active upon it, and subsequent castings by you overwrite previous castings, while subsequent castings by other spellcasters require a caster level check)
  + Entangle
    - Entangle only works on areas with local organic plantlife.
    - Starting a movement action in an entangled area requires a reflex check to avoid being entangled. After entanglement, it is a simple action to break free with a strength or escape artist check.
  + Shield
    - AC Bonus reduced from 4 -> 2
    - AC Bonus now scales from 2 - > 3 at Caster Level 4.
    - AC Bonus now scales from 3 -> 4 at Caster level 7
  + Stabilize
    - Cast Range - Close -> Touch
  + Detect Magic
    - Detect Magic now works in Stages
      * Upon initial casting, 5 rounds (30 seconds) must elapse before any effect occurs
        + After 5 rounds have elapsed, you become aware of the number of magical auras in the facing direction.
      * After the first stage has occurred, an additional 5 rounds is required to identify more information about one magical aura.
        + The strength and location of an aura
        + To learn more about the specific magical effect:

DC 15 + Spell level or DC 15 + ½ Caster Level Spellcraft check

* + Enlarge Person
    - Spell Level: 1 -> 2

## Feats

### Feat Tree

* + We are using a modified version of the feat tree, found below
  + https://docs.google.com/document/d/1FJyHQQVm0B5Ws8wiKc7y7abRHd8nWV5CgIUCikiyiLc/edit#

## Skills

* We are using the Background Skills system.
* All Classes that gain +2 skills per level now gain +4 skills per level.

### Heal

* + Treat Wounds (Short Rest)
    - You tend the wounds of your companions over the course of a short rest. For each additional target tended, the DC of the Heal check increases by 5. This may only be performed once per day on the same target.
    - Heal 10 - Target regains 1 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 20 - Target regains 2 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 30 - Target regains 3 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 35 - Target regains 4 hit dice or ½ of their hit dice pool, whichever is lower.
    - Heal 40 - Target regains 5 hit dice, or ½ of their hit dice pool, whichever is lower.
  + Long term Care (Long Rest)
    - You tend to the wounds of your companions over the duration of a long rest. For each additional target tended, the DC of the Heal check increases by 5.
    - Heal 05 - Target regains 1 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 10 - Target regains 2 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 20 - Target regains 4 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 25 - Target regains 6 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 30 - Target regains 8 hit dice, or ½ of their hit dice pool, whichever is lower.
    - Heal 35 - Target regains 10 hit dice, or ½ of their hit dice pool, whichever is lower.

## Traits

* Normal selected traits are disabled.
* Instead of being given at the start of the game, traits will be developed over the course of the game.
* Traits will typically have an active component and will not be simple stat boosts.

## Equipment

### Weapons

#### Homebrew Weapons

* + - Featherweight Scythe
      * Light/2H/Exotic - 1d8 - 20 - 3x - Slashing/Piercing - Trip - 6LB - 75G
    - Wrist Knife
      * Light/1H/Exotic - 1d4 - 18-20 - 2x - Slashing/Piercing - 1LB - 50G
      * **Concealed**: +4 Bonus to Sleight of Hand to conceal this Weapon.
      * **Spring-Loaded**: Releasing the Blade from its sheath is a free action, and resetting it is a simple action.
      * **Attached**: Weapon does not burden hand, cannot be disarmed.

#### Crossbows

* + - Hand Crossbow
      * Ranged/1H/Exotic - 1d6 - 19-20 - 2x - Piercing, 2LB, 100G
      * Damage dice increased from 1d4 to 1d6
      * Can be reloaded with 1 action. Rapid reload reduces this to a Swift action. Crossbow Mastery reduces this to a Free action.
    - Repeating Hand Crossbow
      * Ranged/1H/Exotic - 1d6 - 19-20 - 2x - Piercing, 3LB - 800G
      * Damage dice increased from 1d4 to 1d6
      * A Repeating Hand Crossbow holds 3 shots, and can be reloaded with 2 Simple Actions. Rapid Reload reduces this to 1 Simple Action. Crossbow Mastery reduces this to a Free action.
    - Light Crossbow
      * Ranged/2H/Simple - 1d10 - 19-20 - 2x - Piercing, 2LB, 35G
      * Damage increased from 1d8 -> 1d10
      * Can be reloaded with 1 action. Rapid reload reduces this to a Swift action. Crossbow Mastery reduces this to a Free action.
    - Repeating Crossbow
      * Ranged/2H/Exotic - 1d10 - 19-20 - 2x - Piercing, 2LB, 250G
      * Damage increased from 1d8 -> 1d10
      * A Repeating Light Crossbow holds 5 shots, and can be reloaded with 2 Simple Actions. Rapid reload reduces this to a Simple action. Crossbow Mastery reduces this to a Swift action.
    - Heavy Crossbow
      * Ranged/2H/Simple - 1d12 - 20 - 3x - Piercing, 12LB, 50G
      * Damage dice increased from 1d10 to 1d12
      * Crit Multiplier increased from 2x to 3x
      * Crit Chance reduced from 19-20 to 20
      * Can be reloaded with 2 Simple actions. Rapid reload reduces this to a Simple action. Crossbow Mastery reduces this to a Swift action.
    - Repeating Heavy Crossbow
      * Ranged/2H/Exotic - 1d12 - 20 - 3x - Piercing, 12LB, 400G
      * Damage dice increased from 1d10 to 2d6
      * Crit Multiplier increased from 2x to 3x
      * Crit Chance decreased from 19-20 to 20.
      * A Repeating Heavy Crossbow holds 5 shots, and can be reloaded with 3 Simple Actions. Rapid Reload reduces this to 2 Simple Actions. Crossbow Mastery reduces this to a Simple Action.

#### Firearms

* + - One-handed Firearms
      * Reload Time: 1 Simple Action
        + Can be reduced to 1 Swift Action through Rapid Reload
      * Now targets ordinary Armor Class
      * Special
        + Reload Reposition: You may reload while making a move action.
    - Two-handed Firearms
      * Reload Time: 2 Simple Actions
        + Can be reduced to 1 Simple Action through Rapid Reload
    - Rifle
      * Damage: 1d10 -> 1d12
  + Grapple Weapon Attribute
    - A weapon with the Grapple attribute allows the user to initiate a grapple as a simple action after landing a melee attack.

### Magical Items

#### Homebrew Wands

* + - A Wand holds 7 maximum charges, and can cast only the spell Attuned to the Wand. Each day, the Wand recharges 1d6+1 charges (up from 1d4+1).
    - Each use of the Wand consumes a number of charges depending on both the spell being cast and whether the Spell is being Supercharged or Empowered.
    - The number of charges consumed is directly equal to the Spell level of the Spell being cast. For example, Shocking Grasp would consume 1 charge per cast. Lesser Restoration would consume 2 charges per cast. Note that Spells cast this way are cast at the minimum caster level required to cast that Spell.
    - **Supercharge**
      * Supercharging a Wand, allows it to cast a Spell at a higher Caster Level at the cost of consuming additional charges equal to half of the increase in Caster level (rounded up).
      * Example: A level 6 Wizard uses a Wand of Shocking Grasp to cast Supercharged Shocking Grasp at Caster Level 5. This increases the power of the Shocking Grasp up to 5d6, but also increases the Spell Level of the spell to Level 3 (5/2 = 2.5^). This means that 3 charges are consumed from the Wand.
      * Note that you may only supercharge the Caster Level of the Spell, not the Spell level. This means that you cannot increase the DC of a Spell by Supercharging. The DC of the Spell is by default the minimum score required to cast it.
    - **Empowerment**
      * A user can choose to cast a Spell from a Wand as if they were the Caster. This increases the number of charges consumed for the spellcast by 2.
    - **Wand Failure**
      * When a Wand is completely emptied of charges, roll a D20. On a Nat 1, the Wand disintegrates into dust.
    - Cost
      * Wands are equivalent in power to a Pearl of Power of the same Spell Level.

#### Homebrew Scrolls

* + - A Scroll is a single-use consumable item that holds one spell. A Scroll may be expended as per RAW, with the following changes:
      * Upon successful use of a Scroll, roll a Spellcraft Check against the following DC: 15 + 4 \* Spell Level. For every 2 points by which you exceed this roll, you may cast the Spell within the Scroll at an additional Caster Level. Note that you may not exceed your total Caster Level. In addition, if you pass the Check, you may cast the Spell as if you are the originator of the Spell. If you do not pass the DC, you cast the Spell as if it were casted at the minimum requirements for casting the Spell.
    - Example: You are casting Shocking Grasp as a Level 10 Wizard. You roll 30 on Spellcraft. This means that you can potentially cast Shocking Grasp as a Level 6 Spellcaster (30-19 = 11/2 -> 5).
    - Cost
      * Scrolls cost a tenth of the cost of a Pearl of Power of the same Spell Level.

#### Homebrew Potions

* + - Potions are always considered to be at the Caster Level of the minimum Spell Level required to cast the equivalent Spell.

## Resting

### Short Rest

* + A short rest is a period of downtime, at least half an hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.
  + The following events occur during a Short Rest:
    - If a character is under the effects of Treat Wounds (Heal), they regain additional hit dice up to their total amount of hit dice depending on the success of the Heal Check.
    - Afterwards, a character can spend up to their total amount of hit dice to regain health.

### Long Rest

* + A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours.
  + If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting Spells, or similar Adventuring activity -- the long rest is only half as effective as it would have been otherwise.
    - Furthermore, those that did not rest effectively become fatigued. If they are already fatigued, then they become exhausted.
  + The following events occur during a Long Rest:
    - Characters regain spent hit dice, up to a number of dice equal to half of the character’s total number of hit dice(minimum of one die).
    - If a character is under the effects of Long Term Care (Heal), they regain additional hit dice up to their total amount of hit dice depending on the success of the Heal Check.
    - Afterwards, a character can spend up to their total amount of hit dice to regain health.
  + A character can’t benefit from more than one long rest in a 24-hour period, and a character must be stable throughout the whole rest to benefit.

### Hit Dice Healing

* + Whenever a character is healing with their hit dice, roll their hit dice and add their constitution modifier for each dice rolled. The character recovers health equivalent to this number.

## DEX as a Combat Stat

### Weapon Finesse

* + Weapon finesse has been removed as a feat. It no longer exists in any of its original forms, and any references to it in the original text is deemed void.
  + Instead, light melee weapons gain the Agile weapon trait.

### Dex to Hit

* + Ranged Attacks and Melee Attacks made with a weapon that has the Agile weapon trait may be used with the Precise Strike action.
  + Precise Strike
    - A wielder may choose to use their Dexterity modifier instead of their Strength modifier on attack roll. In either case, add the normal bonuses to damage as it is not affected by this action type.

### Dex to Damage

* + Precise Strike actions may be further augmented with the Aimed Strike Feat.
  + Aimed Strike (Feat)
    - Prerequisites: Dex 15, Weapon Focus
    - Benefit: When using the Precise Strike action, you may choose to apply Dexterity to damage, but you suffer a -1 penalty to Hit for the attack. You may use Aimed Strikes and Risky Strike in the same attack. Furthermore, attacking with a two handed weapon will only apply Dexterity modifier to damage at a one to one ratio.
    - Normal: You apply strength as a damage modifier when attacking with a finesse melee weapon.

### What Weapons can use Dex?

* + All Ranged Weapons
  + Ranged Spells that require an attack roll
  + Light Melee Weapons
  + One Handed Melee Weapons (With the Heavy Precise Strike Feat)
  + Heavy Precise Strike(Feat)
    - Learning to leverage your fine motor control with your strength, you can aim your blows with great precision even while wielding a heavier weapon.
    - Prerequisites: Str 10, Dex 15, BAB + 1
    - Benefit: You may treat One Handed melee weapon that deals either Piercing or Slashing and weighs less than or equal to four pounds as Agile Weapons.
    - Normal: One Handed melee weapons that are not Light are not treated as Agile Weapons.
  + Two Handed Melee Weapons (With the Greater Heavy Precise Strike)
  + Greater Heavy Precise Strike(Combat)
    - You wield a heavy two handed weapon deftly, forgoing powerful strikes for strikes aimed at weak points.
    - Prerequisites: Str 12, Dex 15, BAB + 3, Improved Precision
    - Benefit: You treat Slashing or Piercing Two Handed Weapons that weigh less than or equal to twelve pounds as if they were Agile Weapons. Furthermore, all One-handed melee weapons that deal Slashing or Piercing damage are considered Agile.
    - Normal: Two Handed Weapons do not have the Agile Trait, and One Handed melee weapons are only agile if they are light weapons(ignoring if you have Improved Precision or not).

## Natural Attacks

* Natural Attacks have been changed to use the TWF system detailed below.
* Specifically:
  + You can no longer Full Round Attacks with Natural Attacks.
  + Natural Attacks work with Dual Strike
    - An individual appendage or body part can only be one part of the Dual Strike.
  + Dual Strike changes depending on your BAB:
    - At +0 BAB, you may use Dual Strike once per round at -4/-8 penalty.
    - At +3 BAB, you may use Dual Strike once per round at -2/-2 penalty.
    - At +7 BAB, you may use Dual Strike an additional time per round at -3/-3 penalty in addition to Iterative Attack Penalty.
    - At +11 BAB, you may use Dual Strike an additional time per round at -3/-3 penalty in addition to Iterative Attack Penalty.

## Two Weapon Fighting

* We’ve introduced a new Action called Dual Strike, which is the action of attacking with both weapons at once.
  + This new system replaces the traditional bonus attack system of TWF.
  + Dual Strike can only be used if you either meet the Weapon Requirements (if attacking with Weapons) or the Natural Requirements (if attacking with natural weapons).
    - If you wish to use both types of attacks in the same dual strike, then you only need to meet one requirement, not both.
  + TWF now decreases the attack penalty for a Dual Strike.
  + GTWF now allows you to use Dual Strike multiple times, but the attack penalty is slightly increased.

*Dual Strike Requirement/Penalty Table*

|  |  |  |  |
| --- | --- | --- | --- |
| **Action Number** | **Weapon Requirements** | **Natural Attack Requirements** | **Penalty** |
| First Dual Strike | TWF | +3 BAB or TWF | -2 Both |
| Second Dual Strike | Greater TWF | +7 BAB or GTWF | -3 Both |
| Third Dual Strike | Greater TWF and +11 BAB | +11 BAB | -3 Both |

*Attack Penalty Table*

|  |  |  |
| --- | --- | --- |
| **Circumstances** | **Primary Hand** | **Off Hand** |
| Normal penalties | –6 (-7 for GTWF) | –10 (-11 for GTWF) |
| Off-hand attack is with a Natural Weapon or a Light Weapon | –4 (-5 for GTWF) | –8 (-9 for GTWF) |
| Requirements Met | –4 (-5 for GTWF) | –4 (-5 for GTWF) |
| Off-hand weapon is with a Natural Weapon or a Light Weapon and Requirements Met | –2 (-3 for GTWF) | –2 (-3 for GTWF) |

## Revised Resurrection Rules

* If a character is dead, and a resurrection is attempted by a spell or spell effect with longer than a 1 action casting time, a Resurrection Challenge is initiated. Up to 3 members of the adventuring party can offer to contribute to the ritual via a Contribution Skill Check. The DM asks them each to make a skill check based on their form of contribution, with the DC of the check adjusting to how helpful/impactful the DM feels the contribution would be.
* For example, praying to the god of the devout, fallen character may require an Intelligence (Religion) check at an easy to medium difficulty, where loudly demanding the soul of the fallen to return from the aether may require a Charisma (Intimidation) check at a very hard or nearly impossible difficulty. Advantage and disadvantage can apply here based on how perfect, or off base, the contribution offered is.
* After all contributions are completed, the DM then rolls a single, final Resurrection success check with no modifier. The base DC for the final resurrection check is 10, increasing by 2 for each previous successful resurrection the character has undergone (signifying the slow erosion of the soul’s connection to this world). For each successful contribution skill check, this DC is decreased by 3, whereas each failed contribution skill check increases the DC by 1.
* Only the strongest of magical incantations can bypass this resurrection challenge, in the form of the True Resurrection or Wish spells. These spells can also restore a character to life who was lost due to a failed resurrection ritual.
* If a spell with a casting time of 1 action is used to attempt to restore life (via the Revivify spell or similar effects), no contribution skill checks are allowed. The character casting the spell makes a Rapid Resurrection check, rolling a d20 and adding their spellcasting ability modifier. The DC is 10, increasing by 1 for each previous successful resurrection the character has undergone. On a failure, the character’s soul is not lost, but the resurrection fails and increases any future Resurrection checks’ DC by 1. No further attempts can be made to restore this character to life until a resurrection spell with a casting time higher than 1 action is attempted.

## Death Rules

* Whenever your health falls below 0, you become unconscious. While unconscious, you must make a Death Saving Roll at the beginning of each round. Unlike other Saving Throws, this one isn’t tied to any ability score. You are in the hands of fate now, aided only by Spells and features that improve your chances of succeeding on a saving throw.
* Roll a d20: If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don’t need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become stable.
* Rolling 1 or 20: When you make a death saving throw and roll a 1 on The D20, it counts as two failures. If you roll a 20 on The D20, you regain 1 hit point.
* Damage when downed: If you take any damage while you have 0 Hit Points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer Instant Death.

## Revised Action Economy

* We are using a modified version of the Revised Action Economy found below
* https://docs.google.com/document/d/1Mjvurb\_P0K\_WZm7opLasVkdUci7j9Co2RmCHDrGCrWM/edit#heading=h.o83czq6e8aks

## Automatic Bonus Progression (Modified)

* Magical Weapons and Armor no longer require Attunement. They can be picked up and used as if they are normal weapons.
* Prowess bonuses are gained at certain levels. Pick one type of Prowess Bonus (Physical or Magical) whenever Prowess bonuses are gained. Note, at higher level (17+) you may pick both types of Prowess bonuses at the same level.
* Adventurer bonuses are bonuses that are gained at certain levels. You must pick 2 of the bonuses to gain. The third bonus is lost forever.
  + Offensive Skill:
    - Gain +1 untyped bonus to Attack rolls and Damage Rolls
  + Defensive Skill:
    - Gain +1 untyped bonus to AC (Doubled with Shield equipped)
  + Magical Skill:
    - Gain the ability to cast a spell that you were capable of casting today. This works as a Pearl of Power or a Runestone of Power.

### Automatic Bonus Progression

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Adventurer Bonuses**  **(Pick 2 of 3)** | **Prowess Bonuses**  **(Pick 1, get the 2nd one next level)** | **Always Gained** |
| 1st | — | — | — |
| 2nd | — | — | — |
| 3rd | — | — | Resistance I |
| 4th | Offensive Skill +1,  Defensive Skill +1,  Magical Skill (1st) | — | — |
| 5th | — | Mental Prowess +2  OR  Physical Prowess +2 | Deflection I |
| 6th | — | Alternate Prowess | — |
| 7th | — | — | Toughening I |
| 8th | Offensive Skill +1,  Defensive Skill +1,  Magical Skill (2nd) | — | Resistance II |
| 9th | — | — | Deflection II |
| 10th | — | Mental Prowess +4  OR  Physical Prowess +4 | Resistance III |
| 11th | — | Alternate Prowess | — |
| 12th | Offensive Skill +1,  Defensive Skill +1,  Magical Skill (3rd) | — | Toughening II |
| 13th | — | Mental Prowess +4/+2  OR  Physical Prowess +4/+2 | Resistance IV |
| 14th | — | Alternate Prowess | — |
| 15th | Offensive Skill +1,  Defensive Skill +1,  Magical Skill (4th) | Mental Prowess +6/+2  OR  Mental Prowess +4/+4  OR  Physical Prowess +6/+2  OR  Physical Prowess +4/+4 | Resistance V  Toughening III |
| 16th | — | Alternate Prowess | Deflection III |
| 17th | Offensive Skill +1,  Defensive Skill +1,  Magical Skill (5th) | Mental Prowess +6/+2/+2  OR  Mental Prowess +4/+4/+2  AND  Physical Prowess +6/+2/+2  OR  Physical Prowess +4/+4/+2 | Deflection IV  Toughening IV |
| 18th | — | Mental Prowess +6/+4/+2  OR  Mental Prowess +4/+4/+4  AND  Physical Prowess +6/+4/+2  OR  Physical Prowess +4/+4/+4 | Deflection V  Toughening V |
| 19th | Legendary Gifts +3 | — | — |
| 20th | Legendary Gifts +5 | — | — |

### Animal Companion Bonus Progression

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Adventurer Bonuses**  **(Pick 2 of 3)** | **Prowess Bonuses**  **(Pick 1, get the 2nd one next level)** | **Always Gained** |
| 1st |  |  |  |
| 2nd |  |  |  |
| 3rd |  |  |  |
| 4th |  |  |  |
| 5th |  |  |  |
| 6th |  |  |  |
| 7th |  |  |  |
| 8th |  |  |  |
| 9th |  |  |  |
| 10th |  |  |  |
| 11th |  |  |  |
| 12th |  |  |  |
| 13th |  |  |  |
| 14th |  |  |  |
| 15th |  |  |  |
| 16th |  |  |  |
| 17th |  |  |  |
| 18th |  |  |  |
| 19th |  |  |  |
| 20th |  |  |  |