

Class Construction Engine

Version 1.1a (revised, adheres to OCL 1.0a)

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Foreward

What follows is my attempt to create a point-based systems that GM's can use to build fantasy Classes within the framework of the Core Rulebooks. Of course, the existing Classes have more balance to them than previous editions of the game (in my humble opinion), but are somewhat difficult to accurately reconstruct with these rules, due to their inherent imbalances. However, about 7 of the core classes are close to the mark, 3 are somewhat off (about 90% under – probably the 3 weakest within the rules, hmm) and 1 is 13% over (in the long run, it is of the more empowered classes).

This engine was created with as little regard to actual GM play-style and setting dependences as possible. Structured settings, such as high- and low-magic or godless worlds, as well as those with predominant types of terrain will affect the strengths of one or more of the Classes. GM style is a big influence on how Classes match-up. "Monty-Haul" and "Hack-n-Slash" gamemastering redirects the balance of many character types.

With that in mind, the following system should be used to help spingboard and balance any new core Classes that you want to create. Is isn't wholly perfect, but neither am I, and nor is any one game. I would appreciate any positive feedback or suggestions – or even variations that you come up with.

Method

Classes are built with Class Points (or CP). After deconstructing the system, I came up with an average of 250 CP per Class. You can use this as a base when building new Classes, but I suggesting going a little lower (maybe 240 CP) to keep any creations from outshining the core Classes. This number should be your ceiling for CP building when using the charts and tables below.

- Start with 0 CP and determine the Hit Dice for the Class. Add the corresponding CP value.
- Determine which Weapon Proficiencies are available to the class. The CP for weapons are cumulative, so if the Class can use all simple and martial weapons, the 25 is added to the CP. Weapons that are added singularly are worth 1 CP each.
- For Armor Proficiencies, add the CP of all that apply. If the Class has a restriction such as natural materials (Druid) or progressive Armor Class (Monk), use a value of 10 instead.
- For Skill Points, select the CP value according to the base number that applies.
- Determine how many Class Skills are available to the Class and select the appropriate CP value.
- For Alignment, add 0 if the Class has no alignment restrictions. Add a CP value of -5 if it is restricted to an alignment range such as Lawful, Chaotic or no-Lawful. Select -10 instead if it has a singular Alignment requirement.
- For Attack Bonuses, select the appropriate CP value, determined by the Class' attack bonus progression. The Ratings are provided merely as a helpful description.
- For Saves, select the appropriate CP value, determined by the Class' equivalent Save bonuses. Again, the Ratings are just descriptive terms.

| Hit Dice | CP |
|----------|----|
| d4 | 10 |
| d6 | 20 |
| d8 | 30 |
| d10 | 40 |
| d12 | 50 |

| Weapon Prof | CP |
|-----------------|----|
| All Simple | 10 |
| All Martial | 15 |
| Per Individual* | +1 |

| Armor Prof | CP |
|------------|----|
| Light | 10 |
| Medium | 10 |
| Heavy | 10 |
| Shields | 5 |
| Special* | 10 |

| Skill Points | CP |
|--------------|----|
| 2 | 15 |
| 4 | 30 |
| 6 | 45 |
| 8 | 60 |

| Class Skills | CP |
|--------------|----|
| 6 to 10 | 10 |
| 11 to15 | 15 |
| 16 to 20 | 20 |
| 21 to 25 | 25 |
| 26 to 30 | 30 |
| 31+ | 35 |

| Alignment | CP |
|------------|-----|
| Any | 0 |
| Prohibited | -5 |
| Exclusive | -10 |

| Attack Bonuses | Rating | CP |
|--|--------|----|
| As Barbarian, Fighter, Paladin or Ranger | Good | 50 |
| As Cleric, Druid, Rogue, Bard, Monk | Lesser | 30 |
| As Wizard or Sorcerer | Poor | 10 |

| Saves | Rating | CP |
|--|----------|----|
| As Barbarian, Ranger, Fighter, Paladin | Durable | 15 |
| As Bard | Adroit | 25 |
| As Cleric, Druid | Defended | 25 |
| As Monk | Ultimate | 35 |
| As Rogue | Deft | 15 |
| As Sorcerer or Wizard | Willful | 15 |

Add up all the CP values you've been recording so far (if you have been tallying them all along) and subtract them from your ceiling of 240 CP. The number of CP remaining are the points you have left to pick special abilities for your Class – otherwise known as "the Hard Part"

The tables below list basic abilities possessed by one or more of the core Classes, as well as a few "Sample" abilities I threw in. I realize that this can be a daunting and confusing task, so further into this writing are Appendices that compare the classes in point totals and break down the costs of their special abilities. It also can provide you with a way to campaign-tweak an existing class for a custom game world.

| General Abilities | CP | Notes |
|------------------------------|-----|--|
| New Use of an Existing Skill | 5 | A new use of a skill or additional bonus. |
| One-Time Ability | 5 | A standard ability giving the class a special one-time bonus or power. This should be no more powerful than a low-level spell effect or +2 bonus. |
| Enhanced One-Time Ability | 10 | A more powerful One-Time Ability that confers a few lesser benefits or a moderate spell effect or bonus of up to +4. |
| Moderate Ability | 10 | A standard ability (akin to One-Time Ability) that increases one or more times as levels are accrued. |
| Excellent Ability | 15 | A more powerful ability that increases one or more times as levels are accrued. Can also represent a Moderate Ability that increases a lot. |
| Outstanding Ability | 20 | A very powerful ability that gives the class a distinct superiority that increases one or more times as levels are gained. Can also represent an Excellent Ability that increases a lot. |
| Acquired Feat | 5 | Any general feat acquired. |
| Acquired Mystical Feat | 10 | Any magical feat acquired. |
| Minor Code | -10 | Fairly easy to follow Code of Conduct |
| Strict Code | -15 | Very restrictive Code of Conduct |
| Greater Restriction | -10 | A prohibition or restriction that detrimentally affects the abilities of the Class |
| Multiclass Restriction | -10 | Prohibits the Class from gaining levels if gaining levels in another Class |
| Illiteracy | -5 | Must spend additional skill points to Read and Write |

| Mystical Abilities | CP | Notes |
|-----------------------|--|---|
| Spell Capability | 10 | The core ability to cast spells. Needs to be taken for all Classes that use Spell Lists. |
| Divine Spells | Total of All Spells per Day that can be cast at 20 th level | Add all the numbers up of the Cleric Spells per day that can be used at 20 th level. Does not include bonus spells or benefits from Domain Spells. Does include the requirement of an hour per day of preparation. The same goes for Druid Spells but with some limitations that follow. |
| Arcane Spells | Total of All Spells per Day that can be cast at 20 th level multiplied by 2 | Add all the numbers up of the Arcane Spells per day that can be used at 20 th level and double the total. Includes the hourly memorization of spells beforehand. This method is used for Bards, Sorcerers and Wizards, though some limitations may apply. |
| Limited Spell List | -10 | Applicable if the spells are cast from a smaller, restrictive list. |
| Fast Casting | 10 | Spells need not be prepared beforehand. |
| Spell Substitution | 5 | Allows a predetermined spells to be cast in place of other spells. |
| Domain Spells | Total of All Domain Spells per Day that can be cast at 20 th level. | Add all the number of Domain Spells that can be cast at 20 th level. Select one Domain and Diety for the character. |
| Additional Domain | +5 | Per additional Domain of Spells. |
| Divine Gifts | +5 | Per gift bestowed upon the character from a Diety. |
| Unlimited Arcana | +15 | Ability to know an unlimited amount of Arcane Spells. If this ability is not selected, the Class is limited to a finite amount of spells that can be learned. |
| Delayed Spell Ability | -10 | Can be applied if spell casting ability begins at 4 th level. Can be applied with a -20 if it begins at 8 th level instead. |

| Sample Abilities | CP | Notes |
|------------------------|----|---|
| Minor Bonus Spell | 5 | Ability to cast a 0-1 st level Arcane spell or 1 st level Divine spell 1x/day |
| Elemental Resistance | 5 | +2 to saves against a particular elemental effect, such as ice or fire |
| Fighter Specialization | 10 | Acquired Specialization Feat. Should cost more since it is normally reserved to Fighters |
| Armored Casting | 10 | The ability to cast Arcane spells while in light armor. |

A Bit of Prestige

This optional section provides the GM with a way to use this system to build new Prestige Classes.

Quite simply, build it as a class as described above, but with a ceiling of 225 CP. Prestige Classes have a few intrinsic bonuses that shave this down to a smaller number, the core of which is the lack of requirement by level or class.

Keep a couple of things in mind when doing this:

- The Alignment restriction table would be considered a Requirement (see further below).
- The Attack and Save bonus tables would still be used, but they only apply up to 10th level.

Before you move on to figuring up the Special Abilities for the Prestige Class, determine its Requirements. Generally, they have between 40 and 70 points worth. Any of the negative CP Abilities (such as Minor Code, Strict Code, and Greater Restriction) can be applied as Requirements. The following table lists a few more that are common to Prestige Classes:

| Restrictions | CP | Notes |
|--------------------------|-----------------|--|
| Racial Requirement | -10 | Only allows membership of a specific race. Crossbreeds can be allowed at the designer's whim. |
| Attack Bonus Requirement | -5 per +2 bonus | - |
| Skill Rank Requirement | -5 per +2 ranks | - |
| Feat Requirement | -5 | Per specific Feat required. |
| Minor Deed | -5 | A not-so-hard task needs to be accomplished to join (Kill someone, steal a certain type of item, etc.) |
| Significant Deed | -10 | A substantial task needs to be accomplished to join (Killing an important person, stealing a particular item owned by someone, etc.) |
| Quest | -15 | A small quest needs to be accomplished to join (return what was stolen from me by city x, kill this ferocious creature, etc.) |
| Heroic Quest | -20 | A quest needs to be fulfilled that can only be accomplished by a hero (pick almost any of Hercules' Labors) |
| Spell Capability | -5 | Requires the capability of casting spells, usually at least 1 st level. |
| Moderate Magic | -10 | Requires the character to know how to cast spells of at least 3 rd level of spell ability. |
| Good Magic | -15 | Requires the character to know how to cast spells of at least 5 th level of spell ability. |

After determining Restrictions, move on to taking Special Abilities as proscribed for core Classes.

Example Requirements for some Prestige Classes: Arcane Archer 50, Assassin 60, Blackguard 55, Dwarven Defender 45. The last two were rounded down.

Closing Thought

Even with a point system for building classes, a good dose of insight and evaluative judgement on what is and isn't appropriate should apply as a DM.

Comparing the Classes

The chart below breaks down all the class and shows how they would be constructed with this engine...

| | HD | Weapon Prof | Armor Prof | Skill Pts/Level | Class Skills | Align | Attack Bonuses | Saves | SUBtotal | Special Abilities | TOTAL |
|----------------|----|-------------|------------|-----------------|--------------|-------|----------------|-------|----------|-------------------|-------------|
| Barbarian | 50 | 25 | 25 | 30 | 10 | 0 | 50 | 15 | 205 | 40 | 245 |
| Bard | 20 | 11 | 25 | 30 | 30 | -5 | 30 | 25 | 166 | 110 | 276 |
| Cleric | 30 | 10 | 35 | 15 | 10 | 0 | 30 | 25 | 155 | 85 | 240 |
| Druid | 30 | 9 | 10 | 30 | 15 | -5 | 30 | 25 | 144 | 106 | 250 |
| Fighter | 40 | 25 | 35 | 15 | 10 | 0 | 50 | 15 | 190 | 55 | 245 |
| Monk | 30 | 12 | 10 | 30 | 15 | -5 | 30 | 35 | 157 | 130 | 287 |
| Paladin | 40 | 25 | 35 | 15 | 10 | -10 | 50 | 15 | 180 | 77 | 257 |
| Ranger | 40 | 25 | 25 | 30 | 20 | 0 | 50 | 15 | 205 | 32 | 237 |
| Rogue | 20 | 16 | 10 | 60 | 35 | 0 | 30 | 15 | 186 | 65 | 251 |
| Sorcerer | 10 | 10 | 0 | 15 | 10 | 0 | 10 | 15 | 70 | 145 | 215 |
| Wizard | 10 | 5 | 0 | 15 | 10 | 0 | 10 | 15 | 65 | 170 | 235 |
| Average | | | | | | | | | | | ~250 |

Class Abilities

| Barbarian Abilities | CP | Equivalent |
|---------------------|-----|--------------------------------|
| Barbarian Rage | 15 | Excellent Ability |
| Fast Movement | 5 | One-Time Ability (conditional) |
| Uncanny Dodge | 15 | Excellent Ability |
| Damage Reduction | 10 | Moderate Ability |
| Illiteracy | -5 | Illiteracy |
| Bard Abilities | CP | Equivalent |
| Spell Capability | 10 | Spell Capability |
| Arcane Spells | 70 | Arcane Spells |
| No Memorization | 10 | Fast Casting |
| Bard Spell List | -10 | Limited Spell List |
| Bardic Music | 20 | Outstanding Ability |
| Bardic Knowledge | 10 | Moderate Ability |
| Cleric Abilities | CP | Equivalent |
| Spell Capability | 10 | Spell Capability |
| Divine Spells | 41 | Divine Spells |
| Domain Spells | 9 | Domain Spells |
| Additional Domain | 5 | Additional Domain |
| Divine Gifts (2) | 10 | Divine Gifts |
| Spell Substitution | 5 | Spell Substitution |
| Turn Undead | 15 | Excellent Ability |
| Code of Conduct | -10 | Code of Conduct |
| Druid Abilities | CP | Equivalent |
| Spell Capability | 10 | Spell Capability |
| Divine Spells | 51 | Divine Spells (equivalent) |
| Limited Spell List | -10 | Limited Spell List |
| Druid Language | 5 | One-Time Ability |
| Nature Sense | 10 | Enhanced One-Time Ability |
| Animal Companion | 5 | One-Time Ability |
| Woodland Stride | 5 | One-Time Ability |

| Druid Abilities | CP | Equivalent |
|--|-----------|--------------------------------|
| Trackless Step | 5 | One-Time Ability |
| Resist Nature's Lure | 10 | Enhanced One-Time Ability |
| Wild Shape | 20 | Outstanding Ability |
| Venom Immunity | 5 | One-Time Ability |
| A Thousand Faces | 10 | Enhanced One-Time Ability |
| Timeless Body | 5 | One-Time Ability |
| Armor and Weapon Prohibition affects Magic | -15 | Greater Restriction (multiple) |
| Reverance of Nature | -10 | Lesser Code |

| Fighter Abilities | CP | Equivalent |
|--------------------------|-----------|--------------------------|
| Feat Bonus (11) | 55 | Acquired feat (multiple) |

| Monk Abilities | CP | Equivalent |
|---|-----------|---|
| Unarmed Strike (includes Flurry of Blows) | 15 | Excellent Ability |
| Stunning Attack | 10 | Moderate Ability |
| Evasion (including Improved) | 15 | Excellent Ability |
| Deflect Arrows | 5 | Acquired Feat |
| Fast Movement | 10 | Moderate Ability (conditional) |
| Still Mind | 5 | One-Time Ability |
| Slow Fall | 5 | Moderate Ability (but very limited in usefulness) |
| Purity of Body | 5 | One-Time Ability |
| Improved Trip | 5 | Acquired Feat |
| Wholeness of Body | 10 | Enhanced One-Time Ability |
| Leap of Clouds | 5 | One-Time Ability |
| Ki Strike | 10 | Moderate Ability |
| Diamond Body | 5 | One-Time Ability |
| Abundant Step | 5 | One-Time Ability (reduced) |
| Diamond Soul | 10 | Enhanced One-Time Ability |
| Quivering Palm | 10 | Enhanced One-Time Ability |
| Timeless Body | 5 | One-Time Ability |
| Tongue of the Sun and Moon | 5 | One-Time Ability |
| Empty Body | 10 | Enhanced One-Time Ability |
| Perfect Self | 10 | Enhanced One-Time Ability |
| Wearing Armor affects all Abilities | -20 | Greater Restriction (massive) |
| Multiclass Restriction | -10 | Multiclass Restriction |

| Paladin Abilities | CP | Equivalent |
|---------------------------------------|-----------|----------------------------|
| Detect Evil at will | 10 | Enhanced One-Time Ability |
| Divine Grace | 10 | Enhanced One-Time Ability |
| Lay on Hands | 10 | Moderate Ability |
| Divine Health | 5 | One-Time Ability |
| Aura of Courage | 10 | Enhanced One-Time Ability |
| Smite Evil | 10 | Moderate Ability |
| Remove Disease | 10 | Moderate Ability |
| Turn Undead | 10 | Moderate Ability (limited) |
| Spell Capability | 10 | Spell Capability |
| Divine Spells | 12 | Divine Spells (equivalent) |
| Spells Begin at 4 th level | -10 | Delayed Spell Ability |
| Special Mount | 15 | Excellent Ability |

| Paladin Abilities | CP | Equivalent |
|---------------------------------------|-----------|------------------------------|
| Code of Honor | -15 | Strict Code |
| Multiclass Restriction | -10 | Multiclass Restriction |
| Ranger Abilities | CP | Equivalent |
| Spell Capability | 10 | Spell Capability |
| Divine Spells | 12 | Divine Spells (equivalent) |
| Limited Spell List | -10 | Limited Spell List |
| Spells Begin at 4 th level | -10 | Delayed Spell Ability |
| Track | 5 | Acquired Feat |
| Favored Enemy | 15 | Excellent Ability |
| Ranger Two Weapon Technique | 10 | Acquired Feat (2) |
| Rogue Abilities | CP | Equivalent |
| Sneak Attack | 15 | Excellent Ability |
| Traps | 5 | New Use of an Existing Skill |
| Evasion | 10 | Enhanced One-Time Ability |
| Uncanny Dodge | 15 | Excellent Ability |
| Special Abilities (4) | 20 | Acquired Feat (basically) |
| Sorcerer Abilities | CP | Equivalent |
| Spell Capability | 10 | Spell Capability |
| Arcane Spells | 120 | Arcane Spells |
| Limited Spell List | -10 | Limited Spell List |
| No Memorization | 10 | Fast Casting |
| Familiar | 15 | Excellent Ability |
| Wizard Abilities | CP | Equivalent |
| Spell Capability | 10 | Spell Capability |
| Arcane Spells | 80 | Arcane Spells |
| Known Unlimited Spells | 15 | Unlimited Arcana |
| Bonus Feats (4) | 40 | Acquired Mystical Feat |
| Familiar | 15 | Excellent Ability |
| Scribe Scroll | 10 | Acquired Mystical Feat |

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