

Unearthed Arcana

The Unearthed Arcana is a fire hose of new ideas and variants. I will allow the new races and the variants to character classes and little else. I will be using the taint mechanic for anything in the Oriental Adventures Setting. I won't be using the rest of the book because the variants tend to change the game too much and I want to stick to the basic game that we all know.

Chapter 1: Any race can be modified by the rules first presented in Savage Species thus making a new player race out of practically any monster species. However, it is a humanoid dominated world and characters from monster races will be treated as monsters. They will be given the hairy eye ball, stared at, and civilized NPC reactions will tend to be one step worse. I will not be using the bloodlines or Paragon Classes. The campaign will be based on land so aquatic characters will suffer dehydration problems; this leaves out those with the aquatic subtype; anyone who can't normally breathe water and those who require at least once per week exposure to water or they take penalties.

Chapter 2: Classes/Skills/Feats/Weapon Points/Alternate Character Classes; I like the classes as they are and don't want to have to create tougher dungeons that a Gestalt Character will require. I have experimented with the type once and it wasn't fair to the other characters. I don't want to change the basic game. I will allow the various character class variants, but those variants will be a one in a million characters and have to be able to fit in with normal character classes. You won't find a guild or club of Paladins of Tyranny.

Chapter 3: Alternative Skills/Spelltouched Feats/Weapon Group Feats/Craft Points: We have enough feats and don't need the added complexity. Most DMs use complex skill points as it is. Craft Points makes creating magic items all the tougher. Character Traits are up to the character and can normally be duplicated with good roll playing, but if you want to use them feel free. I will allow 1 character flaw to gain 1 bonus feat. If you wish to take more flaws, feel free, but you will only be able to get one bonus feat from flaws. The flaws and bonus feat must be approved by the DM and then must be in the player's history. Players are invited to come up with their own flaws.

Chapter 4: Adventuring/Armor/Injury/Action Points/Facing/Combat Grid/Alternate Dice rules. I want to keep it a D20 system and stick to those rules, including the square grid (it makes mapping so much easier). I don't want to add those new mechanics because it makes the game unduly complex.

Chapter 5: Summon Monster Variants/Metamagic Spell Components/Spell Points/Recharge Magic/Legendary Weapons/Item Familiars/Incantations. I think that the variant where you have one specific monster that is summoned each time is a useful one. You can even invest in magic items and spells that make the creature stronger. That is a choice though not a requirement. Metamagic Spell Components would require special components for each spell and multiple special components to get multiple metamagic feats for each spell endlessly complicating the game. I am willing to explore it in rare areas, usually with a special project or quest to get the components. I don't want item familiars and if you want to be a spell caster then pick up a level in spell a spell casting class, or be a Rogue with Use Magic Device and read scrolls.

Chapter 6: Contacts/Reputation/Honor/Taint/Sanity/Alternate Level XP Awards. Taint will be used in Oriental Adventures because it is based on the mechanic. Honor is an optional mechanic useful for samurai, paladins and the few other characters that require

honorable behavior. It will be an option though. Sanity is great for *Call of Cthulhu* but, most players are not horrified by the monsters that they meet in a regular game.

Dragon Magazine Compendium

Chapter 1: I don't want to use the new races, they don't have corresponding entries in the monster manual and seem to be shoehorned in to the game.

Chapter 2: I don't want to use the new character classes; the Sha'ir was used in *Arabian Adventures*, and it was not a good class, the character has to wait too long for their spells. [The urban Druid is a possibility though.](#)

Chapter 3: New Prestige Classes; if they were balanced and meant to be included in the basic game then a new book with them would be published, they are too easy to abuse.

Chapter 4: I don't want to use the bloodline feats or metamagic feats and I don't see a need for all the other feats.

Chapter 5: [Magic Items will be available on a case-by-case basis, I do like the Alchemical Items though and plan on incorporating some into the tables.](#)

Chapter 6: I have a copy of the original *Teseracts* article and have yet to use it, but I am interested in creating a dungeon that uses one someday. I am not a riddlesmith, runestones are a possibility and as always new spells will have to be developed with the DM on a case-by-case basis. These rules could be guidelines. I will try to stick to the established spell lists though. I went through a lot of trouble to put them into a central database. I will not let mages start healing like clerics, I let that one slip by once. I may use *Toxins of Cerilon*, I have before.

Chapter 7: I am always on the lookout for new monsters and might use some of them.

Pathfinder

It is a nice system and cleans up a few things that needed cleaning up, but I prefer to play by TSR rules (yes, I know that TSR is no more, but I don't like *Wizard's of the Coast*, I haven't liked them since *Magic the Gathering* or *Magic the RATHERING* as in I would rather be doing something else, the game was too complex and the cards were too small to hold the rules they needed, I spent more time arguing over the rules than playing the game.

I will never upgrade to D&D 4.0, I don't role play on line and always considered "on-line role playing" to be a cheap imitation of the real thing. I will go to Pathfinder someday, but before I do I need to finish this website, read the books and digest the changes and other features of the new system. I will not be publishing a GM book for Pathfinder since that has already been done for me at D20's Website. If anything I will publish a list of what I will and will not accept; expect me to stick to the official material.

I do not plan on using the unofficial stuff that has been put out by D20 or *Wizards of the Coast* on their web site or from other sources. Some of those sources are suspect and some of those additional features are just too much for me. I want the rules that I have studied and at least have a passing familiarity with. I don't want to worry about things I haven't had a chance to think about springing up in my face. It is too easy to bend the game out of shape by allowing outside stuff end. I have players turning me into a pretzel enough as it is and I don't need the rules doing that to me as well.