

RACES

The choice of PC races is limited to those that are primarily humanocentric in nature and appearance and those that have less fantastic abilities simply by birth.

Differentiation is by means of culture, dictated by the setting. For instance, dwarven wizards are virtually unheard of, not because mechanically they are a poor choice, but because the dwarven culture disdains the use of magic.

Of course, that is not a hard limitation but rather a boundary within which one can create a story around their character should they choose to buck such social trends.

In other words, if you want a dwarven wizard and the setting has a cultural limit that foregoes that option, create a character history that explains why your character defied dwarven tradition and culture and learned the magical arts, and explain how the character copes with the social fallout of his actions.

The recommended racial limitations are: elf, half-elf, dwarf, halfling, human, half-orc.

ABILITY BONUSES

All player characters gain two +2 bonuses to two ability scores of the player's choice. These bonuses *replace* all racial ability bonuses.

CHARACTER

Every character gains a bonus to defences, attacks, damage and critical strike damage, based on their level. This is a replacement for magical item bonuses.

At 5th-level, this bonus equals +1 to all defences, attacks and damage. In addition, they gain a +1d6 to critical strike damage at this level.

This bonus increases by one to all factors and is cumulative at 10th, 15th, 20th, 25th and finally 30th-level.

CLASSES

Much like races, there are limits to class choices to make a more down to earth game. There are also changes to some classes to rebalance or simply reimagine them.

The recommended class list is: bard, monk, wizard, warlock, fighter, rogue, warlord, sorcerer, assassin, barbarian, cleric, paladin, ranger, druid, avenger, shaman, invoker and warden.

PALADIN

The paladin class switches Wisdom for Constitution in all powers and abilities. This gives you either a Strength paladin or a Charisma paladin, with Constitution providing the rider bonus for all powers.

Lay On Hands is changed to a daily ability, usable only once per day. A feat can extend this usage by one and another feat can add your Charisma bonus to the healing done. There is also a feat to allow you to use your Lay On Hands ability to Turn Undead instead.

RANGER

Rangers no longer get Toughness as a free feat. The ranger fighting styles are altered to give either Prime Shot (Archer), Two-weapon Fighting (as per the feat) (Two-weapon Fighter), or Beast Mastery (Beast Master) at 1st-level.

ROGUE

Rogues can consider unarmed attacks as 'light-weapons' for purposes of their power requisite.

Shurikens are replaced with throwing daggers. This is a cosmetic change and all rules remain the same.

ITEMS

There are several rules that pertain to both mundane and magical items. The most pertinent is the change to the way magical items work.

There are no longer any magical bonuses from items, at all. No bonuses to defences, attacks, or damage.

Instead, every character gains a bonus to defences, attacks, damage and critical strike damage, based on their level, as detailed in a previous section (Characters).

MASTERWORK

Implements and weapons do have masterwork versions, in similar fashion to how armours do.

A masterwork weapon or implement gives a bonus to attack rolls when using it. This bonus increases by character tier. A heroic character can take advantage of the weapon's superior craftsmanship and materials only up to a +1 bonus.

Paragon characters can squeeze more value out of the item, increasing the bonus to +2 whilst epic characters can gain the full +3 masterwork bonus.

All magical items are masterwork items, but not all masterwork items are magical.

A masterwork item is five times the cost of a regular item. This cost is subsumed into the magical item cost.

MAGICAL ITEM LEVELS

Magical items draw from the power of their wielder. Because of this, they gain in power as the character does. Properties and powers are based off the level of the character wielding the item.

A for instance would be a defensive weapon. If gained at 1st-level, this item only gives it's masterwork bonus to the character. The character is not high enough to empower the weapon with it's property.

However, at level 2 the character gains the property of the item as if it were a +1 weapon. If the character keeps the item until 7th-level, then it automatically upgrades itself to the +2 version.

In this way, magical items often become very prized and treasured heirlooms, most of which gain reputations and names, as do the characters that wield them.

DOUBLE WEAPONS

Simply put, with the exception of the quarterstaff (which still requires a feat to make it so), they don't exist.

SHURIKEN

Shuriken don't exist. They are replaced with throwing daggers. This is a cosmetic change and nothing more.

MONSTERS

Because characters become inherently tougher under this system, it's only logical that monsters should become tougher as well.

CRITICAL DAMAGE

In addition to any critical bonus damage a monster gets, every monster gains an additional +1d6 damage on critical hits based on its level.

From 1st to 5th-level, add +1d6 critical strike damage to every monster. Increase this by a factor of one die for every five levels thereafter.

MINIONS

Minions are inherently tougher as well. Instead of having 1 hit point, minions now have two 'states'. A minion who is hit by an attack immediately becomes bloodied. A second successful strike against the minion kills it.

It's up to the DM to add bonuses or penalties to their minions based on their bloodied state, but it is recommended that such a task be undertaken to make minions more interesting, and dangerous, combatants.

RULES

Some rules alter the system itself rather than components within the system.

MILESTONES

Milestones are replaced with hero points.

ACTION POINTS

Action Points are replaced with hero points.

HEALING SURGES

Healing Surges are replaced with hero points.

CONSCIOUSNESS

Instead of going unconscious at 0 hit points, the character becomes Staggered. This is a new condition which encompasses the dazed and helpless conditions. A character still dies at their bloodied value in negative hit points and still heals as if from 0 health.

HERO POINTS

Hero Points replace Action Points, Healing Surges and Milestones.

A character starts with as many Hero Points as they would have in Healing Surges. Hero Points can be used for all the same things they replace and the same rules govern their use, for instance, you can only spend one Hero Point as an Action Point per encounter.

You can, however, spend multiple Hero Points per encounter, for different actions, such as Healing Surges, or Daily Item Power usage.

HERO POINT REJUVENATION

Anything that rejuvenates healing surges, rejuvenates Hero Point totals. So an extended rest regains all Hero Points.

Hero Points can also be restored by eating or imbibing certain potent foods or drinks or magical forms of sustenance. A for instance would be elven bread or dwarven ale.

A character can regain as many Hero Points through this method as they have uses of the material. There is no limit to this form of rejuvenating Hero Points. Feasibly, a character could go days without an extended rest, rejuvenating Hero Points solely through eating and drinking such potent foodstuffs.

Such items are as many and varied as the DM can make them, but they all follow a standard rule as a consumable item. Each 'dose' of one of these items costs 25gp per Hero Point regained multiplied by 10 per tier of play.

Thus to regain one Hero Point at heroic level, a character would imbibe one dose of dwarven ale, which would cost them 25gp. But at paragon tier, they would have to imbibe ten doses to regain just one Hero Point, at a cost of 250gp.

At epic level, this cost blows out to 2,500gp per Hero Point regained, and the character would have to imbibe 100 doses.

Thus at each tier of play, more powerful variants of such foodstuffs become available. Dwarven Spirits at paragon tier equalling 10 doses of Dwarven Ale, as just one example.