

# Flore's PF2e House Rules

This page contains some house rules / variant rules that I will be using in my campaigns that use the Pathfinder 2nd Edition ruleset. This page isn't set in stone and definitely will change over time. I will let people know whenever a house rule gets added, gets changed, or is removed.

## Allowed Ancestries

Pathfinder 2nd Edition has a lot of interesting ancestries, and luckily I get to decide which ones are allowed. If you want to play one that's not on this list, feel free to ask me.

## Common Ancestries

- Human
- Dwarf
- Elf
- Gnome
- Halfling
- Goblin
- Leshy
- Orc

## Uncommon Ancestries

- Catfolk
- Kobold
- Kitsune
- Ratfolk
- Tengu
- Fetchling
- Hobgoblin

## Rare Ancestries

- Shoony (They got that dog in 'em)
- Automaton

# Versatile Heritages

- Tiefling
- Aasimar
- Changeling

## Variant Rules

### Free Archetype

For my games we will be using the Free Archetype variant rule. The rule is explained [here on the Archives of Nethys page](#).

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