Baldur's Gate Overhaul Mod

The primary goal of this mod is to separate Armor Class (now named Avoidance Class) from Damage Resistance and then update many things that are affected by this. This mod has been heavily influenced by Full Plate and Packing Steel. The secondary goal is to balance and add more variety into classes and character development. Most changes are optional and very customizable.

I. Descriptions Update (REQUIRED)

This is the only required component as the vast majority of my updates depend on the text structure of this change. It adjusts descriptions in the following ways:

Base Class: Itemizes each class feature and adds in many missing ones from the original description.

Kits: Itemizes features and adds in the base class’s features so that you have easy access to all relevant information.

Multi-Class: Adds in base class features

Races: Itemizes features in the same manner as classes

Statistics: Gives full informational charts

Proficiencies: Structure mostly the same, but needed to tweak a bit

II. Item Changes

1. Wear Multiple Magical Items

Allows you to wear multiple magical items. Considering the changes in items that follow, this is highly recommended.

 b) Armor Adjustments

This component first, renames Armor Class to Avoidance Class to differentiate the difference between armor and avoiding damage. Secondly, it updates all light, medium and heavy armor with a damage resistance component. Most information is in the accompanied spread sheet. Also, take note that this component make a few mandatory changes (which may change in future updates). Players can also use thieving abilities and cast spells while wearing any armor (though at a penalty)

1. Rangers and Clerics cannot wear heavier than medium armor. Heavy armor is left for the big boys.
2. Stalkers can now wear chain mail.

 c) Belt Changes

Adds 4 new belts that give specific bonuses to either slashing, crushing, piercing or missiles. Can be purchased in the store.

 d) Boot Changes

Adds in 3 types of boots (leather, chain and plate) each with a magical version that give added damage resistance. Can be purchased in stores.

 e) Glove and Gauntlet Changes

Adds in 3 types of gloves and gauntlets (leather, chain and plate) each with a magical version that give added damage resistance. Can be purchased in stores. Also balances out bracers who set AC to now give a bonus to AC.

 f) Helmet Changes

 Adds a little variety by giving various helmets a small damage resistance bonus.

 g) Necklace and Amulet Changes

Alters existing non-magical necklaces and amulets to give a small bonus to damage resistance or other stats. Alters random drops to better suit the level of the enchantment.

 h)Ring Changes

Alters existing non-magical rings to give a small bonus, mostly to saving throws to various rings in the game. New rings have been added and all are on an adjusted random drop table.

 i)Shield Changes

Shields now give different avoidance class based on type. Each has penalties and benefits, but the heaviest can only be used by fighters and paladins.

1. Rangers and Clerics cannot wear heavier than medium shields.
2. Bards and Druids can use small shields.

III. Spell Changes

 a)Alter Armor of Faith for balance

New Spell Description: The caster of the Armor of Faith receives significant protection against melee and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster. At 1st level, the protection is 1%, and every level of the caster improves this by another 1%: For example, a 20th-level priest would have 20% of <PRO\_HISHER> damage "absorbed" if protected by this spell.

 b)Alter Barkskin for balance

New Spell Description: When a priest casts the Barkskin spell upon a creature, its skin becomes as tough as bark, increasing its base damage resistance to slashing, crushing, piercing and missiles by 6, plus 2 for every 4 levels of the priest. In addition, Saving Throws vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature <PRO\_HESHE> touches.

c)Alter Armor for balance

New Spell Description: By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (30% Slash/20% Crush/25% Pierce/25% Missile). It is cumulative with armor bonuses already worn. The Armor spell does not hinder movement, adds no weight or encumbrance, and doesn't hinder spellcasting. It lasts until successfully dispelled or until its duration expires.

 d)Alter Shield for balance

New Spell Description: When this spell is cast, an invisible barrier comes into being in front of the wizard. It decreases the wizard's Avoidance Class by 4 against all melee weapons, and 2 more against missile weapons. It also grants the wizard immunity from the spell Magic Missile. The effect lasts for the duration of the spell or until dispelled.

 e)Alter Ghost Armor for balance

New Spell Description: By means of this spell, the wizard creates a magical field of force that serves as if it were Full Plate mail armor (45% Slash/35% Crush/40% Pierce/35% Missile). It is cumulative with armor bonuses already worn. The Armor spell does not hinder movement, adds no weight or encumbrance, and doesn't hinder spellcasting. It lasts until successfully dispelled or until its duration expires.

 f)Alter Spirit Armor for balance

New Spell Description: This spell is very similar to the 3rd-level spell Ghost Armor in that it creates a corporeal barrier around the target's body for the duration of the spell. This spell, however, actually taps in to the target's life force in order to create the barrier. The armor itself is weightless and does not hinder movement or spellcasting at all.

The spirit armor increased physical damage resistance by 10% of your current value. Also, due to the magical nature of the spell, <PRO\_HESHE> will also receive a +3 bonus to Save vs. Spell.

There is a danger, however, as when the spell runs out, the external portion of the spirit is temporarily lost, inflicting 2d4 points of damage upon the target unless the creature makes a Saving Throw vs. Spell.

IV. Proficiency Changes

1. Weapon and Style Proficiencies

The Proficiency component readjusts the entire proficiency chart. It allows all classes to achieve specialization in any weapon that their class can use. It also allows Paladins and Rangers to achieve Mastery and Barbarians High Mastery. Stalkers cannot achieve higher than proficiency in ranged weapons (this is to offset the allowance of chain mail). Fighter Multi-Classes can achieve Mastery in weapons that they can use.

The Weapon Styles part greatly expands Weapon Styles and is highly recommended for use with the item changes above. It allows up to Grand Mastery in all weapon Styles. This allows you to increase avoidance class component with a shield or single weapon style. Fighter class can Grand Master, Barbarians can High Master, Paladins and Rangers can Master and everyone else can Specialize. This also installs a revamped Weapon Styles bonus chart to take advantage of the extra proficiency points.

 1.BOTH Weapon and Style Prof Changes

 2.Weapon Prof Changes ONLY

 3.Style Changes ONLY

 b) Increase Proficiency Rate

Due to the massive amount of proficiencies now available, we need points to spend on them. Fighter types get 1 point every 2 levels, Thieves and Clerics and Monks get 1 every 3 levels and Mages get 1 every 4 levels.

 c) Alter Bonuses from Proficiency Points

 Adjusts what the bonuses are for each proficiency point spent.

 d) 3e Style Strength

Implements a strength chart much more similar to 3rd edition. It removes the exceptional strength bonuses and tries to balance the new method with what works in game.

 e) 3e Style Dexterity

Implements a 3e style Dexterity which gives bonuses at much earlier intervals. Is nicely balanced with damage resistance as armor no longer adds to AC.

 f) Constitution Changes

Implements a 3e style Constitution change that gives warriors and other classes HP as done in 3rd edition with no cap. Also added an optional regen bonus which will not affect battle much, but will help simulate the abstraction of what HP are. HP aren’t just damage, they represent a litany of battle defenses and a small regen will allow full recovery over an extended period of time, like travelling and such.

 1.3e Style Constitution

 2.3e Style Constitution AND Expanded Regen

g) Intelligence & Wisdom Changes

This will allow the end user to scribe as many spells as they want, to always learn the spell that they are scribing and to receive a more balanced lore bonus from intelligence and wisdom.

 1.Max Spells per level

 2.Always Learn Spell

 3.Better Lore Bonuses

 4.Max Spells AND Always Learn Spell

 5.Max Spells AND Better Lore Bonuses

 6.Always Learn Spell AND Better Lore Bonuses

 7.Max Spells AND Always Learn Spell AND Better Lore Bonuses

 h) Expanded Charisma effect in store costs

Extends the charisma bonus to lower values and gives negative value to those with very low scores.

1. 3e Style THAC0 (BAB)

Gives Warriors THAC0 of -1 per level starting at 19 until it reaches 0. Thieves and Clerics -1 every level, skipping every 3rd until it reaches 5 and mages -1 every other level until it reaches 10.

1. Front Loaded distributed HPs for all classes

Rebalances HP to be more front loaded. In Baldur’s Gate, having damage resistances and low HP will mean early death if you aren’t lucky. The fact that going from level 1 to level 2 doubles your HP is pretty extreme as that is the most important level to achieve. This gives more HP up front and less later, though still a higher value than vanilla. It also give high end values instead of a random value between 1 and 10 or 1 and 8.

1. Rebalanced Saving Throw Tables

This adjusts Saving Throws to focus on the strength of the class. It doesn’t make them as low as they are in vanilla, and may need extra balancing.

1. Better Lore Distribution

Distributes lore at a better rate for non-bard classes per level.

V. Race Changes

 a) Give Dwarves +1 THAC0 to Axes and War Hammers

 Gives Dwarves a THAC0 bonus similar to Elves.

1. Give Gnomes +1 THAC0 to Darts

 Gives Gnomes a THAC0 bonus similar to Elves.

 C ) Give Half-Elves +1 THAC0 to Crossbows and Daggers

 Gives Half-Elves a THAC0 bonus similar to Elves.

 d) Give Half-Orcs +1 THAC0 to Two-Handed Swords

 Gives Half-Orcs a THAC0 bonus similar to Elves.

 e) Give Races 3eish Attribute Adjustments

Adjusts the bonuses and penalties to +2. Adjusts Half Orc and Dwarf to split -1 and -1 so that they can still be Paladins.

VI.General Class Changes

1. Allow Druids to have any neutral alignment

 Allows Druids to be any neutral alignment

1. Allow any race to be any class (except Dwarven Defender)

 Any race can be any class (Dwarven Defender still Dwarf only, just because).

1. Expanded Spell List for Paladin, Ranger and Bard

Extends Paladin and Ranger spell lists to start giving spells at level 4. Also allows them to learn up to level 5 spell making it much more useful for these classes.

1. Increase backstab multiplier by 1 for Thieves and Stalkers

 Increases backstab multiplier by 1 across the board.

1. Additional Attacks for Thieves and Bards

Gives Thieves and Bards an additional .5 attack at level 8 and another at level 30.

1. Additional Attacks for Clerics and Druids

Gives Clerics and Druids an additional .5 attack at level 8 and another at level 30.

 g) Additional Attack for Mages and Sorcerers

 Gives Mages and Sorcerers and extra .5 attack at level 20.

 h) Additional Attack for Fighters, Paladins, Barbarians and Rangers

Gives an extra .5 attack to fighter classes at level 24 and 40. Now you don’t need the cheese of a +1 off hand weapon to give you 4 main hand attacks. This also moves the current extra half attacks to level 5 and 10 respectively. An optional component allows you to delay the extra .5 attack from Specialization to Mastery which helps balance early going.

 1.Additional Attacks Only

 2.Delayed Bonus Attack from Proficiency Only

 3.BOTH Additional Attacks and Delayed Bonus Attack from Proficiency

 i) High Mastery Sword and Shield Style for All Clerics

 This allows Clerics to achieve High Mastery (4 stars) in Sword and Shield Style.

 j) High Mastery Two Weapon Style for All Thieves

 This allows Thieves to achieve High Mastery (4 stars) in Two-Weapon Style.

 k) High Mastery Single Weapon Style for All Bards

 This allows Bards to achieve High Mastery (4 stars) in Single Weapon Style.

 l ) Grand Mastery Sword and Shield AND Two Handed Style for Paladin

This allows Paladins to achieve Grand Mastery (4 stars) in Sword and Shield Style and Two Handed Styles.

1. High Mastery for Paladins in Bastard Sword, Long Sword, Two Handed Sword, War Hammer, Halberd, Flail, Mace, Crossbow and Sling where applicable

 This allows Paladins to achieve High Mastery (4 stars) in Paladiny type weapons.

1. Grand Mastery for Barbarians in ALL Weapon Styles

This allows Barbarians to Grand Master (5 stars) any weapon style.

 o ) Grand Mastery Two-Weapon Style AND Single Weapon Style for Rangers

 This allows Rangers to Grand Master (5 stars) Two-Weapon Style and Single Weapon Style.

p)Grand Mastery for Rangers in Short Swords, Axes, Katanas, Scimitars, Daggers, Clubs, Spears, Quarterstaves, Long Bows, Short Bows and Darts where applicable

This allows Rangers to achieve High Mastery (4 stars) in Rangery weapons.

 q) High Mastery Two Handed Style for All Druids

 This allows Druids to achieve High Mastery (4 stars) in Two Handed Style.

r) Fighter Multi-Class can achieve Grand Mastery in weapons usable by both classes (others stay at the same)

This allows Fighter MC to achieve Grand Mastery (5 stars) in weapons that both classes can use and Mastery (3 stars) in the rest.

 s) Increased Exp for Thieving and spell scroll scribing

 This increases the bonus experience for doing theifly activities and scribing scrolls.

VII.Kit Changes

1. Beastmasters can use spears

As it says, this allows Beastmasters to use spears. You can choose at what level they can max out at.

 1)Spears at Master Level Proficiency

 2)Spears at High Mastery Level Proficiency

 b) Swashbucklers get Grand Mastery in Weapon Style

Swashbucklers seem to be a fighter that would excel in single weapon style and not two weapons as the game pushes them towards. With the expanded weapon styles, they can get very nice parry bonuses from single weapons that would complement my perception of their style of play. I leave both options as a choice.

 1)Single Weapon Style (Two-Weapon set to 1)

 2)Two-Weapon Style (Single Weapon set to 1)

 3)Both Two-Weapon Style AND Single Weapon

 c)Bounty Hunter can use Cross Bows more effectively

Sort of like a rugged man on the road, Bounty Hunters don’t have time for all the silliness of regular bows. They need the simplicity of crossbows and they should have the ability to excel in them.

 1)Mastery

 2)High Mastery

 3)Grand Mastery

 d) Blade can achieve Grand Mastery in Two-Weapon Style

This allows Blades to go from their current Mastery in Two-Weapon Style to Grand Mastery (5 stars).

 e) Barbarians get 1% damage resistance every 2 levels

This balances out their damage resistance, makes it useful in BG1 and stacks with resistance from armor.

1. Adjust Dwarven Defender abilities for damage resistance armor

Dwarven Defender now gets a +5% per level to resistance in magic instead of damage. Their Stance now increases damage resistance by 25% instead of 50%.

1. Monk Magic Resistance per level

Like the Barbarian, this balances out their magic resistance and it is gained from level 1.