

Pathfinder house rules

Post-Myth uses the Pathfinder rules, but changes a few things to make it more realistic, deadly and easier to deal with practical adventuring.

Rules guidelines

- Character Creation - breakdown of how to create a character for this campaign.
- Skills - new uses for skills that are not covered in Pathfinder.
- Hit Points, Action Points, and Life in General - general new rules and rules changes.
IMPORTANT!!
- When you're Dead - how can your character continue playing even when he has kicked the bucket.
- Magic in Post-Myth - new rules for how to perform magic, and the different kinds of magic users.
- Advancement - changes to leveling up from the Pathfinder rules.

--Nuno (talk) 21:39, 4 July 2012 (BST)

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