

The Tequila Sunrise

Tome of House Rules

for Dungeons & Dragons 3rd Edition



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Introduction

What is a House Rule?

A house rule is any game mechanic which is an addition to or a replacement for a game mechanic from the three core rulebooks. This includes all supplemental books such as the Player's Handbook II and the Complete Divine because these books are not an assumed part of every game. Many mechanics in the Dungeon Master's Guide and the Monster Manual are house rules as well, such as prestige classes and monster races played as PCs because they are under the DM's purview and not an assumed part of every game.

Why Use House Rules?

There are several valid reasons to use house rules in your game. You may want to streamline gameplay by making certain game mechanics simpler, you may want to correct certain unbalanced game mechanics or you may want to change game mechanics to reflect your campaign setting. This supplement is concerned with the first two reasons to use house rules.

Keep it Simple

A house rule should be simple. Because they are not universally available, house rules are one more thing to remember for most gamers and so there should not be too much to remember. When possible, a house rule should be simpler than the original rule but at the least it should be no more complicated than the original.

Keep it Fun

A house rule should make the game more fun. Though what is fun varies from group to group and even from player to player, the best house rules makes a game more fun for more players.

Keep it Isolated

Ideally, a house rule should not affect other game mechanics. If it does, gameplay will be changed which often requires more house rules which means more for everyone to remember.

How to Use This Supplement

This supplement may be used in any way which a DM sees fit. Any single variant can be used or any combination of variants. A couple of these variants work better with each other than alone; such cases are noted in the variant's description.

Chapter 1: Abilities

Variant Ability Score Generation Methods

Method One: Card Deal

Step One: Remove two 4s, two 5s, two 6s, two 7s, two 8s and two 9s from a deck of playing cards.

Step Two: Shuffle these twelve cards and deal them out in six pairs.

Step Three: Add the two cards in each pair together; the resulting six numbers are your ability scores. Arrange as desired.

Method Two: Dice Pools

Using this method a player begins with a pool of dice, which he then divvies up into six ability pools as desired. A standard campaign dice pool is twenty four dice; a high-powered campaign dice pool is thirty dice. A player cannot assign less than three dice to a single ability pool. After assigning dice to the six ability pools, the player rolls the dice in each pool and drops the lowest rolls in each ability pool in excess of three.

Method Three: Less Dice, More Dice

This method works just as the dice rolling method described on page 7 of the Player's Handbook works, except more or less dice are rolled. For example in a low-powered campaign players roll only 3d6 for each ability. In a high-powered campaign players roll 5d6, dropping the two lowest, for each ability.

Method Four: Ability Arrays

This method is a simplification of the point buy method described on page 169 of the Dungeon Master's Guide. Instead of using a certain number of points to buy six ability scores and then arranging them as desired, players using this method arrange six predetermined scores among their characters' abilities as desired.

Low-Powered (15): 8, 10, 10, 10, 12, 13.

Challenging (22): 8, 10, 12, 12, 14, 14.

Standard (25): 8, 10, 10, 13, 14, 16.

Tougher (28): 8, 10, 12, 14, 14, 16.

High-Powered (32): 8, 10, 12, 12, 14, 18.

Method Five: Communal Ability Generation

Using this method each player generates a set of ability scores using any method of the DM's choosing. Before assigning those scores, though, the DM records each set. The

players then each choose which set they want to use from among all the generated sets; multiple players using the same set is acceptable.

Chapter 2: Races

Perhaps one of the most common complaints concerning races is that some are better than others. While many of these comparisons are arguable, complaints that the half elf and the half orc are too weak crop up again and again. Aside from these two specific imbalances, racial abilities can be modified both to correct game imbalance and to reflect particular campaign settings.

Modified Races

Elf

The elven ability to passively notice secret door is awkward in two ways; it is yet another detail for a DM to remember and there isn't much in-game reason for it to exist. (There aren't any more secret doors in forests, so why should elves be particularly good at spotting them? And if a +2 bonus on Search and Spot check represented such an incredible ability to notice things, why aren't all characters with 2 ranks in such skills granted this same ability?) Using this variant, elves lose the ability to passively notice secret doors but gain gnomish spell-like abilities.

Half Elf

Using this variant, half elves gain the following racial traits.

- Bonus Feat: At first level a half elf may choose any one Skill Focus or dual skill focus feat (Alertness, etc.).

Half Orc

Many gamers consider it awkward that half orcs are a player race while their parent race is not. Using this variant, half orcs become full orcs and gain the following racial traits.

- Orcs lose their -2 penalty to Charisma.
- +2 racial bonus on Intimidate and Survival checks.

Small Characters

If a small character is better at hiding, why is he not better at moving quietly and noticing larger creatures? He has less mass to disturb his surroundings and his senses are tuned to a finer scale, so it doesn't make sense that he only gains a bonus to Hide checks. Additionally, many gamers prefer to have a set of similar bonuses that apply to similar skills than a single large bonus to just one skill. Using this variant, small sized characters gain a +2 size bonus to Hide, Listen, Move Silently, Search and Spot checks rather than a +4 size bonus to Hide checks.

Planetouched Templates

Aasimar or Tiefling (or other Outer Planar Descendant)

- The character retains all the ability adjustments of the base creature. In addition, you may choose to add an additional +2 racial bonus to a single ability score. This bonus should generally reflect the nature of the character's outsider ancestor, and is subject to DM approval.
- Type changes to outsider (native).
- Size: As base creature.
- Speed: As base creature.
- The character retains all the racial traits of the base creature.
- Spell-Like Abilities: At first level and every four levels thereafter, you gain the ability to use a new spell-like ability once per day. These spell-like abilities have a caster level equal to your level and a save DC equal to 10 + spell level + Charisma bonus, when appropriate. These spell-like abilities can be drawn from any spell list, but should not have a higher spell level than a cleric or wizard of the same level could cast and should generally reflect the nature of the character's outsider ancestor and is subject to DM approval.
- Automatic Languages: As base creature plus Celestial (aasimar) or Abyssal or Infernal (tiefling). Bonus Languages: As base creature.
- Favored Class: As base creature.
- Level Adjustment: As base creature plus +1.

Genasi (Air, Earth, Fire or Water)

- The character retains all the ability adjustments of the base creature. In addition, earth and water genasi gain a +2 racial bonus to Strength and air and fire genasi gain a +2 racial bonus to Dexterity.
- Type changes to outsider (native).
- Size: As base creature.
- Speed: As base creature. In addition, air genasi gain a fly speed of 30 feet (perfect maneuverability), earth genasi gain an earth glide speed of 10 (described in the Monster Manual on page 98) and water genasi gain a swim speed of 20 feet (along with a +8 racial bonus on Swim checks made to perform a special action or avoid a hazard and the ability to take 10 on Swim checks even when distracted or endangered). These speeds are reduced as normal by armor and encumbrance; earth glide and swim speeds are reduced by 5 feet while fly speeds are reduced by 10 feet.

- The character retains all the racial traits of the base creature.
- Fire genasi have the ability to sheathe themselves in living flame as a standard action. A fire genasi so clad deals 1d4 points of fire damage plus 1 per two levels to any creature which it grapples.
- Automatic Languages: As base creature plus Aquan (water) or Auran (air) or Ignan (fire) or Terran (earth). Bonus Languages: As base creature.
- Favored Class: As base creature.
- Level Adjustment: As base creature plus +1.

Chapter 3: Classes

Many complaints about classes are a result of one word: tradition. Many players like to create unique characters, but traditional class assumptions often get in the way. For example, Joe wants to create a warrior who grew up on a farm and learned to defend his village from marauding orcs by channeling and focussing his inner anger. This fits perfectly with the barbarian class. Except that a barbarian by the rules cannot be lawful due to the assumption that lawfulness somehow excludes anger, so Joe's character can't have the true dedication and honor which Joe imagines. In addition barbarians are illiterate due to the assumption that all barbarians come from cultures which lack a written language, so Joe's character must spend 2 skill points in order to become literate while Liz's rogue character who grew up in the streets is automatically literate. These arbitrary restrictions are common throughout the game's classes; proficiencies, favored classes, alignment restrictions, multiclassing restrictions, bonus feat lists and spell lists are all designed to reinforce traditional assumptions.

Another common complaint about certain classes are the confusion and complication that "pets" can cause. They can be easy to forget, they can lengthen combat considerably and they can be downright liabilities if not well protected. Many players take pets just because "It's a class ability so I might as well" so it is nice to have beneficial alternatives to doing so.

A third common complaint about classes is multiclassing. In certain ways, multiclassing is just too appealing while in other cases it is downright detrimental to a character's survival. To non-spell casters multiclassing can provide many more class abilities than would be available to a single class, plus a host of +2 base save bonuses. To spell casters multiclassing removes arguably their most valuable statistic, caster levels. Multiclassed characters with classes which do not provide a Good base attack bonus progression or that include Poor save progressions often underperform in those areas while overperforming in others.

General Class Variants

Set Hit Points

If we don't roll to gain other level dependant benefits such as skill points and feats, why should we roll for hit points? Using this variant, characters gain half their hit die plus one hit points per level instead of rolling their hit die. For example a wizard gains 3 hit points + Con modifier per level while a barbarian gains 7 hit points + Con modifier per level.

No Bonus Feat Lists

Using this variant, bonus class feats can be used to take any feat.

Spell Caster Variants

Spell Rolls

Using this variant, casters roll spell rolls against their target's save DC. A save DC is equal to 10 + base save bonus + relevant ability modifier + miscellaneous modifiers. A spell roll is d20 + spell level + relevant ability bonus + miscellaneous modifiers. A natural 1 is an automatic failure while a natural 20 is an automatic success.

Multiclass Caster Level Bonus: Using this variant, characters gain half of their non-caster class levels as a caster level bonus. This caster level bonus does not grant spells known or spells per day.

Divine Spells Known

Using this variant, divine casters know only a limited number of spells. Clerics and Druids begin play knowing eight orisons and four 1st level spells, and learn four new spells per class level of any spell level they can cast. Two spells per spell level may be traded out in the same way that sorcerers may trade out spells. In addition, clerics and druids automatically know any spell they can spontaneously cast. Paladins and Rangers learn two spells at fourth level and two more spells every level thereafter, of any level they can cast. One spell per spell level may be traded out in the same way that sorcerers may trade out spells. This variant combined with Modified Spell Lists (see Chapter 11) allows divine casters to become truly unique and customizable.

Bonus 0-Level Spells

Using this variant, casters gain a number of bonus 0-level spells equal to their bonus 1st-level spells.

Free 0-Level Spells

Using this variant, casters can cast their 0-level spells an unlimited number of times per day.

Alignment and Multiclass Freedom

No Class-Specific Multiclassing or Alignment Restrictions

Using this variant, class descriptions are purely optional. As a result no class has class-specific multiclassing (monk, paladin) or alignment restrictions (barbarian, bard, druid, paladin). As a result the monk's ki strike and paladin's smite evil become variable depending on a character's alignment. For example, a good monk's ki strike might only bypass damage reduction/good while a chaotic paladin's smite ability might only be

effective against lawful opponents. True neutral characters might not gain any benefits from such class abilities or you might come up with alternative versions for them.

No Multiclassing Restrictions at All

Using this variant, the choice of if and which classes to multiclass into is considered a matter of a character's personality and personal growth rather than inherent talent. As a result multiclassing restrictions and penalties, as described on page 59 of the Player's Handbook, do not exist at all.

All the Best Class Benefits

Using this variant, a multiclassed character gains all the best benefits of his 1st level in each class. For example a Fighter 1/Rogue 1 would have $10 + 1d6 + (2 \times \text{Con modifier})$ hit points and $[(8 + \text{Int modifier}) \times 4] + (2 + \text{Int Modifier})$ skill points.

Fractional Base Bonuses

This variant is described in *Unearthed Arcana* and basically reduces base attack and save bonuses to formulas based on class rather than bonuses based on class level. In this way multiclassed characters have bonuses more similar to the bonuses that single classed characters have. To even the playing field further a DM can rule that a character may only gain the +2 'good save bonus' once per save type. For example, a barbarian 1/fighter 1 would have base saves of Fort +3, Ref +0 and Will +0.

Limited Multiclass Abilities

This variant discourages players from wantonly multiclassing in order to gain oddball class abilities. Using this variant, single classed characters gain the usual benefits of class abilities which add ability bonuses to certain mechanics (monk's AC bonus, paladin's smite evil), but multiclassed characters can only add one ability bonus to those mechanics per appropriate class level. For example Alhandra the 1st level paladin has a Charisma of 16 so she adds +3 to her smite evil attack rolls. However if Alhandra multiclasses into a 1st level barbarian at 2nd character level, she can now only add +1 to her smite evil attacks.

Variant Class Abilities

The Barbarian

No Illiteracy: Using this variant, the barbarian class loses this restriction.

The Druid

Shapeshifting: This variant is described in the Player's Handbook II. In short it grants a druid an ability similar to wild shape at the expense of losing his animal companion. This ability is usable at will and is generic (so there is no more need to root through

the Monster Manual looking for an ideal form) but is somewhat weaker than the wild shape ability in the hands of a veteran player (but somewhat stronger in the hands of a beginner player). It is also primarily focussed on land-bound combative forms, so adding extra forms helps add versatility that would otherwise be lost by this variant.

Pest Form: At 1st level, you gain the ability to shapeshift into a pest form. This traditionally takes the form of a badger or a weasel. While in this pest form you gain a primary bite attack that deals 1d4 points of damage. Your size decreases by one category and you have the reach of a long creature your size (0 feet for Tiny or 5 feet for Small). You gain a +4 enhancement bonus to Dexterity and you gain a burrow speed of 10 feet. At 4th level, you gain Evasion whenever you are in pest form.

Aquatic Form: At 5th level, you gain the ability to shapeshift into an aquatic form. This traditionally takes the form of a dolphin or shark. While in this aquatic form you gain a primary bite attack that deals 1d6 points of damage. You have the reach of a long creature your size (5 feet for Small and Medium). You gain a +2 enhancement bonus to Strength, a +2 enhancement bonus to Fortitude saves and your natural armor bonus increases by +2. You lose your land speed but gain a Swim speed of 40 feet; you also gain a +8 racial bonus on Swim checks made to perform a special action or avoid a hazard and the ability to take 10 on Swim checks even when distracted or endangered. At 7th level, you gain a Blindsense ability that only works underwater and has a range of 30 feet.

The Fighter

Weapon Aptitude: This variant is described in the Tome of Battle. In short it grants a warblade class the ability to change the focus of his weapon-specific feats (such as Weapon Focus). As this ability is perfectly suited to the fighter, it makes a great first level class ability.

More Feats: With this variant, a fighter gains a bonus fighter feat at each level rather than at first level and each even level thereafter. This variant combined with the Class Abilities as Feats and Extended Feat Trees variants (described later in the Feats chapter) provides the fighter class with much more power and versatility.

The Monk

Pugilist Variant: In this variant a monk becomes more martially capable but loses many of his pseudo-magical abilities. Unless otherwise noted the pugilist's class statistics and abilities are the same as the standard monk's.

Base Attack Bonus: Good

AC Bonus: When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC. In addition a monk gains a bonus to AC equal to one fifth his monk level,

rounded up. These AC bonuses apply against touch AC and flat-footed AC, but are lost if a pugilist is immobilized or helpless.

Flurry of Blows: A pugilist does not have this ability.

Unarmed Strike: This ability is exactly the same as the standard monk's ability.

Unarmored Speed Bonus: This ability is exactly the same as the standard monk's ability.

Other Special Abilities: A pugilist retains only the following other special abilities:

Bonus Feat: At 1st level, a pugilist gains improved unarmed strike as a bonus feat. At 14th level and every two levels thereafter, a pugilist gains a bonus feat from the general feat list. The pugilist must meet all the prerequisites for these feats.

Evasion (Ex): At 2nd level, a pugilist gains this ability.

Supernatural Strike (Su): At 4th level, a pugilist's unarmed strikes are considered magical for the purposes of bypassing damage reduction.

Uncanny Dodge (Ex): At 4th level, a pugilist gains this ability.

Heal Self (Su): At 6th level, a pugilist can cure himself by using a standard action. Each day he can cure a number of hit points equal to his pugilist level times his Wisdom bonus (if any). These cured hit points can be spread out among several uses.

Improved Uncanny Dodge (Ex): At 8th level, a pugilist gains this ability.

Improved Evasion (Ex): At 10th level, a pugilist gains this ability.

Spell Resistance (Ex): At 12th level, a pugilist gains spell resistance equal to 12 + his pugilist level.

The Paladin

Smites per 5 Minutes: Using this variant a paladin loses his ability to call a special mount, and in exchange he may use his smite attempts every 5 minutes rather than every day.

No Spells: Using this variant a paladin loses his ability to cast divine spells, and in exchange gains the supernatural ability to temporarily boost his prowess once per day. Using this ability requires a standard action and grants an enhancement bonus to the paladin's Strength, Constitution or Charisma bonus which lasts for 5 minutes. At 1st level this bonus is +2; at each odd level thereafter it increases by +2.

The Ranger

Combat Specialist: Using this variant, a ranger loses his ability to attract an animal companion, and in exchange gains enhanced combat focus. Instead of the standard ranger's combat style, improved combat style and combat style mastery, the ranger gains a similar progression of class feats. At 1st level a ranger chooses either the archery style or the two-weapon style. If he selects the archery style the ranger gains the benefits

of Precise Shot at 1st level, Far Shot at 2nd level, Rapid Shot at 6th level, Manyshot at 7th level, Shot on the Run at 11th level and Improved Precise Shot at 16th level. If he selects the two-weapon style the ranger gains the benefits of Two-Weapon Fighting at 1st level, Two-Weapon Defense at 2nd level, Improved Two-Weapon Fighting at 6th level, Improved Two-Weapon Defense at 7th level, Greater Two-Weapon Fighting at 11th level and Superior Two-Weapon Fighting at 16th level. (See Extended Feat Trees in chapter 6 for new feats.) A ranger need not meet the prerequisites for these feats, but loses their benefits in medium or heavy armor.

No Spells: Using this variant a ranger loses his ability to cast divine spells, and in exchange gains the supernatural ability to temporarily boost his prowess once per day. Using this ability requires a standard action and grants an enhancement bonus to the ranger's Strength, Dexterity or Constitution bonus which lasts for 5 minutes. At 1st level this bonus is +2; at each odd level thereafter it increases by +2.

The Rogue

Penetrating Strike: This variant described in *Dungeonscape* allows a rogue to trade out his Trap Sense progression in exchange for the ability to deal half Sneak Attack damage against creatures which are normally immune to precision damage.

No Trapfinding: Using this variant, Trapfinding is recognized as a non-ability. Its only purpose is to force a player in a group to take a level of rogue even if nobody wants to. Therefore, this ability does not exist and any character with ranks in Disable Device and Search can attempt to find and disable traps of any DC.

The Sorcerer

Metamagic Specialist: This variant described in the *Player's Handbook II* allows a sorcerer to trade out his ability to summon a familiar in exchange for the ability to use metamagic feats more freely on his spells.

Rapid Spell Advancement: Using this variant a sorcerer gains new spell levels one class level sooner than usual. To use this variant simply shift all Spells per Day and Spells Known up one row on the charts presented on page 52 and 54 of the *Player's Handbook* (so a sorcerer gains 2nd level spells at 3rd level, 3rd level spells at 5th level, and so on). At 19th level a sorcerer gains five 9th level spells per day and at 20th level he gains six.

Bonus Feats: Using this variant a sorcerer gets the Eschew Materials feat at 1st level and/or a Bloodline feat at 5th level and every five levels thereafter (see *Unearthed Arcana* and the *Complete Arcane*).

The Wizard

Expanded Spell Book: Using this variant a wizard gives up the ability to summon a familiar

in exchange for one more spell learned at each wizard level.

Chapter 4: Skills

There are many common complaints about skills: they are needlessly complicated, there are too many of them, cross-class skills are too arbitrary and restrictive and characters don't get enough skill points.

Simple Skill Variants

No Cross-Class Skills

Using this variant all skills are considered class skills for all classes. A similar variant allows players to change around their own characters' class skills, with the DM's consent.

No Opposed Rolls

Opposed rolls can be fun but they also slow down game flow and sometimes create confusion. (What happens when an opposed roll is tied?) Using this variant, all skills which normally require opposed rolls are instead rolled by the aggressor against the defender's DC. Additionally, certain modifiers to such checks and DCs are halved. For example a halfling with a 16 Dexterity and Stealthy is trying to hide from a human with a 12 Wisdom. The halfling's hide check (d20 +3 Dexterity +2 size +3 Stealthy) is rolled against the human's spot DC (10 +1 Wisdom).

More Skill Points

Using the variant all classes gain 2 extra skill points per level (these are quadrupled at 1st level as usual).

No Background Skills

Using this variant, Craft, Profession and Speak Language do not exist. If a character's history dictates that that character has a certain non-adventure oriented skill, then the DM should assume the character to be proficient in that field if the need ever arises in-game. Characters begin the game knowing languages based purely on their history, and learn additional languages during their adventures if they are exposed to them (learning languages never requires spending skill points).

No Skill Synergies

This variant cuts down on bookkeeping and confusion. Using this variant skill synergies do not exist.

Retroactive Skill Points

For the many gamers who prefer to max out skills, it is next to useless to gain a single extra skill point after 1st level. Additionally when creating PCs and NPCs above 1st level,

calculating skill points can be a headache if they gain Intelligence boosts after 1st level. Using this variant, characters who gain permanent Intelligence increases gain appropriate skill points for all their character levels rather than just for current and future levels. For example a wizard who begins play with a 17 Intelligence uses his 4th level ability boost to increase his score to 18. Therefore he immediately gains seven skill points rather than just one.

Scaled Skill DCs

Diplomacy

Using this variant, Diplomacy checks are rolled against DCs as listed below. If the check succeeds the NPC's attitude improves by one step. For every 5 by which the check exceeds the DC the NPC's attitude improves by an additional step.

Initial Attitude	Diplomacy DC
Unfriendly	5 + Challenge Rating + Wisdom modifier
Indifferent	10 + Challenge Rating + Wisdom modifier
Friendly	15 + Challenge Rating + Wisdom modifier
Helpful	20 + Challenge Rating + Wisdom modifier

Tumble

Using this variant, Tumble checks to avoid attacks of opportunity are rolled against a DC equal to 10 + adjacent creature's Base Attack Bonus. Tumbling through a space occupied by an opponent the DC is increased by 10.

Use Magic Device: Using this variant, Use Magic Device checks are rolled against DCs as listed below.

Task	Use Magic Device DC
Activate Blindly	20 + Caster Level
Decipher a Written Spell	20 + Caster Level
Use a Scroll	As Normal
Use a Wand	15 + Caster Level
Emulate a Class Feature	20 + Caster Level
Emulate an Ability Score	As Normal
Emulate a Race	20 + Caster Level
Emulate an Alignment	25 + Caster Level

Folded Skills

Using this variant, the skill list itself is shortened by folding similar skills, or skills that often work together, into each other.

Acrobatics: Balance and Tumble are folded into this skill.

Athletics: Climb, Jump and Swim are folded into this skill.

Craft

Diplomacy: Gather Information and Sense Motive is folded into this skill. Charisma remains this skill's key ability.

Disable Device: Open Lock is folded into this skill. Intelligence remains this skill's key ability.

Handle Animal: Ride is folded into this skill. Charisma remains this skill's key ability.

Knowledge (Arcana)

Knowledge (Architecture and Engineering)

Knowledge (Dungeoneering)

Knowledge (Geography): Knowledge (History) and Knowledge (Local) is folded into this skill.

Knowledge (Nobility and Royalty): Appraise is folded into this skill.

Literacy: Decipher Script and Forgery are folded into this skill.

Perception: Listen, Search and Spot are folded into this skill. Wisdom remains this ability's key ability.

Perform

Persuasion: Bluff, Disguise and Intimidate are folded into this skill.

Profession

Speak Language

Spellcraft: Concentration is folded into this skill. Intelligence remains this skill's key ability.

Stealth: Hide, Move Silently and Sleight of Hand are folded into this skill.

Survival: Heal and Knowledge (Nature) are folded into this skill. Wisdom remains this skill's key ability.

Use Magic Device

Use Rope: Escape Artist is folded into this skill.

Chapter 5: Feats

More Feats

A common complaint about feats is simply that characters do not get enough of them. With all the books that have been published for the game, there are a lot of great feats but most characters only get to choose seven of them throughout a twenty level career. Using this variant, characters gain a bonus feat at each odd level rather than at 1st and every three levels.

New and Modified Feats

Alertness (and other dual skill focus feats)

A pair of flat skill bonuses might be useful at 1st level, but they become increasingly miniscule as levels are gained.

House Rule Benefit: You gain a +1 bonus on both skills. This bonus improves by +1 at 8th level and every eight levels thereafter. Additionally, Spot and Listen become class skills for all of your classes.

Dodge

Not only is this feat's benefit minimal, it requires constant attention and is therefore often forgotten.

House Rule Benefit: You gain a +1 dodge bonus to AC.

Leadership

Having a cohort in a party slows down combat and adds general complication to the game, which many groups do not appreciate.

House Rule: This feat does not exist.

Natural Spell

At higher levels a druid with this feat has little reason to ever leave animal form, let alone use more than one wild shape use per day. There are two recommended solutions to this:

House Rule 1: This feat does not exist.

House Rule 2: This feat does not exist. A druid can however cast spells which do not have material, somatic or verbal components (whether by virtue of the spells themselves or metamagic feats).

House Rule 3: This feat becomes a metamagic feat, which allows a druid to cast spells in wild shape form. This feat increases a spell's level by +1.

Pounce [General]

At higher levels it becomes more effective for a warrior to wait for opponents to attack first so that he can execute a full attack action, as counter-intuitive as that is. Pounce, and abilities like it, already exist in the game but are not very consistent. If a warrior can execute a full attack action after running 60 feet, why can he not execute a full attack action after running 30 feet?

Prerequisites: Quick Draw, base attack bonus +6

Benefit: You may make a full attack at the end of a charge or as a standard action after you move (you cannot move after making a full attack).

Skill Focus

A flat skill bonus might be useful at 1st level, but it becomes increasingly miniscule as levels are gained.

House Rule Benefit: You gain a +2 bonus on a chosen skill. This bonus improves by +1 at 4th level and every four levels thereafter. Additionally, your chosen skill becomes a class skill for all of your classes.

Toughness

A flat hit point increase might be useful at 1st level, but it becomes increasingly miniscule as levels are gained.

House Rule Benefit: You gain 2 hit points plus 1 hit point per level (including 1st level).

Weapon Finesse

For characters who depend on Dexterity rather than Strength, it can be crippling to require a +1 base attack bonus in order to use that Dexterity bonus.

House Rule Prerequisites: Proficiency with weapon.

Class Abilities as Feats

Many gamers feel that class abilities are arbitrarily assigned as such. Some abilities can only be balanced as class abilities, but most are perfectly balanced as stand alone feats.

Aura of Courage [General]

Prerequisites: base will bonus +1.

Benefit: You gain this ability, as described on page 44 of the Player's Handbook.

Special: A paladin gains Aura of Courage as a bonus feat at 3rd level.

Camouflage [General]

Prerequisites: Hide 15 ranks, Survival 15 ranks.

Benefit: You gain this ability, as described on page 48 of the Player's Handbook.

Special: A ranger gains Camouflage as a bonus feat at 13th level.

Crippling Strike [General]

Prerequisites: Sneak Attack +5d6.

Benefit: You gain this ability, as described on page 51 of the Player's Handbook.

Defensive Roll [General]

Prerequisites: base reflex bonus +7.

Benefit: You gain this ability, as described on page 51 of the Player's Handbook.

Detect Alignment [General]

Prerequisites: Appropriate Alignment.

Benefit: You gain this ability, as described on page 44 of the Player's Handbook, except that you may detect a single alignment component that opposes your own.

Special: You may not take this feat if you are True Neutral. You may take this feat twice if you have two non-neutral alignment components.

A paladin gains Detect Evil as a bonus feat at 1st level.

Diamond Body [General]

Prerequisites: base fortitude bonus +6.

Benefit: You gain this ability, as described on page 42 of the Player's Handbook.

Special: A monk gains Diamond Body as a bonus feat at 11th level.

Divine Health [General]

Prerequisites: base fortitude bonus +3.

Benefit: You gain this ability, as described on page 44 of the Player's Handbook.

Special: A paladin gains Divine Health as a bonus feat at 3rd level.

Evasion [General]

Prerequisites: base reflex bonus +3.

Benefit: You gain this ability, as described on page 41 of the Player's Handbook.

Special: A monk gains Evasion as a bonus feat at 2nd level. A ranger gains Evasion as a bonus feat at 9th level. A rogue gains Evasion as a bonus feat at 2nd level.

Fast Movement [General]

Benefit: You gain this ability, as described on page 25 of the Player's Handbook.

Special: A barbarian gains Fast Movement as a bonus feat at 1st level.

Hide in Plain Sight [General]

Prerequisites: Hide 18 ranks, Survival 18 ranks.

Benefit: You gain this ability, as described on page 48 of the Player's Handbook.

Special: A ranger gains Hide in Plain Sight as a bonus feat at 17th level.

Improved Evasion [General]

Prerequisites: Evasion, base reflex bonus +6.

Benefit: You gain this ability, as described on page 42 of the Player's Handbook.

Special: A monk gains Improved Evasion as a bonus feat at 9th level.

Improved Uncanny Dodge [General]

Prerequisites: Uncanny Dodge.

Benefit: You gain this ability, as described on page 26 of the Player's Handbook.

Special: A barbarian gains Improved Uncanny Dodge as a bonus feat at 5th level. A rogue gains Improved Uncanny Dodge as a bonus feat at 8th level.

Ki Strike, Adamantine [General]

Prerequisites: base attack bonus +15.

Benefit: You gain this ability, as described on page 41 of the Player's Handbook, except that its benefits apply to any weapon type you choose such as a long sword or unarmed attacks.

Special: A monk gains Adamantine Ki Strike as a bonus feat at 16th level.

Ki Strike, Aligned [General]

Prerequisites: Appropriate Alignment, base attack bonus +9.

Benefit: You gain this ability, as described on page 41 of the Player's Handbook, except that its benefits apply to any weapon type you choose such as a long sword or unarmed attacks.

Special: You may not take this feat if you are True Neutral. You may take this feat twice if you have two non-neutral alignment components.

A monk gains Aligned Ki Strike as a bonus feat at 10th level.

Ki Strike, Cold Iron [General]

Prerequisites: base attack bonus +12.

Benefit: You gain an ability similar to Magic Ki Strike, as described on page 41 of the Player's Handbook, except that its benefits apply to any weapon type you choose such as a long sword or unarmed attacks.

Ki Strike, Magic [General]

Prerequisites: base attack bonus +3.

Benefit: You gain this ability, as described on page 41 of the Player's Handbook, except that its benefits apply to any weapon type you choose such as a long sword or unarmed attacks.

Special: A monk gains Magic Kí Strike as a bonus feat at 4th level.

Kí Strike, Silver [General]

Prerequisites: base attack bonus +6.

Benefit: You gain an ability similar to Magic Kí Strike, as described on page 41 of the Player's Handbook, except that its benefits apply to any weapon type you choose such as a long sword or unarmed attacks.

Opportunist [General]

Prerequisites: base attack bonus +7.

Benefit: You gain this ability, as described on page 51 of the Player's Handbook.

Skill Mastery [General]

Prerequisites: Chosen skill 12 ranks.

Benefit: You gain this ability, as described on page 51 of the Player's Handbook.

Slippery Mind [General]

Prerequisites: base will bonus +3.

Benefit: You gain this ability, as described on page 51 of the Player's Handbook.

Swift Tracker [General]

Prerequisites: Survival 9 ranks, Track.

Benefit: You gain this ability, as described on page 48 of the Player's Handbook.

Special: A ranger gains Swift Tracker as a bonus feat at 8th level.

Tongue of the Sun and Moon [General]

Benefit: You gain this ability, as described on page 42 of the Player's Handbook.

Special: A monk gains Tongue of the Sun and Moon as a bonus feat at 17th level.

Trackless Step [General]

Prerequisites: Survival 1 rank, Woodland Stride.

Benefit: You gain this ability, as described on page 36 of the Player's Handbook.

Special: A druid gains Trackless Step as a bonus feat at 3rd level.

Uncanny Dodge [General]

Benefit: You gain this ability, as described on page 26 of the Player's Handbook.

Special: A barbarian gains Improved Uncanny Dodge as a bonus feat at 2nd level. A rogue gains Improved Uncanny Dodge as a bonus feat at 4th level.

Woodland Stride [General]

Prerequisites: Survival 1 rank.

Benefit: You gain this ability, as described on page 36 of the Player's Handbook.

Special: A druid gains Woodland Stride as a bonus feat at 2nd level.

Extended Feat Trees

This is not so much a variant, as an intuitive continuation of core feats. The Complete Warrior presents Greater Two-Weapon Defense and Improved Two-Weapon Defense, which are exactly what you would guess they are.

Superior Two-Weapon Defense [General]

Prerequisites: Dex 21, Greater Two-Weapon Defense, Greater Two-Weapon Fighting, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Superior Two-Weapon Fighting, Two-Weapon Defense, base attack bonus +11.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +3 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +6.

Special: A fighter may select Greater Two-Weapon Defense as one of his fighter bonus feats.

Superior Two-Weapon Fighting [General]

Prerequisites: Dex 21, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +16.

Benefit: You gain a fourth attack with your off-hand weapon, albeit at a -15 penalty.

Special: A fighter may select Superior Two-Weapon Fighting as one of his fighter bonus feats.

Superior Weapon Focus [General]

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, fighter level 16th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus and Greater Weapon Focus.

Special: You can gain Superior Weapon Focus multiple times. Its effects do not stack. Each time you take this feat, it applies to a new type of weapon.

A fighter must have Superior Weapon Focus with a given weapon to gain the Superior Weapon Specialization feat for that weapon.

A fighter may select Superior Weapon Focus as one of his fighter bonus feats.

Superior Weapon Specialization [General]

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected

weapon, Greater Weapon Specialization with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 20th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Specialization and Greater Weapon Specialization.

Special: You can gain Superior Weapon Specialization multiple times. Its effects do not stack. Each time you take this feat, it applies to a new type of weapon.

A fighter may select Superior Weapon Specialization as one of his fighter bonus feats.

Folded Item Creation Feats

Using this variant, metamagic metamagic feats are simplified and condensed. Using this variant, all item creation feats have a caster level prerequisite of 1.

Brew Potion

This feat operates as written except that spells of up to 9th level can be brewed into potions.

Craft Magic Arms and Armor

This feat operates as written, except that items created by use of this feat need not have a +1 enhancement bonus in order to have special abilities.

Craft Staff

Craft Wand is folded into this feat.

Craft Wondrous Item

Craft Rod and Forge Ring are folded into this feat.

Scribe Scroll

This feat operates as written.

Chapter 6: Description

No Age Modifiers

Using this variant, age modifiers do not exist. Characters of advanced age can represent their age with appropriate ability score placement.

Modified Alignment

Reduced or Removed Law and Chaos

Law and Chaos, in D&D, are defined purely by how characters with such descriptors act, rather than by their motivations for acting in such ways. This poor way of defining Law and Chaos leads to many actions, and the characters who take those actions, easily qualifying for different alignment descriptors at the same time. This in turn results in many confused gamers and arguments.

Using this variant, PCs and NPCs are defined only by their personalities and by Good and Evil. Spells and special abilities that interact with Law and Chaos are either removed from the game or reserved for affecting creatures of extreme Law or Chaos (modrons, slaad, etc.).

Reduced or Removed Alignment

Good and Evil, while better defined, are also sometimes considered constraining to gamers. Reducing or removing alignment as a whole from the game has a much greater impact than doing the same with only Law and Chaos, because many more spells and abilities interact with Good and Evil, but it is possible.

Using this variant, PCs and NPCs are defined only by their personalities. Spells and special abilities that interact with alignment are either removed from the game or reserved for affecting creatures of extreme alignment (modrons, slaad, fiends, celestials, etc.). Alternatively, abilities like Smite Evil might be changed to 'Smite Enemy' rather than being removed. 'Smite Enemy' might affect enemies whom the paladin has personally witnessed violate his code of ethics, or enemies who are members of power groups who are opposed to his chosen order.

Chapter 7: Equipment

Maximum Starting Gold

Using this variant, all characters begin play with the maximum possible gold for their 1st level class rather than rolling for it.

No Arcane Spell Failure

Using this variant, arcane spell failure does not exist.

Abstract Equipment

Players often use particular weapons and armor because they are marginally better than other weapons and armor. This has the unfortunate effect of creating a world of heroes who all wield the same weapons and wear the same armors. With this variant, PCs use whatever weapon their players imagine and apply whatever set of generic statistics are appropriate, rather than choosing their PCs' weapons based on which one has the best statistics. For example the player of a fighter might wield a long sword, a cutlass or a morningstar (standard one-handed martial melee weapon) or he might wield a claymore, war axe or falchion (standard two-handed martial melee weapon). The player of a cleric might choose to describe his weapon similarly than the fighter's weapon but the cleric's weapon would be simple rather than martial and so would have different statistics.

Unarmed Strike (Simple, Light)

This weapon has no cost, deals 1d3 damage (or 1d2 for Small characters), has a critical range of 20/x2, has no range, weighs nothing and deals bludgeoning damage.

Standard Melee Weapon (Simple, Light)

This weapon costs 5 gp, deals 1d4 damage (or 1d3 for Small characters), has a critical range of 20/x2, has a range of 10 feet, weighs 2 pounds and deals one type of damage of the player's choice.

Shield (Simple, Light)

This weapon costs 10 gp, deals 1d3 damage (or 1d2 for Small characters), has a critical range of 20/x2, has no range, weighs 4 pounds and deals one type of damage of the player's choice.

Standard Melee Weapon (Simple, One-Handed)

This weapon costs 10 gp, deals 1d6 damage (or 1d4 for Small characters), has a critical range of 20/x2, has no range, weighs 4 pounds and deals one type of damage of the player's choice.

Thrown Melee Weapon (Simple, One-Handed)

This weapon costs 10 gp, deals 1d4 damage (or 1d3 for Small characters), has a critical range of 20/x2, has a range of 30 feet, weighs 2 pounds and deals one type of damage of the player's choice.

Standard Melee Weapon (Simple, Two-Handed)

This weapon costs 20 gp, deals 1d10 damage (or 1d8 for Small characters), has a critical range of 20/x2, has no range, weighs 8 pounds and deals one type of damage of the player's choice.

Double Weapon (Simple, Two-Handed)

This weapon costs 15 gp, deals 1d6 damage (or 1d4 for Small characters) with each end, has a critical range of 20/x2, has no range, weighs 8 pounds and deals one type of damage of the player's choice.

Reach Melee Weapon (Simple, Two-Handed)

This weapon costs 15 gp, deals 1d8 damage (or 1d6 for Small characters), has a critical range of 20/x2, has no range, weighs 8 pounds and deals one type of damage of the player's choice.

Ranged Weapon (Simple, Ranged)

This weapon costs 20 gp, deals 1d4 damage (or 1d3 for Small characters), has a critical range of 20/x2, has a range of 50 feet, weighs 2 pounds and deals one type of damage of the player's choice.

Standard Melee Weapon (Martial, Light)

This weapon costs 5 gp, deals 1d6 damage (or 1d4 for Small characters), has a critical range of 19-20/x2, has a range of 10 feet, weighs 2 pounds and deals two types of damage of the player's choice.

Shield (Martial, Light)

This weapon costs 10 gp, deals 1d4 damage (or 1d3 for Small characters), has a critical range of 20/x2, has no range, weighs 4 pounds and deals two types of damage of the player's choice.

Standard Melee Weapon (Martial, One-Handed)

This weapon costs 10 gp, deals 1d8 damage (or 1d6 for Small characters), has a critical range of 19-20/x2, has no range, weighs 4 pounds and deals two types of damage of the player's choice.

Thrown Melee Weapon (Martial, One-Handed)

This weapon costs 10 gp, deals 1d6 damage (or 1d4 for Small characters), has a critical range of 19-20/x2, has a range of 30 feet, weighs 2 pounds and deals two types of damage of the player's choice.

Finesse Weapon (Martial, One-Handed)

This weapon costs 15 gp, deals 1d6 damage (or 1d4 for Small characters), has a critical range of 18-20/x2, has no range, weighs 2 pounds and deals one type of damage of the player's choice. A character with the weapon finesse feat can apply his Dexterity bonus to attack rolls with this weapon.

Maneuver Melee Weapon (Martial, One-Handed)

This weapon costs 15 gp, deals 1d8 damage (or 1d6 for Small characters), has a critical range of 20/x2, has no range, weighs 4 pounds and deals one type of damage of the player's choice. This weapon grants its wielder a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). This weapon can also be used to make trip attacks. If a character is tripped during his own tripping attempt, he can drop this weapon to avoid being tripped.

Standard Melee Weapon (Martial, Two-Handed)

This weapon costs 20 gp, deals 2d6 damage (or 2d4 for Small characters), has a critical range of 19-20/x2, has no range, weighs 8 pounds and deals two types of damage of the player's choice.

Double Weapon (Martial, Two-Handed)

This weapon costs 15 gp, deals 1d8 damage (or 1d6 for Small characters) with each end, has a critical range of 19-20/x2, has no range, weighs 8 pounds and deals two types of damage of the player's choice.

Maneuver Melee Weapon (Martial, Two-Handed)

This weapon costs 25 gp, deals 2d6 damage (or 2d4 for Small characters), has a critical range of 20/x2, has no range, weighs 8 pounds and deals one type of damage of the player's choice. This weapon grants its wielder a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). This weapon can also be used to make trip attacks. If a character is tripped during his own tripping attempt, he can drop this weapon to avoid being tripped.

Reach Melee Weapon (Martial, Two-Handed)

This weapon costs 15 gp, deals 1d10 damage (or 1d8 for Small characters), has a critical range of 19-20/x2, has no range, weighs 8 pounds and deals two types of damage of the player's choice.

Ranged Weapon (Martial, Ranged)

This weapon costs 20 gp, deals 1d8 damage (or 1d6 for Small characters), has a critical range of 19-20/x2, has a range of 100 feet, weighs 2 pounds and deals one type of damage of the player's choice.

Light Armor

This armor costs 10 gp, grants a +3 armor bonus at 1st level, has a +5 maximum Dexterity bonus, a -1 armor check penalty, a 15% arcane spell failure chance, no speed reduction and weighs 20 pounds. At 2nd level the armor bonus increases to +4.

Medium Armor

This armor costs 20 gp, grants a +4 armor bonus at 1st level, has a +4 maximum Dexterity bonus, a -4 armor check penalty, a 25% arcane spell failure chance, a speed reduction of 10 feet (or 5 feet for Small characters) and weighs 30 pounds. At 2nd level the armor bonus increases to +5 and at 3rd level it increases to +6.

Heavy Armor

This armor costs 40 gp, grants a +5 armor bonus at 1st level, has a +3 maximum Dexterity bonus, a -7 armor check penalty, a 35% arcane spell failure chance, a speed reduction of 10 feet/x3 (or 5 feet/x3 for Small characters) and weighs 40 pounds. At 2nd level the armor bonus increases to +6, at 3rd level it increases to +7 and at 4th level it increases to +8.

Shield

A shield costs 10 gp, grants a +1 shield bonus at 1st level, has a -1 armor check penalty, a 5% arcane spell failure chance and weighs 4 pounds.

Chapter 8: Combat

Most complaints about combat are a result of needlessly complex mechanics, which in turn slow down combat rounds.

Simpler Attacks

Making several rolls during each combat round slows down combat enough without the added confusion of different rolls having different modifiers. Using this variant, characters making more than one attack per round by virtue of their base attack bonuses take a lesser penalty on each total attack bonus rather than taking cascading penalties. For each base attack which a character takes in a round beyond his first, he applies a -2 penalty to each attack. For example a 20th level fighter uses a full attack action to attack four times. Using this variant, his base attack bonuses would be +14/+14/+14/+14.

Better Defensive Casting

The standard defensive casting mechanic not only makes success a foregone conclusion at higher levels, but it also makes Combat Casting useless after that point. Using this variant, the DC for defensive casting is $10 + (2 \times \text{spell level})$.

Death from Massive Damage

At the levels at which combatants regularly deal fifty or more damage per hit, most combatants have such high Fortitude saves that hardly anybody can fail without rolling a natural 1. As a result, this mechanic quickly becomes a boring wrist excersize.

No Death from Massive Damage: Using this variant, this mechanic does not exist.

Scaled Death from Massive Damage: Using this variant, the save DC to survive massive damage is $15 + 1$ per 5 damage above 50.

A Handful of Dice

Rolling massive numbers of dice can be exciting, but the novelty often wears off quickly to be replaced by annoyance at the excessive amount of calculation required. Using this variant, you roll only as many dice as you want to add up. If a given action would have you roll more than a handful of dice at a time, you may choose to average out the extra dice. For example, a 9th level mage casts fireball. Instead of rolling all nine dice, he rolls only five and adds the average of the remaining four dice ($5d6 + 14$). Gamers who use this variant regularly can make a note of their averaged dice on their character sheet so there is no need to do the math every time.

No Opposed Rolls

Opposed rolls can be fun but they also slow down combat and sometimes create

confusion. (What happens when an opposed roll is tied?) Using this variant, all combat maneuvers which normally require opposed rolls are instead rolled by the aggressor against the defender's DC. Additionally, all miscellaneous modifiers to such checks and DCs are halved. For example a halfling with a 12 Strength is trying to escape a grapple from a human with an 18 Strength and Improved Grapple. The halfling's grapple check (d20 +1 Strength -2 size) is rolled against the human's grapple DC (10 +4 Strength +2 Improved Grapple). If the halfling escapes the grapple and the human again attempts to grapple him, the human would roll a grapple check against the halfling's grapple DC.

Simpler Turn Undead

The standard turn undead mechanic is perhaps the most needlessly complex in the game, a holdover from previous editions.

Destruction of the Undead: This variant is described in the Complete Divine. In short it grants a cleric the ability to deal direct positive energy damage to all nearby undead (or cure them using negative energy in the case of evil clerics) using the simple saving throw mechanic rather than the awkward mechanic described in the Player's Handbook. This is a great variant but the Complete Divine does not mention how the improved turning feat or the greater turning granted power interact with this mechanic and puts turn resistance into a lackluster role. So improved turning adds +1 to turn DCs and adds +1d6 to turn damage, while greater turning maximizes turning damage. Instead of providing limited damage reduction, turn resistance provides a bonus on Will saves made to resist turning.

Save-Based Turning: This variant produces the same effects that the standard turning mechanic produces, but uses the simple saving throw mechanic rather than the awkward standard mechanic. Each time a cleric attempts to turn, all undead within 60 feet roll a Will save with a DC equal to $10 + 1/2$ cleric level + Cha modifier. Undead who fail their saves are turned (or rebuked) as described on page 159 of the Player's Handbook. If the turning cleric has twice as many levels as an undead's challenge rating, the undead is destroyed (or commanded) as described on page 159 of the Player's Handbook. Undead with turn resistance add their turn resistance bonus to their Will saves to avoid being turned.

Warrior's Two-Weapon Fighting

The dual-wielding warrior is a common and popular archetype and yet the game's mechanics make it strictly inferior to the two-handed warrior archetype. Using this variant, a character loses the ability to add damage dice to his attacks but gains the ability to fight with two weapons more effectively.

When wielding a double weapon or two weapons (not including natural weapons or

unarmed strikes), you may not add bonus damage dice from class abilities to any attack you make.

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), your two-weapon fighting penalties are all reduced by 2.

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you apply your full Strength bonus to damage dealt with off-hand attacks.

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you may attack once with each weapon any time you would be able to attack with one weapon, such as at the end of a charge, as a standard action or while using Spring Attack.

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you apply the standard benefit of Power Attack to light weapons.

Chapter 10: Magic

Redefined Schools of Magic

Using this variant, the eight schools of magic are more clearly defined and certain subschools are placed into schools that reflect their nature much more definately. It would be a large task to go through even the Player's Handbook spells only and place all its spells into their most appropriate schools, so I won't do that now. Instead a DM using this variant should use his best judgment on a spell-by-spell basis. If a spell just doesn't make sense belonging to its assigned school, don't be afraid to place it in another.

Abjurations are spells which affect and manipulate magic.

Conjurations are spells which create physical manifestations of objects or creatures, create actual objects or instantly transport objects or creatures from place to place. The Healing subschool is no longer part of this school. The Shadow subschool is now a part of this school.

Divinations are spells which reveal auras or extend the caster's senses to other spaces and times.

Enchantments are spells which affect the manipulate the mind. Spells which instill fear are now part of this school.

Evocations are spells which create energy or force effects.

Illusions are spells whcih manipulate the senses. The Shadow subschool is no longer part of this school.

Necromancies are spells which manipulate the forces of life, death and unlife. Spells which instill fear are no longer a part of this school. The Healing subschool is now a part of this school.

Transmutations are spells which physically change objects or creatures.

Chapter 11: Spells

Modified Spell Lists

Using this variant, spell lists are recognized as arbitrary restrictions which force certain casting classes into traditional roles. Using this variant, any caster may gain access to any spell of appropriate level. For example a wizard could choose Plane Shift as a 5th level spell because that spell is on the cleric's 5th level spell list. Similarly a cleric of a fire god might use Fireball as a 3rd level spell because that spell is on the wizard's 3rd level spell list. A similar variant grants spell casters access to other spell lists, but with non-traditional spells being delayed by 1 spell level.

Banned and Modified Spells

Using this variant, certain spells are recognized as detrimental to the game and are therefore modified or banned.

Alter Self, Polymorph, Shapechange

These spells are modified so that each form that a player wants to use required the DM's okay. Getting the DM's okay should be well done before a game session.

Antilife Shell, Antimagic Field

These spells are modified so that they allow a Will save to negate.

Cure Wounds, Inflict Wounds

Both these spell lines can be freely expanded to level 9.

Dispel Magic, Greater Dispel Magic

These spells are modified in two ways. First they no longer have the Area Dispel option. Second they suppress magical items for 5 minutes rather than 1d4 rounds.

Divine Power

This spell is modified so that it grants a +1 enhancement bonus to attack and damage rolls with physical weapons instead of changing the caster's base attack bonus to equal his character level.

Forcecage

This spell is modified so that it allows a Reflex save to negate.

Freedom of Movement

This spell is modified so that it grants a +20 circumstance bonus on any check made to resist a grapple attempt, as well as grapple checks or Escape Artist checks made to

escape a grapple or a pin.

Gate

This spell is modified so that it cannot Call Creatures.

Identify

This spell is modified so that its material component becomes a focus instead.

Limited Wish, Miracle, Wish

These spells are banned.

Locate Creature, Locate Object

These spells are banned.

Mordenkainen's Disjunction

This spell is banned. In its place is Superior Dispel Magic, which works just like its namesake except that it can dispel any non-instantaneous effect.

Raise Dead, Resurrection, True Resurrection

These spells are modified in several ways. First their casting time is reduced to a full-round action. Second they may only raise a creature who has been dead for 1 day. Third all penalties for being raised are removed.

Rope Trick

This spell is banned.

See Invisibility

This spell is modified so that the caster rolls a caster level check (DC 1 + caster level). If this check succeeds, See Invisibility works as normal; if the check fails, it does not work.

Summon Monster, Summon Nature's Ally

All summon lists can be freely expanded, with the DM's okay. Getting the DM's okay should be done well before a game session.

Dimension Door, Plane Shift, Teleport, Greater Teleport, Teleport Object, Teleportation Circle

These spells are modified so that their casting time is increased to 1 minute.

Time Stop

This spell is modified so that it grants only 1 round of free time.

True Seeing

This spell is modified so that the caster rolls a caster level check against all effects which it normally sees through (DC 11 + caster level). If this check succeeds, True Seeing works

as normal; if the check fails, it does not work.

Chapter 12: Dungeon Master's Guide

Loose Experience

Many DMs find experience points, effective character levels and challenge ratings to be onerous and overly complex. The Dungeon Master Guide already notes that a DM may choose to give his players more or less experience points than normal by certain percents. Using this variant, even that calculation is left behind. The DM simply gives his players however many experience points he feels are appropriate at the end of each encounter, at the end of each day or at the end of each adventure. PCs of lower level than their party should still gain a few more points while PCs of higher level should still gain a few less.

3.25 Damage Reduction

Damage reduction in 3.5 edition is mostly wasted space on the stat block after the PCs get past the lowest levels. As long as a PC has a +1 weapon, he can bypass even damage reduction 100/magic. Damage reduction in 3.0 edition is more dynamic, but more devastating to PCs who don't have the very best weapon bonus available. This variant is a happy medium between these two extremes.

Using this variant, magic weapons have a graduated ability to bypass damage reduction X/magic and damage reduction X/epic. For each +1 base enhancement bonus which a weapon has, it bypasses 5 points of such damage reduction. For example, a fighter wielding a +1 weapon against a dragon with damage reduction 15/magic would bypass only 5 points of damage reduction; therefore 10 damage would be subtracted from each of his attacks.

If you use this variant, damage reduction X/magic and damage reduction/epic values should be increased. Such a value should generally equal 5 at CR 4 and an additional 5 per 4 CRs. Certain monsters like dragons should have their damage reduction values delayed by 4 CRs. Monsters with damage reduction X/magic and/or some other property should be altered so that their values are bypassed by only one type of property.

If you use this variant, the monk's Ki Strike ability should improve with level. At 4th level, Ki Strike acts as a +1 enhancement bonus; at each fourth level thereafter, it gains another effective +1 enhancement bonus.

Character Points

The challenge rating system assumes that PCs of any given level will have a certain number of "standard" magical items, all of which grant bonuses to their basic statistics. If

PCs do not have these standard bonuses, not only do monsters become more and more difficult as the PCs gain levels but the very dynamics of combat changes. Many gamers don't like how dependant PCs become on their magical items nor do they like to radically change the game's combat and challenge rating system.

Using this variant, characters gain standard bonuses through their levels rather than through magical items. While these bonuses are mechanically similar to bonuses granted by magical effects, their in-game existence is not magical. For example when a character uses a character point to gain a +1 deflection or natural armor bonus to AC, he does not gain a protective force effect around his body nor does his skin harden. Instead the bonus simply represents him learning to dodge blows more easily.

A character gains two character points at first level and at each level thereafter. Bonuses bought with character points are extraordinary abilities and are always active. If you use this variant, 3.25 Damage Reduction is highly recommended as is a modification of the Wealth by Level guidelines. Since characters do not need magical items to gain their bonuses, they need much less wealth and resulting items. There are no hard and fast rules for how much to reduce a campaign's wealth by level, because they are not necessary. As long as the characters have the basic bonuses which the challenge rating system assumes that they will have, they will be appropriately challenged by monsters and NPCs.

Maximum Character Points: You cannot invest more character points than the listed amount into any single bonus type.

Character Level	Maximum Character Points per Bonus Type
1-4	1
5-8	2
9-12	3
13-16	4
17-20	5

Armor Bonus to AC

Each +1 bonus costs 1 character point, and stacks with the bonus granted by mundane armor.

Deflection Bonus to AC

Each +1 bonus costs 1 character point.

Enhancement Bonus to Attack Rolls and Damage

Each +1 bonus costs 1 character point.

Enhancement Bonus to an Ability Score

Each +2 bonus costs 1 character point.

Natural Armor Bonus to AC

Each +1 bonus costs 1 character point, and stacks with permanent natural armor bonuses.

Resistance Bonus to Saves

Each +1 bonus costs 1 character point.

Shield Bonus to AC

Each +1 bonus costs 1 character point, and stacks with the bonus granted by mundane shields.

Inherent Bonuses

Inherent bonuses do not exist, through the Wish spell or any other means.