

VARIANT CHECKLIST

Put a check next to each variant used in the campaign. Put any special limitations, additions, or other information that players need to use the variant under Notes. Use the blank lines for additional variants or house rules used in the campaign.

Chapter 1: Races

<input checked="" type="checkbox"/>	Page	Variant Name	Notes
<input type="checkbox"/>	6	Aquatic Races	
<input type="checkbox"/>	8	Arctic Races	
<input type="checkbox"/>	11	Desert Races	
<input type="checkbox"/>	13	Jungle Races	
<input type="checkbox"/>	16	Races of Air	
<input type="checkbox"/>	16	Races of Earth	
<input type="checkbox"/>	17	Races of Fire	
<input type="checkbox"/>	17	Races of Water	
<input type="checkbox"/>	18	Reducing Level Adjustments	
<input type="checkbox"/>	19	Bloodlines	
<input type="checkbox"/>	32	Racial Paragon Classes	
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

Chapter 2: Classes

<input checked="" type="checkbox"/>	Page	Variant Name	Notes
<input type="checkbox"/>	48	Totem Barbarian	
<input type="checkbox"/>	49	Bardic Sage	
<input type="checkbox"/>	50	Divine Bard	
<input type="checkbox"/>	50	Savage Bard	
<input type="checkbox"/>	50	Cloistered Cleric	
<input type="checkbox"/>	51	Druidic Avenger	
<input type="checkbox"/>	51	Thug	
<input type="checkbox"/>	52	Monk Fighting Styles	
<input type="checkbox"/>	53	Paladin Variants	
<input type="checkbox"/>	55	Planar Ranger	
<input type="checkbox"/>	55	Urban Ranger	
<input type="checkbox"/>	56	Wilderness Rogue	
<input type="checkbox"/>	56	Battle Sorcerer	
<input type="checkbox"/>	57	Domain Wizard	
<input type="checkbox"/>	59	Specialist Wizard Variants	
<input type="checkbox"/>	64	Spontaneous Divine Casters	
<input type="checkbox"/>	65	Favored Environment	
<input type="checkbox"/>	66	Whirling Frenzy	
<input type="checkbox"/>	66	Level Check Turning	
<input type="checkbox"/>	67	Planar Banishment	
<input type="checkbox"/>	67	Aspect of Nature	
<input type="checkbox"/>	69	Prestige Bard	
<input type="checkbox"/>	70	Prestige Paladin	
<input type="checkbox"/>	71	Prestige Ranger	
<input type="checkbox"/>	72	Gestalt Characters	
<input type="checkbox"/>	76	Generic Classes	
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

Chapter 3: Building Characters

✓ Page	Variant Name	Notes
___ 79	Alternative Skill System	_____
___ 81	Complex Skill Checks	_____
___ 86	Character Traits	_____
___ 91	Character Flaws	_____
___ 92	Spelltouched Feats	_____
___ 94	Weapon Group Feats	_____
___ 97	Craft Points	_____
___ 100	Character Background	_____
___	_____	_____
___	_____	_____
___	_____	_____

Chapter 4: Adventuring

✓ Page	Variant Name	Notes
___ 109	Defense Bonus	_____
___ 111	Armor as Damage Reduction	_____
___ 112	Armor Damage Conversion	_____
___ 113	Injury System	_____
___ 115	Vitality and Wound Points	_____
___ 119	Reserve Points	_____
___ 119	Massive Damage	_____
___ 121	Death and Dying	_____
___ 122	Action Points	_____
___ 124	Combat Facing	_____
___ 128	Hex Grid	_____
___ 129	Variable Modifiers	_____
___ 132	Bell Curve Rolls	_____
___ 133	Players Roll All the Dice	_____
___	_____	_____
___	_____	_____
___	_____	_____

Chapter 5: Magic

✓ Page	Variant Name	Notes
___ 135	Magic Rating	_____
___ 136	Summon Monster Variants	_____
___ 139	Metamagic Components	_____
___ 151	Spontaneous Metamagic	_____
___ 153	Spell Points	_____
___ 157	Recharge Magic	_____
___ 162	Legendary Weapons	_____
___ 170	Item Familiars	_____
___ 174	Incantations	_____
___	_____	_____
___	_____	_____
___	_____	_____

Chapter 6: Campaigns

✓ Page	Variant Name	Notes
179	Contacts	
180	Reputation	
185	Honor	
189	Taint	
191	Tainted Prestige Classes	
194	Sanity	
210	Test-Based Prerequisites	
213	Level-Independent XP Awards	

Dungeon Master's Guide Variants

✓ Page	Variant Name	Notes
22	Roll Initiative Each Round	
23	Sapient Mounts	
24	Striking the Cover	
25	Automatic Hits and Misses	
25	Defense Roll ¹	
27	Clobbered	
27	Massive Damage Based on Size ¹	
27	Damage to Specific Areas	
27	Weapon Equivalencies	
28	Instant Kill	
28	Softer Critical Hits	
28	Critical Misses (Fumbles)	
33	Skills with Different Abilities	
34	Critical Success or Failure	
35	Saves with Different Abilities	
36	Spell Roll ¹	
36	Power Components	
37	Summoning Individual Monsters ¹	
39	Free-Form Experience	
40	Faster or Slower Experience	
70	What Disabling a Device Means	
130	Upkeep	
214	New Magic Items	
290	Separate Ability Loss	
297	Nonmagical Psionics	
303	Less Lethal Falls	

¹ See related variants in this book.

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