About Me

Photo by [James Bowe](#)

Welcome to WarpWalkers.com!

My name is Adam. I've been a Dungeon Master and player of Dungeons and Dragons for close to 18 years, mostly D&D 3.5. I've also played some 2nd edition and 4th edition D&D.

I've also played GURPS, Savage Worlds, various games using White Wolf's Storyteller system, dozens of d20 OGL spinoff systems, as well as several indie and experimental roleplaying systems.

This site is a place for me to share homebrew content I've created, particularly the Warp Walkers campaign setting that I use in my own games, as well as unique and interesting resources that I've created for other DMs and players.

Why Not Update to D&D 5e?

Unless tagged as [system agnostic](#), any content on this site

that deals with rulesets, house rules, or game mechanics can pretty much be assumed to be referring to the D&D 3.5 ruleset. So why haven't I updated to 5th edition D&D?

It's not really a complaint about the system itself — 5e seems to be a robust system that a lot of people really enjoy. My reluctance is mainly because I don't see a pressing need to update. I'm comfortable with 3.5. I've been using the ruleset for a long time. I'm very familiar with its strengths and weaknesses, and I use a handful of house rules and tweaks to address the parts I don't like. I already have a huge collection of official and 3rd party content designed for 3.5.

Switching to 5e would mean buying several new expensive rule books, updating most of the homebrew content that I've created for my campaign setting, and that's a time and money investment that I don't see as beneficial.

What about Pathfinder?

Paizo's Pathfinder system is a little closer to type of tabletop game I enjoy, but I have a few issues with it that keep me from updating to Pathfinder rules entirely. Again, there's the whole "buy a new set of rulebooks" issue. Paizo has released bookshelves full of new content, but honestly, I have so many sourcebooks and supplement books that I'll never use everything in them anyway. I usually end up homebrewing anything else I find myself needing.

Second, many of the changes I do like from Pathfinder are house rules I've been using in my own games long before Pathfinder was published, like at-will cantrips.

Third, I feel like Pathfinder has led to power creep and an explosion of choice — there are literally thousands of feats, spells, and magic items; literally hundreds of class options — all of which amount to choices that the player needs to make when creating their character. Choice fatigue is a real thing.

All that said, for the most part, I allow Pathfinder content in my games, and my house-ruled tweaks to 3.5 are largely compatible.