

## House Rules for BK's games.

### Books

- 1) Players can only use materials found in 'Underdark', 'Unapproachable East', 'Silver Marches', 'Waterdeep, City of Splendor', 'Shining South' and 'Serpent Kingdoms' if their character comes from a region in that particular book.
- 2) Players can only use materials found in 'Book of Vile Darkness', 'Book of Exalted Deeds', 'Draconomicon', 'Libris Mortis' and 'Lords of Madness' if their character can find the corresponding books in game.
- 3) Banned books for all games – Arms and Equipment Guide, Tome and Blood, Song and Silence, Defenders of the Faith, Masters of the Wild and Sword and Fist.

### Characters

- 1) All characters gain feats at all odd number levels. This overrides the base number of feats gained as shown in PHB page 22, Table 3-2.
- 2) Characters gain bonus gold for every domain, feat, spell, base class (modified also included) and/or prestige class taken from 'The White File'. Bonus gold gained is based on table below.

Level	Bonus Gold	Level	Bonus Gold	Level	Bonus Gold	Level	Bonus Gold
1	1,000	6	2,000	11	4,000	16	6,000
2	1,000	7	3,000	12	4,000	17	6,000
3	1,000	8	3,000	13	5,000	18	6,000
4	2,000	9	3,000	14	5,000	19	7,000
5	2,000	10	4,000	15	5,000	20	7,000

- a) Picking a new spell from The White File – Bonus gold is gained only once when the spell is scribed into a spellbook (for preparatory arcane casters), or learned into their list of Spells Known (for spontaneous arcane AND spontaneous divine casters). For divine preparatory casters, bonus gold is gained only when the spell is first used.
- b) Picking a new domain from The White File – Bonus gold is gained only once when the domain is picked. If the domain contains new spells from The White File, the caster does not gain additional bonus gold for using that spell.
- c) Picking up the same domain – You get bonus gold when you take a domain a second time. No bonus gold will be awarded when picking the same domain a third time.

### Classes

- 1) Banned classes for all games includes – Healer (Miniature's Handbook) and Samurai (Complete Warrior)
- 2) No multi-classing between variant classes (of the same general type) are allowed. That means no Paladin of Freedom multi-classing with the standard Paladin class. Once you pick one base class (variant or otherwise), all other variant blasé class of the same type are forbidden.
- 3) Holy Symbol – A cleric's (and other characters which require holy symbols) holy symbol does not require an item slot. However, the holy symbol does need to be visible and presented boldly to turn undead and cast spells and stuff.

- 4) Material Components – Spell components (and arcane focus) which has no gp value are considered to be in the spell component pouch. Any component or foci that has a gp value must be in your inventory for the spell to be cast. Retrieving a spell component or focus is not considered an action.
- 5) Casting spells and weapons held – When casting a spell, the caster needs to have at least one hand (and all the fingers on that hand) free. Examples of fighting styles that allow spellcasting includes:
  - a) Wielding a two-handed weapon in one hand.
  - b) Wielding a one-handed weapon with a buckler.
  - c) Wielding a one-handed weapon, with the other hand free.
  - d) Wielding a long or shortbow. (But you cannot nock an arrow.)

Any other fighting styles prohibits spellcasting. To cast a spell with a prohibited fighting style, you must free at least one hand by dropping something (which is an immediate action). Picking something up is a standard action that provokes attacks of opportunity.

### Feats

- 1) Two-Weapon Fighting feat (Player's Handbook) does not stack with monk's Flurry of Blows.
- 2) Ancestral Relic feat (Book of Exalted Deeds) does not stack with Least, Lesser and Greater Legacy feats (Weapon of Legacy) and the Signature Weapon ability of the Kensai (Complete Warrior). In the event that more than one of these abilities comes into play on one character, the character uses the latest mode of weapon advancement he has and must forgo any previous weapon advancement modes. (Although his weapon retains all previous enhancements and total effective enhancement cannot be more than +10.)
- 3) Precocious Apprentice and Southern Magician feats can be used to allow earlier entry to the Mystic Thurege classes and other similar prestige classes. Prerequisites for these two feats must still be met first.
- 4) Item Creation feats – Item creation will NOT take gaming time. The amount of gold pieces to be paid for item creation remains unchanged. Any ability that hastens item creation is to be ignored.
- 5) Improved Critical – Improved Critical feat stacks with **either** *Keen Edge* spell **or** the Keen weapon special ability but not both.
- 6) Practiced Spellcaster – Practiced Spellcaster feat cannot be used to meet prerequisites or requirements for prestige classes or other feats.

### Combat

- 1) Touch Armor Class is  $10 + \text{Dexterity} + \text{Deflection} + \text{Dodge} + \text{other bonus}$ . Exceptions to these are Armor Bonus, Shield Bonus and Natural Armor Bonus. (This is an official rule, so it is a reminder, not a house rule technically.)
- 2) When suffering under the Blindness status, you have only a 50% miss chance in any attacks you make. You are also considered flat-footed for the duration of the combat. (Again this is an official rule, so it is a reminder, not a house rule.)
- 3) When a character takes enough damage from a single source to drop him to negative hit points (regardless if the characters goes  $-10$  or  $-200$  immediately), he is entitled to a stabilization check (50% chance success). If failed, he adds an additional  $-1$  to his current hit point total (which may kill him).

- 4) Once a stabilization check succeeds, the character not only stops losing hit points, he reverts back to 0 hit points and becomes stable. He can only take partial actions (single move or standard action, just like zombies). Strenuous actions have a 50% chance of dropping his hit point total back to -1 (he has to roll this 50% chance first before attempting any strenuous actions.) List of strenuous action types are as follows:

Activity	Activity
Drinking a potion	Moving double your speed
Reading a scroll	Any attack actions
Casting any spell	Resolving an Attack of Opportunity

### **Prestige Classes**

- 1) Legacy Champion (Weapons of Legacy) – When applying the ‘+1 to existing class features’ ability, no character can gain epic abilities before reaching character level 21. Example, when John (Fighter 2/ Ranger 4/ Deepwood Sniper 10) gains two levels in Legacy Champion, he CANNOT apply the ‘+1 to existing class features’ ability to the Deepwood Sniper. He can apply the ability to the fighter or ranger levels.
- 2) Rainbow Servants (Complete Divine) – The ‘+1 to existing arcane spellcasting level’ ability applies to every level of the Rainbow Servant prestige class.

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