

# d20 ALTERNATE HOUSE RULES V.2

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# CHARACTER CREATION

## TRAITS

### Negative Traits

**fetish**

xxxxxxx

**Comment [d1]:** Future Players Companion 1 for additional skill uses – particularly sci-fi uses

## SKILLS

### DEFAULTS

### BALANCE

You use the Balance skill (in conjunction with several feats and some other skills) to operate items like bicycles, skates, skis, and skateboards.

**Bicycle:** For standard, normal speed riding, you don't have to make a skill check. When attempting to perform other maneuvers, you must make Balance checks.

**Roller Skates:** Using these skates is a function of the Balance skill and the Surface Vehicle Operation feat (roller skates) (without which, you take the normal penalty to the Balance check; for skates, substitute Balance for any applicable requirements).

To move in skates at your normal speed or less, you must succeed on a DC 10 Balance check. You can attempt to increase your speed by making more difficult Balance checks.

Speed	Balance DC
*1	10
*1.5	15
*2	20
*2.5	25
*3	30
*4	40

These speeds are representative of clear, level terrain. You can attempt to take a Run action when skating at +5 DC (as usual, you lose dodge bonuses to Defense when performing this action).

When moving uphill, reduce the speeds by 75%. When moving downhill, your speed doubles, but checks to slow down or stop take a -10 penalty.

When skating at your normal speed, you can perform any actions you'd normally be able to perform. Special or fanciful maneuvers will require additional balance checks (and possibly Jump and Tumble, depending on the maneuver). For every increase in speed from the table above, you take a -1 penalty to Dexterity for the purposes of Defense and other Dexterity-based checks. If you fail a Balance check, you do not perform the maneuver (or make any forward progress). On a critical failure, you fall, taking damage equal to speed in feet per round divided by 50 \*1d6 (applied as a fall).

**Skateboard:** Use of a skateboard follows the same basic rules as described for skates above (limited to \*3 speed). However, increase the DCs of all attempts by +3.

**Skis and Snowboards:** For game purposes, skis and snowboards operate the same way. On the proper terrain, these follow the same rules as described above under in-line skates (maximum speed \*5, DC 45).

### SKILL TRICKS

Skill tricks are minor modifications you can purchase for certain skills, allowing you to perform minor new tricks with the skill. As with feats, many of these have certain requirements to be met.

Skill tricks cost 2 points each.

#### Climb

##### Corner Perch

**Requirements:** Climb 8 ranks.

If you succeed on a Climb check to ascend or descend an area with at least two corners to brace upon, you can suspend yourself momentarily. Until your next turn, you can support yourself with your legs, using your hands freely for any other reasonable purpose, including attack, without fear of falling. At the end of your next turn, you fall unless you succeed on a Climb check against the previous DC +5 as a standard action (to remain in place), or you succeed on a Climb check to ascend or descend.

##### Leaping Climber

**Requirements:** Climb 5 ranks, Jump 5 ranks.

If you begin a climb by making a Jump check as a swift action, you can add the vertical distance of your jump to the distance climbed that turn. Treat the Jump check as being made with a 20-ft. running start, even if you didn't make a running start.

##### Up the Wall

**Requirements:** Climb 12 ranks, Tumble 5 ranks, base speed 30 ft. +.

You can move up a wall without making a Climb check first. Each 5 ft. of vertical movement costs 20 ft. of your movement, and you must begin and end your turn on a horizontal surface. If you make a successful DC 20 Tumble check at the end of your moment, you can flip off the wall, landing with 5 ft. between you and the wall (this provokes attacks of opportunity).

#### Jump

### **Extreme Leap**

**Requirements:** Jump 5 ranks.

If you make a horizontal leap of at least 10 feet, you can move an additional 10 ft. of movement as a swift action.

### **Leaping Climber**

**Requirements:** Climb 5 ranks, Jump 5 ranks.

If you begin a climb by making a Jump check as a swift action, you can add the vertical distance of your jump to the distance climbed that turn. Treat the Jump check as being made with a 20-ft. running start, even if you didn't make a running start.

### **Ride**

#### **Dismount Attack**

**Requirements:** Ride 5 ranks.

If your mount has moved at least 10 feet this round and you succeed on a fast dismount attempt, you can use a standard action to attack an adjacent opponent as if you had charged him.

### **Spot**

#### **Point It Out**

**Requirements:** Spot 8 ranks.

When you make a successful Spot check, you can use an immediate action to grant a single ally a free Spot check to see the same thing (with a +2 bonus). Your ally must be within 30 ft. of you and able to see or hear you to gain this check.

### **Tumble**

#### **Tumbling Crawl**

**Requirements:** Tumble 5 ranks.

By succeeding on a DC 15 Tumble check, you can crawl 5 ft. as your movement without provoking attacks of opportunity.

#### **Up the Wall**

**Requirements:** Climb 12 ranks, Tumble 5 ranks, base speed 30 ft. +.

You can move up a wall without making a Climb check first. Each 5 ft. of vertical movement costs 20 ft. of your movement, and you must begin and end your turn on a horizontal surface. If you make a successful DC 20 Tumble check at the end of your movement, you can flip off the wall, landing with 5 ft. between you and the wall (this provokes attacks of opportunity).

# FEATS

## ALTERED FEATS

d20 APOCALYPSE		
Feat	Requirements	Alterations
Fight with Anything		
Mutation Damage Boost		
Mutation Immunity		
Rad Soaker		
Sense Mutation		
Thrifty Mechanic		

d20 FUTURE		
Feat	Requirements	Alterations
Advanced Mecha Operation (171)		
Alien Weapons Proficiency		
Armor Proficiency (Powered)		
Charismatic Plus		
Dedicated Plus		
Fast Plus		
Hair Trigger (171)		
Jack of All Trades		
Mecha Crush (171)		
Mecha Fling (171)		
Mecha Operation (171)		
Mecha Sweep (171)		
Mecha Trample (172)		
Mecha Weapon Boost (172)		
Mecha Weapon Proficiency (172)		
Nerve Pinch		
Planetary Adaptation		
Smart Plus		
Starship Battle Run		
Starship Dodge		
Starship Feint		
Starship Gunnery		
Starship Mobility		
Starship Operation		
Starship Strafe		
Strong Plus		
Stun Mecha (172)		
Thruster Blast (172)		
Tough Plus		

**Jack of All Trades**  
Prerequisites: 28,000 total XP.

**Nerve Pinch**  
Prerequisites: Combat Martial Arts, Unarmed skill 4 ranks.  
Benefit: The save DC is 15 + Fighting modifier.  
d20 Apocalypse

**Fight with Anything**  
Prerequisites: At least 4 different Melee Weapon skills at 4 ranks.

## NEW FEATS

NEW FEATS		
Feat	Requirement	Benefit

**NEW FEATS**

Feat	Requirement	Benefit
Acrobatic Backstab	Dex 13, Sneak Attack, Treat Injury 10, Tumble 12	Use Tumble to catch an enemy flat-footed
Armored Stealth	Dex 13, Armor Proficiency (light), Stealthy, Hide 4, Move Silently 1	Reduce armor penalty to stealth
Biker	Balance 1	No non-proficiency penalty to operate a bicycle
Carouser	Con 15, base Fort save +5	Reduced penalties from drunkenness
Clever Improviser	Disable Device 10	Reduced penalty for lack of tools
Confusing Ambush	Dex 13, Sneak Attack (*3), Treat Injury 14	Trade sneak attack damage for Int and Wis penalty
Crushing Grip	Fht 13, Str 17, Dex 13, Great Hug, Holding Basics, Improved Grapple, Unarmed 10	Deal ability damage with grapple
Deadly Defense	Fht 15, Dex 13, Dodge	Extra damage when fighting defensively
Disemboweling Slash	Dex 13, Sneak Attack (*5), Weapon Focus, Treat Injury 18	Deal Con damage with slashing sneak attack
Escape Attack	Escape Artist 8, Unarmed 4	Gain attack when escaping grapple
Healing Hands	Dex 13, Treat Injury 10	Stabilize and heal hit points
Mosquito Bite	Dex 13, Sleight of Hand 12, Weapon 10	Strike opponent without him realizing it
Opening Tap	Disable Device 12	Open certain locks with a tap
Persistent Striker	Fht 17, Dex 17, Sneak Attack (*5), Treat Injury 18	Second sneak attack
Roll Bounce	Balance 1	No non-proficiency penalty to operate a skates
Second Impression	Bluff 5, Disguise 5	Re-convince someone who's penetrated your disguise
Skate or Die	Balance 1	No non-proficiency penalty to operate a skateboard
Sudden Draw	Fht 13, Dex 13, Combat Reflexes, Quick Draw, Weapon 6	Draw light weapon as part of AoO
Timely Misdirection	Bluff 8	Feint to avoid AoO

**Acrobatic Backstab**

Your ability to dart past opponents leaves them open to attack.

**Prerequisites:** Dexterity 13, Sneak Attack, Treat Injury 10 ranks, Tumble 12 ranks.

**Benefit:** If you successfully use tumble to move through an opponent's space, on your next attack on this turn, treat that enemy as flat-footed. The enemy must be standing on the floor or ground for this to work.

**Armored Stealth**

Even in armor, your tread makes no more sound than that of a panther. This is accomplished through a mixture of native sneakiness and cunningly padding, oiling and blackening the armor.

**Prerequisites:** Dexterity 13, Armor Proficiency (Light), Stealthy, Hide 4 ranks, Move Silently 1 rank.

**Benefit:** Whenever you are wearing light armor that you have personally prepared, you do not apply its armor check penalty (if any) to Move Silently or Hide checks. To prepare light armor for stealth requires one hour and materials worth PDC 2 initially, then ten minutes per day in maintenance time.

**Biker**

You are a skilled bicycle rider.

**Prerequisites:** Balance 1 rank.

**Benefit:** When operating a bicycle, you do not suffer a -6 non-proficiency penalty.

**Normal:** If you operate a bicycle without this feat, you take a -6 penalty to applicable Balance checks.

**Carouser**

You can drink others under the table and are never too drunk to fight.

**Prerequisites:** Constitution 15, Base Fortitude save +5.

**Benefit:** You suffer only one-half the penalties for drunkenness, however much alcohol you drink. Furthermore, you gain a +2 circumstance bonus to all Bluff and Gather Information checks related to your drinking companions after at least two hours of heavy drinking. In addition, after a night of wenching, drinking, or other partying, you heal normally as though you had had a full night's rest.

**Clever Improviser**

You are skilled at improvising your way through locks and similar obstacles.

**Prerequisites:** Disable Device 10 ranks.

**Benefit:** When using Disable Device to opens mechanical locks and similar devices, you do not suffer any penalty for lacking the proper tools.

**Confusing Ambush**

You can use your ability to deliver sneak attacks to confuse an enemy temporarily.

**Prerequisites:** Dexterity 13 Sneak Attack \*3 (+3d6), Treat Injury 14 ranks.

**Benefit:** When you deliver a successful sneak attack to the head, you can, before rolling damage, choose to trade in 2d6 of your sneak attack damage. In return, the victim takes a -2 penalty to all Intelligence- and Wisdom-based checks for the next 10 rounds (1 minute). If you use this again before the time is up, the times are not cumulative – the most recent use begins the count anew.

**Crushing Grip**

The mighty thews of your hand and arm can crush a man's limb or neck in moments, if you can but get a grip on him.

**Prerequisites:** Fighting 13, Strength 17, Dexterity 13, Great Hug, Holding Basics, Improved Grapple, Weapons (unarmed) 10 ranks.

**Benefit:** If you manage to grapple an opponent and inflict damage on him, you may choose to inflict some or all of the rolled damage as damage to his Constitution, Dexterity, or Strength, at your choice. He gets a Fortitude saving throw (DC 15 + your Strength bonus) for half damage. Crushing Grip may be continued from round to round, so long as you are grappling your opponent and inflicting damage upon him.

**Deadly Defense**

You are particularly deadly when defending yourself.

**Prerequisites:** Fighting 15, Dexterity 13, Dodge.

**Benefit:** When fighting with a light weapon and fighting defensively, you deal +1d6 damage with every attack. You gain this only if you are wearing no or light armor, and are unencumbered.

**Special:** If you have Combat Expertise, any time you accept an attack penalty to -2 or worse, you also deal this extra damage (when wielding a light weapon and no/light armor and unencumbered).

## Disemboweling Slash

You can seriously slice an opponent open.

**Prerequisites:** Dexterity 13, Sneak Attack \*5 (+5d6), Weapon Focus (slashing weapon), Treat Injury 18 ranks.

**Benefit:** When you score a sneak attack with a slashing weapon for which you have Weapon Focus, and you strike the torso, you can trade in 46 sneak attack damage. In return, the opponent takes 1d6 points of Constitution damage.

## Escape Attack

You are skilled at attacking those who would grapple you.

**Prerequisites:** Escape Artist 8 ranks, Weapons (unarmed) 4 ranks.

**Benefit:** When you use Escape Artist to free yourself from a grapple if you have a light weapon in hand, you can make an immediate attack against your former grappler as a swift action. The opponent is considered flat-footed against this attack. You must have the weapon in hand at the beginning of your turn.

## Healing Hands

You are capable of stabilizing and restoring.

**Prerequisites:** Dexterity 13, Treat Injury 10 ranks.

**Benefit:** When you successfully use Treat Injury to stabilize a dying creature, you also heal one hit point in the targeted location.

## Mosquito Bite

You can strike with such swiftness, an opponent may not even realize he's been hit.

**Prerequisites:** Dexterity 13, Sleight of Hand 12 ranks, Weapon 10 ranks.

**Benefit:** If you use a light weapon to successfully strike a flat-footed opponent, you can choose to have the opponent not realize that he's been hit until the start of your next turn, with the opponent instead reacting as if you had attacked and missed. This doesn't allow the opponent to not notice other effects of your attack, such as poison or ability damage.

## Opening Tap

You can open some locks with a quick tap.

**Prerequisites:** Disable Device 12 ranks.

**Benefit:** When faced with a basic mechanical lock, you can attempt to strike it open with a quick rap with a solid blunt object, such as a dagger pommel. Make your Disable Device check with a -10 penalty. This is a swift action.

## Persistent Striker

You are skilled at striking a victim's weak point.

**Prerequisites:** Fighting 17, Dexterity 17, Sneak Attack \*5 (+5d6), Treat Injury 18 ranks.

**Benefit:** When you score a successful sneak attack, you can trade in 4d6 of your sneak attack damage. In return, if your first attack in the next round hits, it counts as a sneak attack, even if the normal conditions are not met. This second sneak attack deals full bonus damage.

## Roll Bounce

You are a skilled roller skater.

**Prerequisites:** Balance 1 rank.

**Benefit:** When using roller skates, you do not suffer a -6 non-proficiency penalty.

**Normal:** Without this feat, whenever you make Balance checks to operate roller skates, you take a -6 penalty.

## Second Impression

You can convince someone of your false identity even after they've seen through it.

**Prerequisites:** Bluff 5 ranks, Disguise 5 ranks.

**Benefit:** If an observer sees through your disguise with a successful Spot check, you can, as an immediate action, attempt a Bluff check against his Spot check result to convince him he is mistaken. You must be aware of the observer's discovery to use this feat. This applies to all observers within 30 ft.

## Skate or Die

You are skilled at riding a skate board.

**Prerequisites:** Balance 1 rank.

**Benefit:** When using a skateboard, you do not suffer a -6 non-proficiency penalty.

**Normal:** Without this feat, when making Balance checks to operate a skate board, you take a -6 penalty.

## Sudden Draw

You can draw a weapon quickly to take advantage of an opening.

**Prerequisites:** Fighting 13, Dexterity 13, Combat Reflexes, Quick Draw, Weapon 6 ranks.

**Benefit:** When an opponent draws an attack of opportunity from you, you can quick draw a light weapon to make the attack with. The opponent is flat-footed for this attack. This generally only works once per opponent per combat.

## Timely Misdirection

Your bluffing can momentarily confuse an opponent.

**Prerequisites:** Bluff 8 ranks.

**Benefit:** If you successfully use Bluff to feint an opponent, in addition to the normal effect, that opponent can't make any attacks of opportunity against you until it's next turn.





# RULES

## ACTION TYPES

### Reaction

A reaction takes practically no time, as, the name indicates, is a reaction to something. Most often, this action occurs to allow a Reflex saving throw, such as against an explosion. You cannot make a reaction if you are flat-footed.

### Free Action

Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. Free actions include speaking (up to about 10 words), or dropping an item. You cannot take a free action while flat-footed.

### Immediate Action

An immediate action consumes a very small amount of time, but represents a greater amount of time and expenditure of energy than a free action. You can perform one immediate action per round, even if it's not your turn. If you perform an immediate action on your turn, it counts as your swift action for the round as well. You cannot take an immediate action if you are flat-footed.

### Swift Action

A swift action consumes a very small amount of time, but represents a greater amount of time and expenditure of energy than a free action. You can perform one swift action per round, but *only on your turn*.

### Standard Action

A standard action allows you to do something, most commonly make an attack, or take an extra movement. You cannot take a standard action while flat-footed.

### Full-Round Action

A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot adjustment before, during, or after the action. You can also perform free actions (see below). Some full-round actions do not allow you to take a 5-foot adjustment.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round.

You cannot take a full-round action while flat-footed.

## HOUSING AND LIFESTYLES

### Burglary

Sometimes, people will try to break into your place and steal things. Every month, roll 1d20. Add twice the point value of the dwelling's Security level. The DC for this check is 10 + twice the point value of the dwelling's Area level.

If successful, there is a burglary attempt made while the residents are home, but it fails for whatever reason. If it succeeds by 10+, there is no attempt. If the check fails, the dwelling is successfully burglarized, with losses of 1d10\*10% of portable, stealable goods.

## INJURY AND DEATH

[More info](#)

### Called Shots

If you score a critical hit with a called shot, even with the associated penalty, you treat it as a critical hit against a target without general hit points.

Use the following to determine the effects of a successful called shot.

**Foot:** Damage to the leg;

**Leg:**

**Knee:**

**Torso:**

**Groin:**

**Arm:**

**Elbow:**

**Hand:**

**Neck:**

**Head:**

**Ear:**

**Eye:**

**Nose:**

**Wing:**

**Tail:**

**Comment [d2]:** More details and info on disabled limbs and the like? Maybe a revision? Add effects of called shot to neck

## MADNESS AND SANITY

When you develop a mental issue, the GM will either select, roll, or have someone roll on Table 6-11: Random Indefinite Insanity (*Unearthed Arcana* page 201). This section serves to introduce random selections and additional rules.

### Anxiety Disorders

**1d100 Disorder**

Autonomic hyperactivity  
Expectations of doom  
Mania  
Motor tension  
Obsessive-compulsive disorder  
Panic disorder  
Phobia  
Post-traumatic stress disorder  
Vigilance

**Dissociative Disorders**

**1d100 Disorder**

Dissociative amnesia  
Dissociative fugue  
Dissociative identity disorder

**Eating Disorders**

**1d100 Disorder**

Anorexia nervosa  
Bulimia nervosa

**Impulse Control Disorders**

**1d100 Disorder**

Bipolar mood disorder  
Depression  
Mania

**Personality Disorders**

**1d100 Disorder**

Antisocial  
Avoidant  
Borderline  
Compulsive  
Dependent  
Histrionic  
Narcissistic  
Paranoid  
Passive-aggressive  
Schizoid

**Psychosexual Disorders**

**Psychospecies Disorders**

**Schizophrenia and Other Psychotic Disorders**

**1d100 Disorder**

Amok  
Boufee delirant  
Brain fag  
Ghost sickness  
Piblokto  
Schizophrenia  
Shared paranoid disorder

Susto  
Tajjin kyofusho  
Voodoo death  
Wacinko  
Wendigo syndrome

## Sleep Disorders

**1d100 Disorder**  
Night terrors  
Somnambulism

## Somatoform Disorders

**1d100 Disorder**  
Body dysmorphic disorder  
Conversion disorder  
Hypochondriasis  
Somatization disorder

## Substance Abuse Disorders