

Campaign Premises for Pathfinder, 1st ed.

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These house rules are specific to *First Edition Pathfinder*. I enjoy the Word Magic rules from *Ultimate Magic*, p. 160, and like to use them exclusively if my players permit. They never do.

Basic Assumptions:

*This section references Called Shots, an optional rule from **Ultimate Combat**, p. 193. If you aren't playing with the optional rule, use the listed guidelines for descriptive purposes only.*

1. Hit Point damage doesn't usually injure your character.

HP damage only represents noticeable injury in three circumstances:

1. *The damage is at least half the target's current HP.* This triggers a Called Shot effect, which represents serious injury. If the attack is also a critical, it triggers a Critical Called Shot effect.
2. *The damage reduces the target's current HP below zero.* This triggers a Debilitating Blow Called Shot effect, which may result in the target's death.
3. *The attack deals poison damage with a Contact or Injury vector.* Poison only takes a scratch to affect the target. That's what makes it so dangerous.

At all other times, HP damage represents the target heroically avoiding getting skewered or brained or chopped in half or whatever.

2. You don't have to heal lost Hit Points--you just recover them. You have to heal injuries from Called Shots.

After any combat, if you have ten minutes to rest you automatically regain HP up to one-half your Maximum Hit Points without spending healing magic or potions. You can use magical spells or potions to regain further hit points, as normal.

Unless you're suffering a serious wound from a called shot effect, you regain your full hit points after a night's rest.

If you're suffering from a called shot effect, you heal hit points above at 1/2 the standard rate. (*Natural Healing is 1 point per Character Level per*

night.) When your HP are restored to maximum, either through natural healing or through magical healing, the wound no longer impairs you. e.g. - George's Maximum Hit Points are 24. He had a good fight. Now he has 2 Hit Points. After the fight, he rests for 10 minutes and recovers 10 hp so he's at 1/2 his maximum. A healer can cast a spell or he can drink a potion to improve his current Hit Points further.

3. **Roll the dice when you're under pressure. Otherwise, don't.**

You don't have to roll d20 to use a skill in which you're trained unless you have to use it while people are shooting at you or while you're under serious time pressure or if you only get one chance to do it right. If you have time to work and aren't in the throes of an adrenaline rush, you don't have to roll unless the task should be too hard for you to accomplish.

4. **When they have time to cast spells, spellcasters don't have to rely on their own energy to cast them.**

Spells per Day represents a caster's ability to throw powerful magic under pressure, but it's only a small part of the caster's magical ability. Outside of combat, any spellcaster can use a ritual to cast any spell he or she knows using ambient magical energies instead of his own reserves.

- An **Alchemist** has to cook the formula in his lab for about an hour to make an ambient effect.
- An **Arcanist, Magus, Witch, or Wizard** has to use his books and magical tools to perform an arcane ritual to make an ambient effect. This usually takes ten or twenty minutes
- A **Cleric, Inquisitor, Oracle, or Paladin** has to pray and commune with his deity to make an ambient effect. The required time varies and is up to the GM, but usually ranges from five to ten minutes. Occasionally, it's instant--other times, it takes an hour or more.
- A **Druid, Ranger, or Shaman** has to commune with nature and focus natural energies to make an ambient effect. This usually takes ten or fifteen minutes to half an hour.
- A **Bard, Sorcerer or Summoner** has to focus their own magical powers to channel universal energy to make an ambient effect. This usually takes five to fifteen minutes.

5. **All attacks add ability bonuses to damage, not just melee attacks.**

- Melee Weapons add the wielder's **Strength** modifier to damage.

- Melee Weapons wielded with the Weapon Finesse feat add the wielder's **Dexterity** modifier to damage.
- Thrown Weapons add either the wielder's **Strength** or **Dexterity** modifier to damage, whichever is higher.
- Ranged Weapons add the wielder's **Dexterity** modifier to damage.
- Mighty Composite Bows add the wielder's **Dexterity** and **Strength** modifiers to damage.
- Spells that deal damage add the wielder's **spellcasting ability modifier** to damage. If the spell produces more than a single projectile, *only one* of them receives the damage bonus.

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