Fortune's Die Classes Quickfix

Introduction

This is a quick and dirty class balance that will serve as a placeholder until the full class rebuild document is published.

General Changes

Skill Points Per Level

Classes which only gain 2 skill points per level are increased to 4 skill points per level.

Off-Class Skill Maximum

All skills have the same maximum ranks, whether they are a class skill or not. It still costs two skill points to raise a non-class skill by one rank.

New Feats

Maintain Power

PQ: Caster level 1.
Effect: You may take this feat multiple times. Each time you do, choose one of your classes with a caster level and increase your caster level in that class by 1, to a maximum of your character level.
Note: This feat also improves your spells per day and spells known as if you had taken an additional level in that class. You may take this feat as a Wizard Bonus Feat.

Martial Weapon Training

PQ: Any martial weapon proficiency from your class OR the feat Martial Weapon Proficiency.
Effect: You become proficient with all martial weapons.

Multiclassing

Base Attack Bonus

Instead of using the standard progression, add together all of the character's levels in classes which have a +1 per level BAB, then 3/4 of the levels in classes which have a 3/4 progression, then half the levels in classes which have a 1/2 progression. Round down the total to get the character's base attack bonus.

Saving Throws

When choosing a new base class, do not gain the initial +2 bonus to saves. Instead, for each save, total the character's levels in classes which get a saving throw bonus every even level and divide by 2. Then total the levels in classes which get a saving throw bonus every third level and divide by 3. Add these numbers together and round down. Then add +2 if any of the character's levels are in a class that favors that save.

Class-Specific Changes

Monk

Monks increase their base attack progression to 1/1 and gain Weapon Finesse as a free Bonus Feat at level 1. When flurrying with a monk weapon, they get the additional attack at their highest attack bonus.

Paladin

Paladins have a Cleric caster level equal to one-half of their class levels (round down), and gain spells as if they were a cleric of that caster level. Cleric caster levels from any other class (including Cleric and any prestige class) stacks with these levels to determine the Paladin's caster level instead of being handled separately.

In addition to the cleric spell list, any spell which is listed as Paladin and isn't also listed as Cleric is added to the paladin's spell list at the listed spell level, so long as they have at least as many caster levels from paladin as the spell level.

Paladins change their primary casting stat to Charisma.

When taking their first level of Paladin, the player may choose to substitute Oracle caster levels instead of Cleric caster levels in all of the above.

Ranger

Rangers have a Druid caster level equal to one-half of their class levels (round down), and gain spells as if they were a druid of that caster level. Druid caster levels from any other class (including Druid and any prestige class) stacks with these levels to determine the Ranger's caster level instead of being handled separately.

In addition to the druid spell list, any spell which is listed as Ranger and isn't also listed as Druid is added to the ranger's spell list at the listed spell level, so long as they have at least as many caster levels from ranger as the spell level.

Rogue

Rogues increase their base attack progression to 1/1 and gain Weapon Finesse as a free Bonus Feat at level 1. If using an earlier **D20** system, increase their hit die to 1d8 as well.

Sorcerer

Sorcerers gain access to a new level of spells on odd levels like wizards. Add the following to the Sorcerer's spell chart for every odd level before the even level they

would gain access to a new level of spells: 2 spells/day of that level and 1 spells known.

Robert's Ramblings

What Was Broken

The classes are not well balanced to each other. The changes here are designed to ameliorate the larger differences between them and address the weaknesses in several of the dexterity based combat classes that keeps them from being viable major combatants.

In addition, multiclassing had an overbalanced bump at the first level in each new class due to bonus saves and initial feats, but penalized switching on off-levels for base attack bonus or saving throw progression. Using fractional bonuses evens this out somewhat.

Finally, the current system is too punishing to casters who wish to multiclass other than prestige classes specifically designed for their class. While losing one or two base attack might be challenging for a weapon-based class, losing a spell level is crippling for a spellcaster.

A full replacement for the class system was written for the original project, but the revision work to modernize it has been delayed, so this quick fix serves as a placeholder.

Fortune's Die

This document is a recreation of rules I worked up for my home campaigns back in the late 90's and expanded in the early 00's, back when the current edition of **D20** was still Dungeons and Dragons 3rd Edition. I have revised it to fit within the larger framework between 3.5 and Pathfinder today.

These rules should fit neatly into any medieval fantasy **D20** campaign, and work with the existing Pathfinder and 3.5 rules. However, they are a small piece of a much larger project that we will be publishing in chunks, the *Fortune's Die* system. This system graduated from house rules to a full system in 2004 and was revised through 2008, when work stopped on it in recognition that the niche it would occupy had been already seized by the Pathfinder system. As Pathfinder has aged, the flaws it has carried with it from 3rd Edition are more evident, and we feel the time has come to address them with an updated version of *Fortune's Die*.

More Stuff!

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