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## THE BASICS

### DICE NOTATION

These rules use the following die notations:

- d4 = four sided die
- d6 = six sided die
- d8 = eight sided die
- d10 = ten sided die
- d12 = twelve sided die
- d20 = twenty sided die
- d% = percentile dice

Die rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

### ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

### MULTIPLYING

Sometimes a special rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because  $2 + 1 = 3$ ).

### BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task. That system is:

d20 + Modifiers vs. Target Number

The Modifiers and Target Number are determined by the type of task.

If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A "natural 20" on the die roll is not an automatic success. A "natural 1" on the die roll is not an automatic failure.



## ABILITY SCORES

Every character has six basic Ability Scores:

- Strength (STR)
- Dexterity (DEX)
- Constitution (CON)
- Intelligence (INT)
- Wisdom (WIS)
- Charisma (CHA)

The Score of these Abilities ranges from 0 to infinity. A limit, if any, will be specified in the rules. The normal human range is 3 to 18. It is possible for a creature to have a score of "none". A score of "none" is not the same as a score of "0". A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

- STR 0 means that the character cannot move at all. He lies helpless on the ground.
- DEX 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- CON 0 means that the character is dead.
- INT 0 means that the character cannot think and is unconscious in a coma like stupor, helpless.
- WIS 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- CHA 0 means that the character is withdrawn into a catatonic, coma like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

## ABILITY MODIFIERS

Each ability will have a modifier. The modifier can be calculated using this formula:

$$(\text{ability}/2) - 5 \text{ [round result down]}$$

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

## USE OF ABILITY SCORES

### *Strength*

Any creature that can physically manipulate other objects has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

### *Dexterity*

Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can't move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

### *Constitution*

If a character's Constitution changes enough to alter his or her Constitution modifier, his or her hit points also increase or decrease accordingly at the same time.

Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, and energy drain, and always fails Constitution checks.

### *Intelligence*

Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and automatically fails Intelligence checks.

### *Wisdom*

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

### *Charisma*

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

## **INFLUENCING OTHER CHARACTERS**

It is possible to alter another's attitude with a Charisma check (1d20 + Charisma modifier). Roll the check and consult the appropriate initial attitude line on Table: Influencing Attitude to see what the result of the roll is.

In general, a character cannot repeat attempts to influence someone.

Table: Influencing Attitude

<i>Initial Attitude</i>	<i>New Attitude</i>				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20

Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score, and vice versa.

## **CHANGING ABILITY SCORES**

Ability scores can increase with no limit.

- Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day.
- Some effects drain abilities, resulting in a permanent loss (permanent ability drain). Points lost this way don't return on their own.
- As a character ages, some ability scores go up and others go down.

When an ability score changes, the modifier associated with that score also changes.

## ALIGNMENT



A character's or creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil.

### *Good vs. Evil*

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him.

Animals and other creatures incapable of moral action are neutral rather than good or evil.

### *Law and Chaos*

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, and a lack of adaptability.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility.

People who are neutral with respect to law and chaos have a normal respect for authority and feel neither a compulsion to obey nor to rebel. They are honest, but can be tempted into lying or deceiving others.

Animals and other creatures incapable of moral action are neutral.

## ARMOR CLASS

Every character (and items in some circumstances) have an Armor Class (AC). The base AC for a medium-sized character or item is 10. Bonuses and penalties are applied to this basic Armor Class to reflect the effects of armor, dexterity, etc.

Armor Class is an indication of how difficult it is to hit and do damage to a target.

### *Dexterity Modifier*

Apply a character's Dexterity modifier to the character's Armor Class any time that character can physically react to an attack. Characters lose their Dexterity modifier when they are flat-footed, unaware of an attacker, or when they are restrained or otherwise rendered immobile.

### *Size Modifier*

A character's size generates a standard Armor Class modifier, per this table:

<i>Size</i>	<i>AC/Attack Modifier</i>
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

### *Stacking Modifiers*

AC modifiers of the same type do not stack, except:

- Armor bonuses from armor and shields
- Enhancement bonuses from armor and shields
- Dodge bonuses
- Circumstance bonuses

## SAVING THROWS

A saving throw roll is:

d20 + Base save bonus + other modifiers due to equipment, active effects, environment, circumstance, etc. + ability modifier vs. DC of Save

The Saving Throw succeeds if the total of the die roll plus modifiers equals or exceeds the DC.

The three different kinds of saving throws are these:

*Fortitude:*

These saves measure a combatant's ability to stand up to massive physical punishment or attacks against a combatant's vitality and health. Apply a combatant's Constitution modifier to a combatant's Fortitude saving throws.

*Reflex:*

These saves test a combatant's ability to dodge attacks. Apply a combatant's Dexterity modifier to a combatant's Reflex saving throws.

*Will:*

These saves reflect a combatant's resistance to mental influence and domination. Apply a combatant's Wisdom modifier to a combatant's Will saving throws.

*Saving Throw Difficulty Class*

The DC for a save is determined by the effect that triggered the save attempt. Any effect that allows a save will indicate the necessary DC, and the effects of saving.

## DEATH, DYING AND HEALING

### HIT POINTS

All characters (and some items) have a certain number of hit points. Hit points represent a character's luck, health, and basic physical condition.

If a character's Constitution changes, modify that character's hit point total immediately.

### DEATH, DYING & HEALING

As a character takes damage, subtract that damage from the character's hit points.

#### *Effects of Hit Point Damage:*

- At 1+ hit points, a character is able to act normally
- At 0 hit points, a character is disabled.
- At from -1 to -9 hit points, a character is dying.
- At -10 or lower, a character is dead.

#### *Massive Damage*

If a character ever sustains damage so massive that 50 points of damage or more are inflicted in one deduction, and the character isn't killed outright, the character must make a Fortitude save (DC 15). If this saving throw fails, the character dies regardless of current hit points.

#### *Disabled (0 Hit Points)*

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but is close to it. The character can only take a partial action each round, and if the character performs any strenuous activity, the character takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. If the character takes a strenuous action, the character's hit points drop to -1, and the character is dying.

#### *Dying (-1 to -9 Hit Points)*

When a character's current hit points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

If the character's hit points drop to -10 (or lower), the character is dead.



A character can keep a dying character from losing any more hit points and make the dying character stable with a successful Heal check (DC 15).

If any sort of healing cures the dying character of even 1 point of damage, the dying character stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes the character conscious and disabled. Healing that raises the character's hit points to 1 or more makes the character fully functional again, just as if the character had never been reduced to 0 or less.

#### *Dead (-10 hit points or lower)*

When a character's current hit points drop to -10 or lower, or if the character takes massive damage and fails the saving throw (see above), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0.

#### *Stable characters and Recovery*

An hour after a tended, dying character becomes stable, roll d%. The character has a 10% chance of becoming conscious, at which point the character is disabled (as if the character had 0 hit points). If the character remains unconscious, the character has the same chance to revive and become disabled every hour. Even if unconscious, the character recovers hit points naturally. The character is back to normal when its hit points rise to 1 or higher.

A character who stabilizes on its own (by making the 10% roll while dying) and who has no one to tend for it still loses hit points, just at a slower rate. The character has a 10% chance each hour of becoming conscious. Each time the character misses the hourly roll to become conscious, the character loses 1 hit point. The character also does not recover hit points through natural healing.

Even once the character becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, the character loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing hit points (even if the character's current hit point total is negative).

#### *Healing*

A character can never get back more hit points than the character lost.

#### *Natural Healing*

A character recovers 1 hit point per character level per day of rest. If the character undergoes complete bed rest (doing nothing for an entire day), the character recovers one and one half times the character's character level in hit points.

#### *Magical Healing*

Various abilities and spells, can give a character back hit points. Each use of the spell or ability restores a different amount of hit points. Magical healing won't raise a character's current hit points higher than a character's hit point total.

#### *Healing Ability Damage*

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

#### *Temporary Hit Points*

Certain effects give a character temporary hit points. When a character gains temporary hit points, note the character's current hit points. When the temporary hit points go away, the character's hit points drop to that



score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost and the character's hit point score does not drop.

When temporary hit points are lost, they cannot be restored as real hit points can be.

## **SUBDUAL DAMAGE**

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock a character out or make a character faint.

Nonlethal damage is subdual damage. If a character takes sufficient subdual damage, the character falls unconscious, but the character doesn't die.

### *Dealing Subdual Damage*

Certain attacks deal subdual damage. Other stresses, such as heat or exhaustion, also deal subdual damage. When a character takes subdual damage, keep a running total of how much a character has accumulated. Do not deduct the subdual damage number from a character's current hit points. It is not "real" damage. Instead, when a character's subdual damage equals a character's current hit points, the character is staggered, and when it exceeds a character's current hit points, the character goes unconscious. It doesn't matter whether the subdual damage equals or exceeds a character's current hit points because the subdual damage has gone up or because a character's current hit points have gone down.

A character can use a melee weapon that deals normal damage to deal subdual damage instead, but the character suffers a -4 penalty on the attack roll.

A character can use a weapon that deals subdual damage, including an unarmed strike, to deal normal damage instead, but the character suffers a -4 penalty on the attack roll.

### *Staggered and Unconscious*

When a character's subdual damage exactly equals a character's current hit points, the character is staggered. The character is so badly weakened or roughed up that the character can only take a partial action each round. A character ceases being staggered when the character's hit points exceed the character's subdual damage again.

When a character's subdual damage exceeds the character's current hit points, the character falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, a character has a 10% chance to wake up and be staggered until the character's hit points exceed a character's subdual damage again. Nothing bad happens to a character if the character misses this roll.

Spellcasters who are rendered unconscious retain any spellcasting ability they had before going unconscious.

### *Healing Subdual Damage*

A character heals subdual damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of subdual damage, if any.

## CONDITION SUMMARY

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

### *Ability Damaged*

The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

### *Ability Drained*

The character has permanently lost 1 or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

### *Blinded*

The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to AC (if any), and grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision.

### *Blown Away*

Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures that are blown away are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

### *Checked*

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the specific effect.

### *Confused*

A confused character's actions are determined by a 1d10 roll, rerolled each round: 1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6: do nothing for 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round. Any confused creature who is attacked automatically attacks her attackers on her next turn.

### *Cowering*

The character is frozen in fear, loses her Dexterity bonus to AC (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

### *Dazed*

A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round.

### *Dazzled*

Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

### *Dead*

The character's soul leaves his body permanently, or until he is raised or resurrected. A dead body decays, but magic that allows a dead character to come back to life restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other similar sorts of unpleasantness. A dead character cannot regain hit points.

### *Deafened*

A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. He cannot make Listen skill checks.

### *Disabled*

A character with 0 hit points, or one who has negative hit points but has stabilized and then improved, is disabled. He is conscious and able to act but horribly wounded. He can take only a partial action each round, and if he performs any strenuous action, he takes 1 point of damage after the completing the act. Strenuous actions include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration. Unless the strenuous action increased the character's hit points, he is now dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative).

**Dying:** A dying character has negative hit points. She is unconscious and near death. At the end of each round (starting with the round in which the character dropped below 0 hit points), her player rolls d% to see whether she stabilizes. She has a 10% chance to become stable. If she doesn't stabilize, she loses 1 hit point.

### *Dying*

When a character's current hit points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions.

At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point.

### *Energy Drained*

The character gains one or more negative levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack. Negative levels remain for 24 hours or until removed with a spell. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 10 + one-half the attacker's Hit Dice + the attacker's Charisma modifier. If the DC succeeds, the negative level dissipates. If not, the negative level is removed, but the character's level is permanently reduced by 1. The afflicted character makes a separate saving throw for each negative level it is has gained.

### *Entangled*

An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell.

### *Exhausted*

Characters who are exhausted move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

### *Fatigued*

Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

### *Flat-Footed*

A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any).

### *Frightened*

A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee, if possible. Panicked is a more extreme condition of fear.

### *Grappled*

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from the opponent. In addition, grappled characters do not threaten any area and lose any Dexterity bonuses to AC against opponents they aren't grappling.

### *Held*

Held characters are subject to enchantments that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

### *Helpless*

Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a usually lethal coup de grace.

A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC were -5 (and a rogue can sneak attack him).

### *Incapacitated*

Characters who are incapacitated are treated as helpless.

### *Incorporeal*

Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magical weapons, spells, spell-like effects, or supernatural effects.

### *Invisible*

Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' AC.

### *Knocked Down*

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

### *Nauseated*

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

### *Normal*

The character is unharmed (except, possibly, for hit points that have been lost) and unafflicted. She acts normally.

### *Panicked*

A panicked creature suffers a -2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape.

Panicked is a more extreme state of fear than shaken or frightened.

### *Paralyzed*

A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

### *Petrified*

A petrified character is not dead as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. His Strength and Dexterity scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of his senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete.

### *Pinned*

Held immobile (but not helpless) in a grapple.

### *Prone*

The character is on the ground. He suffers a -4 penalty on melee attack rolls, and the only ranged weapon he can effectively use is a crossbow, which he may use without penalty. Opponents receive +4 bonuses on melee attack against him but -4 penalties on ranged attacks. Standing up is a move-equivalent action.

### *Shaken*

A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws. Shaken is a less severe fear condition than frightened or panicked.

### *Stable*

A character who was dying but who has stabilized and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses hit points. He has a 10% chance each hour to become conscious and be disabled (even though his hit points are still negative).

If the character stabilized on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance to become conscious and be disabled. Otherwise he loses 1 hit point.

*Staggered*

A character whose subdual damage exactly equals his current hit points is staggered. He so badly weakened or roughed up that he can only take a partial action when he would normally be able to take a standard action.

*Stunned*

The character loses her Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

*Turned*

Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

*Unconscious*

Knocked out and helpless.

## **ENVIRONMENT**

### **WATER**

Any character can wade in relatively calm water that isn't over his head, no check required.

Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of subdual damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude saving throw (DC 15, +1 for each previous check) means the diver takes no damage in that minute.

Very cold water deals 1d6 points of subdual damage from hypothermia per minute of exposure.

#### *Drowning*

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

### **STARVATION AND THIRST**

In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed-not even magic that restores hit points heals this damage.

### **HEAT**

Heat deals subdual damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of subdual damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saves. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any subdual damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the subdual damage she took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor have a -4 penalty to their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

### *Catching on Fire*

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

## **COLD**

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the subdual damage she took from the cold and exposure.

## **WEATHER HAZARDS**

**Winds:** Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.



**Light Wind:** A gentle breeze, having little or no game effect.

**Moderate Wind:** A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.

**Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty to ranged attacks and to Listen checks.

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty. This is the velocity of wind produced by the gust of wind spell.

**Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty to attack. Listen checks are at a -8 penalty due to the howling of the wind.

**Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

**Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

**Precipitation:** Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

**Rain:** Rain reduces visibility ranges by half, resulting in a -4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

**Snow:** While falling, snow reduces visibility as rain (-4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

**Sleet:** Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

**Hail:** Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

**Storms:** The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty to all Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for with siege weapons, which have a -4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

**Duststorm:** These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds (see above) and leave behind

a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by windstorm-magnitude winds (see above and Table: Wind Effects). These greater duststorms deal 1d3 points of subdual damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Constitution score). Greater duststorms leave 2d3-1 feet of fine sand in their wake.

**Snowstorm:** In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

**Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

**Powerful Storms:** Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

**Windstorm:** While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table: Wind Effects).

**Blizzard:** The combination of high winds (see Table: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

**Hurricane:** In addition to very high winds (see Table: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

**Tornado:** One in ten thunderstorms is accompanied by a tornado (see Table: Wind Effects).

**Fog:** Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

**Flash Floods:** Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

Table: Wind Effects

<i>Wind Force</i>	<i>Wind Speed</i>	<i>Ranged Attacks (Normal/Siege Weapons*)</i>	<i>Creature Size**</i>	<i>Wind Effect on Creatures</i>	<i>Fort Save DC</i>
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller Small or larger	Knocked down None	10
Severe	31–50 mph	–4/—	Tiny Small Medium-size Large or larger	Blown away Knocked down Checked None	15
Windstorm	51–74 mph	Impossible/–4	Small or smaller Medium-size	Blown away Knocked down	18

<i>Wind Force</i>	<i>Wind Speed</i>	<i>Ranged Attacks (Normal/Siege Weapons*)</i>	<i>Creature Size**</i>	<i>Wind Effect on Creatures</i>	<i>Fort Save DC</i>
Hurricane	75–174 mph	Impossible/–8	Large or Huge	Checked	20
			Gargantuan or Colossal	None	
			Medium-size or smaller	Blown away	
Tornado	175–300 mph	Impossible/impossible	Large	Knocked down	30
			Huge	Checked	
			Gargantuan or Colossal	None	
			Large or smaller	Blown away	
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

\*The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

\*\*Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4?10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6?10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

## OTHER DANGERS

Use the following guidelines to cover the other sorts of dangers a character can face.

### *Acid*

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

### *Ice*

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

### *Lack of Air/High Altitude*

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude saving throw each hour (DC 15, +1 per previous check), taking 1d6 points of subdual damage each time they fail.

A character who sustains any subdual damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the subdual damage he took from low oxygen.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

### *Suffocation*

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

**Slow Suffocation:** A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours.

Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches x 4 10-ft. cubes = 6.86 hours).

### *Lava*

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

### *Smoke*

A character who breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.

### *Falling Objects*

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

Table: Damage from Falling Objects

<i>Object Weight</i>	<i>Falling Distance</i>
200-101 lb.	20 ft.
100-51 lb.	30 ft.
50-31 lb.	40 ft.

<i>Object Weight</i>	<i>Falling Distance</i>
30-11 lb.	50 ft.
10-6 lb.	60 ft.
5-1 lb.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

## BASIC CHARACTER CLASSES

### CLASSES & LEVELS

#### *Class Descriptions*

- **Alignment:** A few classes restrict a character's possible alignments. An entry of "Any" means that characters of this class are not restricted in alignment.
- **Hit Die:** The type of Hit Die used by characters of the class determines the number of hit points gained per level.
- **Requirements:** The character must meet these requirements prior to adding this class.
- **Class Table:** This table details how a character improves as he or she gains experience levels. Class tables typically include the following:
  - **Level:** The character's level in that class.
  - **Base Attack Bonus:** The character's base attack bonus and number of attacks.
  - **Fort Save:** The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.
  - **Ref Save:** The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.
  - **Will Save:** The base save bonus on Will saving throws. The character's Wisdom modifier also applies.
  - **Special:** Level-dependent class abilities, each explained in the "Class Features" sections that follow.
  - **Class Skills:** The number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of class skills.
  - **Class Features:** Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following.
    - **Weapon and Armor Proficiency:** Which weapons and armor types the character is proficient with.
    - **Other Features:** Each class has certain unique capabilities.
  - **Ex-Members:** If, for some reason, a character is forced to give up this class, these are the rules for what happens.
  - **Spells per Day:** How many spells of each spell level the character can cast each day. If the entry is "-" for a given level of spells, the character may not cast any spells of that level. If the entry is "0," the character may only cast spells of that level if he or she has bonus spells. If the entry is a number, the character may cast that many spells plus any bonus spells. Bonus spells for wizards are based on Intelligence. Bonus spells for clerics, druids, paladins, and rangers are based on Wisdom. Bonus spells for sorcerers and bards are based on Charisma.
- A character can always choose to memorize a lower-level spell to fill a higher-level slot.

### ARCANE ARCHER

Alignment: Any

Hit Die: d8

Requirements:

- **Race:** Elf or half-elf.
- **Base Attack Bonus:** +6.
- **Feats:** Weapon Focus (any bow other than a crossbow), Point Blank Shot, Precise Shot.
- **Spellcasting:** Ability to cast 1st-level arcane spells.

**Class Skills:** The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis).

**Weapon and Armor Proficiency:** An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Table: The Arcane Archer

<i>Class Level</i>	<i>Base</i>				<i>Special</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	
1st	+1	+2	+2	+0	Enchant arrow +1
2nd	+2	+3	+3	+0	Imbue arrow
3rd	+3	+3	+3	+1	Enchant arrow +2
4th	+4	+4	+4	+1	Seeker arrow
5th	+5	+4	+4	+1	Enchant arrow +3
6th	+6	+5	+5	+2	Phase arrow
7th	+7	+5	+5	+2	Enchant arrow +4
8th	+8	+6	+6	+2	Hail of arrows
9th	+9	+6	+6	+3	Enchant arrow +5
10th	+10	+7	+7	+3	Arrow of death

**Enchant Arrow:** At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes enchanted, gaining a +1 enhancement bonus. An archer's magic arrows only function for her. For every two levels of arcane archer the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency.

**Imbue Arrow:** At 2nd level, an arcane archer gains this spell-like ability, allowing her to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered upon where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

**Seeker Arrow:** At 4th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the end of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. This is a spell-like ability. (Shooting the arrow is part of the action.)

**Phase Arrow:** At 6th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A wall of force, a wall of fire, or the like stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally. This is a spell-like ability. (Shooting the arrow is part of the action.)

**Hail of Arrows:** In lieu of her regular attacks, once per day the 8th-level arcane archer can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow. This is a spell-like ability.

**Arrow of Death:** At 10th level, the arcane archer can enchant an arrow of death that forces the target, if damaged by the arrow's attack, to make a Fortitude save (DC 20) or be slain immediately. It takes one day to create an arrow of death, and the arrow only functions for the arcane archer who created it. The enchantment lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

## ASSASSIN

Hit Die: d6.

Requirements:

- Alignment: Any evil.

- Move Silently: 8 ranks.
- Hide: 8 ranks.
- Disguise: 4 ranks.
- Special: In addition, he must kill someone for no other reason than to join the assassins.

Class Skills: The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Table: The Assassin

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use
2nd	+1	+0	+3	+0	+1 save vs. poison, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	+2 save vs. poison
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	+3 save vs. poison
7th	+5	+2	+5	+2 +3	Sneak attack +4d6
8th	+6	+2	+6	+2	+4 save vs. poison
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	+5 save vs. poison, uncanny dodge (+1 vs. traps)

Spells per Day

Level	1st	2nd	3rd	4th
1st	0	-	-	-
2nd	1	-	-	-
3rd	1	0	-	-
4th	1	1	-	-
5th	1	1	0	-
6th	1	1	1	-
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

### Class Features

Sneak Attack: Any time the assassin's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on). Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.



With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An assassin can only sneak attack living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the assassin must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The assassin cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an assassin gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Death Attack:** If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the assassin's class level + the assassin's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Poison Use:** Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Spells:** Beginning at 1st level, an assassin gains the ability to cast a small number of arcane spells. To cast a spell, the assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence modifier (if any). When the assassin gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the assassin gets only bonus spells. An assassin without a bonus spell for that level cannot yet cast a spell of that level. The assassin's spell list appears below. An assassin prepares and casts spells just as a wizard does.

**Saving Throw Bonus vs. Poison:** Assassins train with poisons of all types and slowly grow more and more resistant to their effects. This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two levels the assassin gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on).

**Uncanny Dodge:** At 3rd level and above, the Assassin retains a Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the Assassin can no longer be flanked. A Rogue at least four levels higher can still flank.

Assassins choose their spells from the following list:

1st level	change self, detect poison, ghost sound, obscuring mist, spider climb.
2nd level	alter self, darkness, pass without trace, undetectable alignment.
3rd level	deeper darkness, invisibility, misdirection, nondetection.
4th level	dimension door, freedom of movement, improved invisibility, poison.

## BARBARIAN

Alignment: Any nonlawful.

Hit Die: d12.

Class Skills: The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Table: The Barbarian

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+2	+0	+0	Rage 1/day; fast movement
2	+2	+3	+0	+0	Uncanny dodge (Dex bonus to AC)
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Uncanny dodge (can't be flanked)
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage 3/day
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Uncanny dodge (+1 against traps)
11	+11/+6/+1	+7	+3	+3	Damage reduction 1/-
12	+12/+7/+2	+8	+4	+4	Rage 4/day
13	+13/+8/+3	+8	+4	+4	Uncanny dodge (+2 against traps)
14	+14/+9/+4	+9	+4	+4	Damage reduction 2/-
15	+15/+10/+5	+9	+5	+5	Greater rage
16	+16/+11/+6/+1	+10	+5	+5	Rage 5/day, uncanny dodge (+3 against traps)
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 3/-
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Uncanny dodge (+4 against traps)
20	+20/+15/+10/+5	+12	+6	+6	Rage 6/day; no longer winded after rage; damage reduction 4/-

Barbarian Rage: Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, a barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Intuit Direction.) He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The barbarian may prematurely end the rage voluntarily. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

Starting at 15th level, the barbarian's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

**Fast Movement:** The barbarian has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

**Uncanny Dodge:** At 2nd level and above, the barbarian retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 5th level, the barbarian can no longer be flanked. The exception to this defense is that a rogue at least four levels higher than the barbarian can still flank.

At 10th level, the barbarian gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 13th level, these bonuses rise to +2. At 16th, they rise to +3, and at 19th they rise to +4.

**Damage Reduction:** Starting at 11th level, the barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time the barbarian is dealt damage. At 14th level, this damage reduction rises to 2. At 17th, it rises to 3. At 20th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

**Illiteracy:** Barbarians are the only characters that do not automatically know how to read and write. A barbarian must spend 2 skill points to gain the ability to read and write any language the barbarian is able to speak.

**Ex-Barbarians:** A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. The barbarian retains all the other benefits of the class.

## BARD

**Alignment:** Any nonlawful.

**Hit Die:** d6.

**Class Skills:** The bard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

**Weapon and Armor Proficiency:** A bard is proficient with all simple weapons. Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip. Bards are proficient with light armor, medium armor, and shields.

Table: The Bard

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+0	+2	+2	Bardic music, Bardic knowledge
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	
9	+6/+1	+3	+6	+6	

<i>Level</i>	<i>Base</i>					<i>Special</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>		
10	+7/+2	+3	+7	+7		
11	+8/+3	+3	+7	+7		
12	+9/+4	+4	+8	+8		
13	+9/+4	+4	+8	+8		
14	+10/+5	+4	+9	+9		
15	+11/+6/+1	+5	+9	+9		
16	+12/+7/+2	+5	+10	+10		
17	+12/+7/+2	+5	+10	+10		
18	+13/+8/+3	+6	+11	+11		
19	+14/+9/+4	+6	+11	+11		
20	+15/+10/+5	+6	+12	+12		

Table: Bard Spells Per Day

<i>Level</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
1	2	-	-	-	-	-	-
2	3	0	-	-	-	-	-
3	3	1	-	-	-	-	-
4	3	2	0	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	0	-	-	-
8	3	3	3	1	-	-	-
9	3	3	3	2	-	-	-
10	3	3	3	2	0	-	-
11	3	3	3	3	1	-	-
12	3	3	3	3	2	-	-
13	3	3	3	3	2	0	-
14	4	3	3	3	3	1	-
15	4	4	3	3	3	2	-
16	4	4	4	3	3	2	0
17	4	4	4	4	3	3	1
18	4	4	4	4	4	3	2
19	4	4	4	4	4	4	3
20	4	4	4	4	4	4	4

Table: Bard Spells Known

<i>Level</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
1	4	-	-	-	-	-	-
2	5	2*	-	-	-	-	-
3	6	3	-	-	-	-	-
4	6	3	2*	-	-	-	-
5	6	4	3	-	-	-	-
6	6	4	3	-	-	-	-
7	6	4	4	2*	-	-	-
8	6	4	4	3	-	-	-
9	6	4	4	3	-	-	-
10	6	4	4	4	2*	-	-
11	6	4	4	4	3	-	-
12	6	4	4	4	3	-	-

Level	0	1	2	3	4	5	6
13	6	4	4	4	4	2*	-
14	6	4	4	4	4	3	-
15	6	4	4	4	4	3	-
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

\*Provided the bard has sufficient Charisma to have a bonus spell of this level.

**Spells:** A bard casts arcane spells. The bard casts these spells without needing to memorize them beforehand or keep a spellbook. Bards receive bonus spells for high Charisma, and to cast a spell a bard must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell's level + the bard's Charisma modifier.

**Bardic Music:** Once per day per level, a bard can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with bardic music. If the bard fails, the attempt still counts against the daily limit.

The Bardic Music effects are:

- **Inspire Courage:** A bard with 3 or more ranks in Perform can to inspire courage in his or her allies. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.
- **Countersong:** A bard with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.
- **Fascinate:** A bard with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the bard moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

- **Inspire Competence:** A bard with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet. The bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.
- **Suggestion:** A bard with 9 or more ranks in Perform can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the bard's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.
- **Inspire Greatness:** A bard with 12 or more ranks in Perform can inspire greatness in another creature. For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

- +2 Hit Dice (d10s that grant temporary hit points).
- +2 competence bonus on attacks.
- +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

**Bardic Knowledge:** A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

<i>DC</i>	<i>Type of Knowledge</i>
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

**Ex-Bards:** A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

## **BLACKGUARD**

Hit Die: d10.

Requirements:

- Alignment: Any evil.
- Base Attack Bonus: +6.
- Knowledge (religion): 2 ranks.
- Hide: 5 ranks.
- Feats: Cleave, Sunder.

- **Special:** The blackguard must have made peaceful contact with an evil outsider who was summoned by him or someone else to have contracted the taint of true evil.

**Class Skills:** The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

**Weapon and Armor Proficiency:** Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Table: The Blackguard

<i>Class Level</i>	<i>Base</i>				<i>Special</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	
1st	+1	+2	0	0	Detect good, poison use
2nd	+2	+3	0	0	Dark blessing, smite good
3rd	+3	+3	+1	+1	Command undead, aura of despair
4th	+4	+4	+1	+1	Sneak attack +1d6
5th	+5	+4	+1	+1	Fiendish servant
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Sneak attack +2d6
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Sneak attack +3d6

Spells per Day

<i>Class Level</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1st	0	-	-	-
2nd	1	-	-	-
3rd	1	0	-	-
4th	1	1	-	-
5th	1	1	0	-
6th	1	1	1	-
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

**Detect Good:** At will, the blackguard can detect good as a spell-like ability. This ability duplicates the effects of the spell detect good.

**Poison Use:** Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Dark Blessing:** A blackguard applies his Charisma modifier (if positive) as a bonus to all saving throws.

**Spells:** Beginning at 1st level, a blackguard gains the ability to cast a small number of divine spells. To cast a spell, the blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A blackguard without a bonus spell for that level cannot yet cast a spell of that level.) The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just like a cleric. A blackguard prepares and casts spells just as a cleric does (though the blackguard cannot spontaneously cast cure or inflict spells).

**Smite Good:** Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If the blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day. Smite good is a supernatural ability.

**Aura of Despair:** Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to suffer a -2 morale penalty on all saving throws. Aura of despair is a supernatural ability.

**Command Undead:** When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

**Sneak Attack:** If a blackguard can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the blackguard's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the blackguard flanks the target, the blackguard's attack deals +1d6 points of damage at 4th level and an additional +1d6 points for every three levels thereafter (+2d6 at 7th level, +3d6 at 10th level, and so on). Should the blackguard score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks only count as sneak attacks if the target is 30 feet away or less. A blackguard cannot make a sneak attack to deal subdual damage. The blackguard must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

A blackguard can only sneak attack living creatures with discernible anatomies. Undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is not subject to sneak attacks.

If a blackguard gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Blackguards choose their spells from the following list:

1st level	cause fear, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.
2nd level	bull's strength, cure moderate wounds, darkness, death knell, inflict moderate wounds, shatter, summon monster II*.
3rd level	contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon monster III*.
4th level	cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.

\*Evil creatures only.

### Fallen Paladins

Blackguards who possess levels of paladin (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they possess. Those who have tasted the light of goodness and justice and turned away make the foulest villains.

Table: Fallen Paladin Blackguard Abilities

Paladin Levels	Extra Ability
1-2:	Smite good once per day. (This is in addition to the ability granted to all blackguards at 2nd level, so that a fallen paladin blackguard can smite good a total of twice per day.)
3-4:	Lay on hands. Once per day, the blackguard can cure himself of damage equal to his Charisma bonus times his level. The blackguard can only cure himself or his fiendish servant with this spell-like ability.



<i>Paladin Levels</i>	<i>Extra Ability</i>
5-6:	Sneak attack damage increased by +1d6.
7-8:	Fiendish summoning. Once per day, the blackguard can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.
9-10:	Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked by another and gains all special bonuses as a fiendish servant when the blackguard gains levels.
11+:	Favored of the dark deities. Evil deities like nothing more than to see a pure heart corrupted, and thus a fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in. For example, a character who has twelve levels of paladin can immediately become a 10th-level blackguard with all abilities if he chooses to lose ten levels of paladin. The character level of the character does not change. This, of course, is in every way a profitable trade for the evil character, since he has already lost most of the benefits he gained from having those paladin levels. However, with the loss of paladin levels, the character no longer gains extra abilities found on this table. Thus, a fallen paladin of 15th level could become a 10th-level blackguard/5th-level paladin with the first three extra abilities on this chart because of those five levels of paladin.

## CLERIC

**Alignment:** Any. If the Cleric serves a specific deity the cleric's alignment must be within one step of his deity's, and it may not be neutral unless the deity's alignment is neutral. Choosing to serve a specific deity is optional.

**Hit Die:** d8.

**Class Skills:** The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Domains and Class Skills:** A cleric who chooses Animal or Plant as one of his domains also has Knowledge (nature) (Int) as a class skill. A cleric who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills. A cleric who chooses Travel as one of his domains also has Wilderness Lore as a class skill. A cleric who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See Deity, Domains, and Domain Spells, below, for more information.

**Armor and Weapon Proficiency:** Clerics are proficient with all simple weapons. Clerics are proficient with all types of armor (light, medium, and heavy) and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Table: The Cleric

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+2	+0	+2	Turn or rebuke undead
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	

Level	Base				
	Attack Bonus	Fort Save	Ref Save	Will Save	Special
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

Table: Cleric Spells Per Day

Level	0	1	2	3	4	5	6	7	8	9
1	3	1+1	-	-	-	-	-	-	-	-
2	4	2+1	-	-	-	-	-	-	-	-
3	4	2+1	1+1	-	-	-	-	-	-	-
4	5	3+1	2+1	-	-	-	-	-	-	-
5	5	3+1	2+1	1+1	-	-	-	-	-	-
6	5	3+1	3+1	2+1	-	-	-	-	-	-
7	6	4+1	3+1	2+1	1+1	-	-	-	-	-
8	6	4+1	3+1	3+1	2+1	-	-	-	-	-
9	6	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10	6	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11	6	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-
12	6	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-
13	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-
14	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-
15	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-
16	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-
17	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

\*In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

Some deities have favored weapons, and clerics consider it a point of pride to wield them. A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Spells: A cleric casts divine spells. A cleric may prepare and cast any spell on the cleric spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell's level + the cleric's Wisdom modifier.

Each cleric must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells.

In addition to his standard spells, a cleric gets one domain spell of each spell level, starting at 1st. When a cleric prepares a domain spell, it must come from one of his two domains.

**Deity, Domains, and Domain Spells:** When your character becomes a Cleric, you may choose to have your character serve a specific deity. The cleric's deity influences his alignment, what magic he can perform, his values, and how others see him.

Choose two from among the deity's domains for your cleric's domains. You can only select an alignment domain (such as Good) for your cleric if his alignment matches that domain.

If your cleric is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your cleric access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your cleric gets the granted powers of all the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day. If a domain spell is not on the Cleric Spells list, a cleric can only prepare it in his domain slot.

**Spontaneous Casting:** Good clerics (and neutral clerics of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time. The cleric can "lose" a prepared spell in order to cast any cure spell of the same level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity), on the other hand, can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in the title).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells either to cure spells or to inflict spells (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric turns or commands undead (see below).

A cleric can't use spontaneous casting to convert domain spells into cure or inflict spells. These spells arise from the particular powers of the cleric's deity, not divine energy in general.

**Chaotic, Evil, Good, and Lawful Spells:** A cleric can't cast spells of an alignment opposed to his own or to his deity's.

**Turn or Rebuke Undead:** A good cleric (or a neutral cleric who worships a good deity) has the supernatural ability to turn undead. Evil clerics (and neutral clerics who worship evil deities) can rebuke such creatures. Neutral clerics of neutral deities can do one or the other (player's choice), depending on whether the cleric is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral cleric can cast spontaneous cure or inflict spells (see above).

A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

**Extra Turning:** As a feat, a cleric may take Extra Turning. This feat allows the cleric to turn undead four more times per day than normal. A cleric can take this feat multiple times, gaining four extra daily turning attempts each time.

**Bonus Languages:** A cleric's list of bonus languages includes Celestial, Abyssal, and Infernal, in addition to the bonus languages available to the character because of his race.

**Ex-Clerics:** A cleric who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a cleric of that god until he atones.

## **DRUID**

**Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

**Class Skills:** The druid's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, half-spear, long spear, quarterstaff, scimitar, sickle, shortspear, and sling. Their spiritual oaths prohibit them from using weapons other than these. They are proficient with light and medium armors but are prohibited from wearing metal armor (thus, they may wear only padded, leather, or hide armor). They are skilled with shields but must use only wooden ones.

Table: The Druid

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	0	+2	+0	+2	Nature sense, Animal companion
2	+1	+3	+0	+3	Woodland stride
3	+2	+3	+1	+3	Trackless step
4	+3	+4	+1	+4	Resist nature's lure
5	+3	+4	+1	+4	Wild shape (1/day)
6	+4	+5	+2	+5	Wild shape (2/day)
7	+5	+5	+2	+5	Wild shape (3/day)
8	+6/+1	+6	+2	+6	Wild shape (Large)
9	+6/+1	+6	+3	+6	Venom immunity
10	+7/+2	+7	+3	+7	Wild shape (4/day)
11	+8/+3	+7	+3	+7	Wild shape (Tiny)
12	+9/+4	+8	+4	+8	Wild shape (dire)
13	+9/+4	+8	+4	+8	A thousand faces
14	+10/+5	+9	+4	+9	Wild shape (5/day)
15	+11/+6/+1	+9	+5	+9	Wild shape (Huge), Timeless body
16	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 3/day)
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

Table: Druid Spells Per Day

<i>Level</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-

<i>Level</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	4	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

A druid who wears prohibited armor or wields a prohibited weapon is unable to use any of her magical powers while doing so and for 24 hours thereafter. (Note: A druid can use wooden items that have been altered by the ironwood spell so that they function as though they were steel.)

**Spells:** A druid casts divine spells. A druid may prepare and cast any spell on the druid spell list provided she can cast spells of that level. She prepares and casts spells the way a cleric does (though she cannot lose a prepared spell to cast a cure spell in its place). To prepare or cast a spell, a druid must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier. Bonus spells for druids are based on Wisdom.

**Chaotic, Evil, Good, and Lawful Spells:** A druid can't cast spells of an alignment opposed to her own.

**Bonus Languages:** A druid may substitute Sylvan for one of the bonus languages available to her. In addition, a druid knows the Druidic language. This secret language is known only to druids, and druids are forbidden from teaching it to nondruids. Druidic has its own alphabet.

**Nature Sense:** A druid can identify plants and animals (their species and special traits) with perfect accuracy. The druid can determine whether water is safe to drink or dangerous.

**Animal Companion:** A 1st-level druid may begin play with an animal companion. This animal is one that the druid has befriended with the spell animal friendship.

**Woodland Stride:** Starting at 2nd level, a druid may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

**Trackless Step:** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

**Resist Nature's Lure:** Starting at 4th level, a druid gains a +4 bonus to saving throws against the spell-like abilities of feys.

**Wild Shape:** At 5th level, a druid gains the spell-like ability to polymorph self into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, however, the druid may only adopt one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape.

The druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted. In addition, the druid gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. At 12th level or higher, she can take the form of a dire animal.

At 16th level or higher, the druid may use wild shape to change into a Small, Medium-size, or Large air, earth, fire, or water elemental once per day. The druid gains all the elemental's special abilities. At 18th level, the druid can do this three times per day.

**Venom Immunity:** At 9th level, a druid gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas.

**A Thousand Faces:** At 13th level, a druid gains the supernatural ability to change his or her appearance at will, as if using the spell alter self.

**Timeless Body:** After achieving 15th level, a druid no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

**Ex-Druids:** A druid who ceases to revere nature or who changes to a prohibited alignment loses all spells and druidic abilities and cannot gain levels as a druid until she atones.

## DWARVEN DEFENDER

Hit Die: d12.

Requirements:

- Alignment: Any lawful.
- Race: Dwarf.
- Base Attack Bonus: +7.
- Feats: Dodge, Endurance, Toughness.

**Class Skills:** The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

**Weapon and Armor Proficiency:** The dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Table: The Dwarven Defender

Class Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Defensive awareness (Dex bonus to AC)
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction (3), defensive awareness (can't be flanked)
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction (6), defensive awareness (+1 vs. traps)

**Defensive Stance:** When he needs to, the defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

While defending, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for 3 rounds, plus the character's (newly improved) Constitution modifier. The defender may end the defense voluntarily prior to this limit. At the end of the defense, the

defender is winded and suffers a -2 penalty to Strength for the duration of that encounter. The defender can only take his defensive stance a certain number of times per day as determined by his level. Taking the stance takes no time itself, but the defender can only do so during his action.

**Defensive Awareness:** Starting at 2nd level, the dwarven defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

At 6th level, the dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender. The exception to this defense is that a rogue at least 4 levels higher than the dwarven defender can flank him (and thus sneak attack him).

At 10th level, the dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

Defensive awareness is cumulative with uncanny dodge. If the dwarven defender has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant these two abilities and determine the character's defensive awareness ability on that basis.

**Damage Reduction:** At 6th level, the dwarven defender gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 3 from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6. Damage reduction can reduce damage to 0 but not below 0. (That is, the defender cannot actually gain hit points in this manner.)

## FIGHTER

Alignment: Any.

Hit Die: d10.

**Class Skills:** The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Weapon and Armor Proficiency:** The fighter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Table: The Fighter

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat

**Bonus Feats:** At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency\*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical\*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse\*, Weapon Focus\*, Weapon Specialization\*.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A fighter can select feats marked with an asterisk (\*) more than once, but it must be for a different weapon each time. A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

**Weapon Specialization:** On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

## LOREMASTER

Alignment: Any

Hit Die: d4.

Requirements:

- Spellcasting: Ability to cast seven different divinations, one of which must be 3rd level or higher.
- Two Knowledge Skills (Any Type): 10 ranks in each.
- Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

**Class Skills:** The loremaster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill).

**Weapon and Armor Proficiency:** Loremasters gain no proficiency in any weapon or armor.

Table: The Loremaster

<i>Class Level</i>	<i>Base</i>				<i>Special</i>	<i>Spells per Day</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>		
1st	+0	+0	+0	+2	Secret	+1 level of existing class
2nd	+1	+0	+0	+3	Lore	+1 level of existing class
3rd	+1	+1	+1	+3	Secret	+1 level of existing class



Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Secret	+1 level of existing class
6th	+3	+2	+2	+5	Greater lore	+1 level of existing class
7th	+3	+2	+2	+5	Secret	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	Secret	+1 level of existing class
10th	+5	+3	+3	+7	True lore	+1 level of existing class

**Spellcasting:** A loremaster continues training in magic as well as her field of research. Thus, when a new loremaster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a loremaster, she must decide to which class she adds each level of loremaster for purposes of determining spells per day when she adds the new level.

**Secret:** In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets. At 1st level and every two levels afterward (3rd, 5th, 7th, and 9th levels), the loremaster chooses one secret from Table: Loremaster Secrets. Her level plus Intelligence modifier determines which secrets she can choose. She can't choose the same secret twice.

Table: Loremaster Secrets

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+1 bonus to Will saves
4	The lore of true stamina	+1 bonus to Fortitude saves
5	Secret knowledge	+1 bonus to Reflex saves of avoidance
6	Weapon trick	+1 bonus to attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

\*As if gained through having a high ability score.

**Lore:** Loremasters gather knowledge. At 2nd level, they gain the ability to know legends or information regarding various topics, just like a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the Knowledge check. See page 29 in the Player's Handbook for more information on bardic knowledge.

**Bonus Languages:** Loremasters, in their laborious studies, learn new languages in order to access more knowledge. The loremaster can choose any new language at 4th and 8th level.

**Greater Lore:** At 6th level, a loremaster gains the ability to identify magic items, as the spell, as an extraordinary ability. She may do this once per item examined.

**True Lore:** At 10th level, once per day a loremaster can use her knowledge to gain the effects of a legend lore spell or an analyze dweomer spell. True lore is an extraordinary ability.

## MONK

Alignment: Any lawful.

Hit Die: d8.

Class Skills: The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Weapon and Armor Proficiency: Monks are proficient with basic peasant weapons and special weapons whose use is part of monk training. The full list includes club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling.

A monk using a kama, nunchaku, or siangham can strike with his or her unarmed base attack, including her more favorable number of attacks per round (see below). His or her damage, however, is standard for the weapon (1d6, crit X2), not his or her unarmed damage. The weapon must be light, so a Small monk must use Tiny versions of these weapons in order to use the more favorable base attack.

A monk adds her Wisdom bonus (if any) to AC, in addition to her normal Dexterity modifier, and her AC improves as she gains levels. (Only add this extra AC bonus if the total of the monk's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when he or she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Monks do lose these AC bonuses when immobilized.)

When wearing armor, a monk loses her AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.

Table: The Monk

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	0	+2	+2	+2	Unarmed Strike, stunning attack, evasion
2	+1	+3	+3	+3	Deflect Arrows feat
3	+2	+3	+3	+3	Still mind
4	+3	+4	+4	+4	Slow fall (20 ft.)
5	+3	+4	+4	+4	Purity of body
6	+4	+5	+5	+5	Slow fall (30 ft.), Improved Trip feat
7	+5	+5	+5	+5	Wholeness of body, Leap of the clouds
8	+6/+1	+6	+6	+6	Slow fall (50 ft.)
9	+6/+1	+6	+6	+6	Improved evasion
10	+7/+2	+7	+7	+7	Ki strike (+1)
11	+8/+3	+7	+7	+7	Diamond body
12	+9/+4	+8	+8	+8	Abundant step
13	+9/+4	+8	+8	+8	Diamond soul, ki strike (+2)
14	+10/+5	+9	+9	+9	
15	+11/+6/+1	+9	+9	+9	Quivering palm
16	+12/+7/+2	+10	+10	+10	Ki strike (+3)
17	+12/+7/+2	+10	+10	+10	Timeless body, Tongue of the sun and moon
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance)
19	+14/+9/+4	+11	+11	+11	Empty body
20	+15/+10/+5	+12	+12	+12	Perfect self

Table: More Monk Abilities

<i>Level</i>	<i>Unarmed Attack Bonus</i>	<i>Unarmed Damage*</i>	<i>AC Bonus</i>	<i>Unarmored Speed**</i>
1	+0	1d6	+0	30 ft.
2	+1	1d6	+0	30 ft.
3	+2	1d6	+0	40 ft.
4	+3	1d8	+0	40 ft.
5	+3	1d8	+1	40 ft.
6	+4/+1	1d8	+1	50 ft.
7	+5/+2	1d8	+1	50 ft.
8	+6/+3	1d10	+1	50 ft.
9	+6/+3	1d10	+1	60 ft.
10	+7/+4/+1	1d10	+2	60 ft.
11	+8/+5/+2	1d10	+2	60 ft.
12	+9/+6/+3	1d12	+2	70 ft.
13	+9/+6/+3	1d12	+2	70 ft.
14	+10/+7/+4/+1	1d12	+2	70 ft.
15	+11/+8/+5/+2	1d12	+3	80 ft.
16	+12/+9/+6/+3	1d20	+3	80 ft.
17	+12/+9/+6/+3	1d20	+3	80 ft.
18	+13/+10/+7/+4/+1	1d20	+3	90 ft.
19	+14/+11/+8/+5/+2	1d20	+3	90 ft.
20	+15/+12/+9/+6/+3	1d20	+4	90 ft.

\*Small monks deal less damage.

\*\*Small and dwarven monks are slower.

Table: Small Monk Unarmed Damage and Small Monk & Dwarf Monk Speed

<i>Level</i>	<i>Damage</i>	<i>Speed</i>
1-2	1d4	20 ft.
3	1d4	25 ft.
4-5	1d6	25 ft.
6-7	1d6	35 ft.
8	1d8	35 ft.
9-11	1d8	40 ft.
12-14	1d10	45 ft.
15	1d10	55 ft.
16-17	2d6	55 ft.
18-20	2d6	60 ft.

Unarmed Strike: A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks.

Making an off-hand attack makes no sense for a monk striking unarmed.

A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon (other than a special monk weapon) in her off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

Flurry of Blows: The monk may make one extra attack in a round at her highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. The monk must use the full attack action to strike with a flurry of blows. A monk may also use the flurry of blows if armed with a special monk weapon (kama, nunchaku, or siangham). If armed with one such weapon, the monk makes the extra attack

either with that weapon or unarmed. If armed with two such weapons, she uses one for the regular attack (or attacks) and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Usually, a monk's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual damage when grappling.

**Stunning Attack:** The monk can use this ability once per round, but no more than once per level per day. The monk must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier). In addition to receiving normal damage, if the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

**Evasion:** If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the monk instead takes no damage. Evasion can only be used if the monk is wearing light armor or no armor. It is an extraordinary ability.

**Deflect Arrows:** At 2nd level, a monk gains the Deflect Arrows feat, even if she doesn't have the prerequisite Dexterity score.

**Fast Movement:** At 3rd level and higher, a monk moves faster than normal. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small monk moves more slowly than a Medium-size monk.

From 9th level on, the monk's running ability is actually a supernatural ability.

**Still Mind:** At 3rd level, a monk gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

**Slow Fall:** At 4th level, the monk takes damage as if a fall were 20 feet shorter than it actually is. At 18th level, the monk can use a nearby wall to slow her descent and fall any distance without harm.

**Purity of Body:** At 5th level, a monk gains immunity to all diseases except for magical diseases.

**Improved Trip:** At 6th level, a monk gains the Improved Trip feat. She need not have taken the Expertise feat, normally a prerequisite.

**Wholeness of Body:** At 7th level, a monk can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. Wholeness of body is a supernatural ability.

**Leap of the Clouds:** At 7th level or higher, a monk's jumping distance (vertical or horizontal) is not limited according to her height.

**Improved Evasion:** At 9th level, a monk only takes half damage on a failed save.

**Ki Strike:** At 10th level, a monk's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike is a supernatural ability.

**Diamond Body:** At 11th level, a monk gains immunity to poison of all kinds. Diamond body is a supernatural ability.

**Abundant Step:** At 12th level, a monk can slip magically between spaces, as per the spell dimension door, once per day. This is a spell-like ability, and the monk's effective casting level is one-half her actual level (rounded down).

**Diamond Soul:** At 13th level, a monk gains spell resistance. Her spell resistance equals her level + 10.

**Quivering Palm:** Starting at 15th level, a monk can use the quivering palm.

The monk can use the quivering palm attack once a week, and she must announce her intent before making her attack roll. Creatures immune to critical hits cannot be affected. The monk must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can choose to try to slay the victim at any later time within 1 day per level of the monk. The monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack (but may be affected by another one at a later time). Quivering palm is a supernatural ability.

**Timeless Body:** After achieving 17th level, a monk no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses still accrue, and the monk still dies of old age when her time is up.

**Tongue of the Sun and Moon:** A monk of 17th level or above can speak with any living creature.

**Empty Body:** At 19th level or higher, a monk can assume an ethereal state for 1 round per level per day, as per the spell etherealness. The monk may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed her level. Empty body is a supernatural ability.

**Perfect Self:** At 20th level, a monk is forevermore treated as an outsider rather than as a humanoid. Additionally, the monk gains damage reduction 20/+1.

**Ex-Monks:** A monk who becomes nonlawful cannot gain new levels as a monk but retain all monk abilities.

## PALADIN

**Alignment:** Lawful good.

**Hit Die:** d10.

**Class Skills:** The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

Table: The Paladin

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health
2	+2	+3	+0	+0	Aura of courage, smite evil
3	+3	+3	+1	+1	Remove disease, turn undead
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Special mount
6	+6/+1	+5	+2	+2	Remove disease 2/week
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Remove disease 3/week
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Remove disease 4/week
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	Remove disease 5/week

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Remove disease 6/week
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

Table: Paladin Spells Per Day

<i>Level</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	0	-	-	-
5	0	-	-	-
6	1	-	-	-
7	1	-	-	-
8	1	0	-	-
9	1	0	-	-
10	1	1	-	-
11	1	1	0	-
12	1	1	1	-
13	1	1	1	-
14	2	1	1	0
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

**Detect Evil:** At will, the paladin can detect evil as a spell-like ability. This ability duplicates the effects of the spell detect evil.

**Divine Grace:** A paladin applies her Charisma modifier (if positive) as a bonus to all saving throws.

**Lay on Hands:** Each day a paladin can cure a total number of hit points equal to the paladin's Charisma bonus (if any) times the paladin's level. The paladin can cure themselves. The paladin may choose to divide her curing among multiple recipients, and he or she doesn't have to use it all at once. Lay on hands is a spell-like ability whose use is a standard action.

Alternatively, the paladin can use any or all of these points to deal damage to undead creatures. Treat this attack just like a touch spell. The paladin decides how many cure points to use as damage after successfully touching the undead creature.

**Divine Health:** A paladin is immune to all diseases, including magical diseases.

**Aura of Courage:** Beginning at 2nd level, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

**Smite Evil:** Once per day, a paladin of 2nd level or higher may attempt to smite evil with one normal melee attack. She adds her Charisma modifier (if positive) to the paladin's attack roll and deals 1 extra point of damage per level. If the paladin accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Smite evil is a supernatural ability.

**Remove Disease:** Beginning at 3rd level, a paladin can remove disease, as per the spell remove disease, once per week. Remove disease is a spell-like ability for paladins.

**Turn Undead:** The paladin may use this ability a number of times per day equal to three plus the paladin's Charisma modifier. The paladin turns undead as a cleric of two levels lower would.

**Extra Turning:** As a feat, a paladin may take Extra Turning. This feat allows the paladin to turn undead four more times per day than normal. A paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

**Spells:** Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells. To cast a spell, the paladin must have a Wisdom score of at least 10 + the spell's level. Paladin bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the paladin gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the paladin gets only bonus spells. A paladin has access to any spell on the paladin spell list and can freely choose which to prepare, just as a cleric can.

A paladin prepares and casts spells just as a cleric does (though the paladin cannot use spontaneous casting to substitute a cure spell in place of a prepared spell).

Through 3rd level, a paladin has no caster level. Starting at 4th level, a paladin's caster level is one-half his or her class level.

**Special Mount:** Upon or after reaching 5th level, a paladin can call an unusually intelligent, strong, and loyal steed to serve him or her in her crusade against evil. This mount is usually a heavy warhorse (for a Medium-size paladin) or a warpony (for a Small paladin).

Should the paladin's mount die, another cannot be called for a year and a day. The new mount has all the accumulated abilities due a mount of the paladin's level.

The DM will provide information about the mount that responds to the paladin's call.

**Code of Conduct:** A paladin must be of lawful good alignment and loses all special class abilities if she ever willingly commits an act of evil. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

**Associates:** While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters. A paladin will not continue an association with someone who consistently offends her moral code. A paladin may only hire henchmen or accept followers who are lawful good.

**Ex-Paladins:** A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities and spells, including the service of the paladin's warhorse. She also may not progress in levels as a paladin. She regains her abilities if she atones for her violations, as appropriate.

## **RANGER**

**Alignment:** Any.

**Hit Die:** d10.

**Class Skills:** The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Table: The Ranger

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+2	+0	+0	Track, 1st favored enemy
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	2nd favored enemy
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	3rd favored enemy
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	4th favored enemy
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	5th favored enemy

Table: Ranger Spells Per Day

<i>Level</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	0	-	-	-
5	0	-	-	-
6	1	-	-	-
7	1	-	-	-
8	1	0	-	-
9	1	0	-	-
10	1	1	-	-
11	1	1	0	-
12	1	1	1	-
13	1	1	1	-
14	2	1	1	0
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

When wearing light armor or no armor, a ranger can fight with two weapons as if he or she had the feats Ambidexterity and Two-Weapon Fighting. The ranger loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword).



**Spells:** Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10 + the spell's level. Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the ranger gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the ranger gets only bonus spells. A ranger without a bonus spell for that level cannot yet cast a spell of that level. A ranger has access to any spell on the ranger spell list and can freely choose which to prepare. A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a cure or inflict spell in its place).

Through 3rd level, a ranger has no caster level. Starting at 4th level, a ranger's caster level is one-half his class level.

**Track:** A ranger gains Track as a bonus feat.

**Favored Enemy:** At 1st level, a ranger may select a type of creature as a favored enemy. (A ranger can only select his own race as a favored enemy if he is evil.) Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

Table: Ranger Favored Enemies

<u>Type</u>
Aberrations
Animals
Beasts
Constructs
Dragons
Elementals
Fey
Giants
Humanoid type
Magical beasts
Oozes
Outsider type
Plants
Shapechangers
Undead
<u>Vermin</u>

Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid or outsider. A ranger can only select his own race as a favored enemy if he is evil.

**Improved Two-Weapon Fighting:** A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to use this benefit.

## **ROGUE**

**Alignment:** Any.

**Hit Die:** d6.

**Class Skills:** The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

**Weapon and Armor Proficiency:** A rogue's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, all rogues are proficient with the crossbow (hand or light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium-size rogues are also proficient with certain weapons that are too big for Small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Rogues are proficient with light armor but not with shields.

Table: The Rogue

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+0	+2	+0	Sneak attack +1d6
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Uncanny dodge (Dex bonus to AC), Sneak attack +2d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Uncanny dodge (can't be flanked)
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak attack +5d6
10	+7/+2	+3	+7	+3	Special ability
11	+8/+3	+3	+7	+3	Uncanny dodge (+1 against traps), Sneak attack +6d6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14	+10/+5	+4	+9	+4	Uncanny dodge (+2 against traps)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Special ability
17	+12/+7/+2	+5	+10	+5	Uncanny dodge (+3 against traps), Sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20	+15/+10/+5	+6	+12	+6	Uncanny dodge (+4 against traps)

**Sneak Attack:** Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. The rogue cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty.

A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Traps:** Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

**Evasion:** At 2nd level, a rogue gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor. It is an extraordinary ability.

**Uncanny Dodge:** At 3rd level and above, she retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the rogue can no longer be flanked. Another rogue at least four levels higher can still flank.

At 11th level, the rogue gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 14th level, these bonuses rise to +2. At 17th, they rise to +3, and at 20th they rise to +4.

**Special Abilities:** On achieving 10th level and every three levels thereafter (13th, 16th, and 19th), a rogue chooses a special ability from among the following:

**Crippling Strike:** When the rogue damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

**Defensive Roll:** Once per day, when a rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The rogue must be aware of the attack and able to react to it in order to execute the defensive roll - if the Dexterity bonus to AC is denied, the rogue can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

**Improved Evasion:** The rogue takes only half damage on a failed save.

**Opportunist:** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attacks of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Skill Mastery:** The rogue selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the rogue may take 10 even if stress and distractions would normally prevent the rogue from doing so. The rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

**Slippery Mind:** If a rogue with a slippery mind is affected by an enchantment and fails the saving throw, 1 round later the rogue can attempt the saving throw again. The rogue only gets this one extra chance to succeed. This is an extraordinary ability.

**Feat:** A rogue may gain a feat in place of a special ability.

## **SHADOWDANCER**

**Alignment:** Any

**Hit Die:** d8.

**Requirements:**

- Move Silently: 8 ranks.
- Hide: 10 ranks.
- Perform: 5 ranks.
- Feats: Dodge, Mobility, Combat Reflexes.

Class Skills: The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Table: The Shadowdancer

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Shadow illusion, summon shadow
4th	+3	+1	+4	+1	Shadow jump (20 ft.)
5th	+3	+1	+4	+1	Defensive roll, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	Shadow jump (40 ft.), summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump (80 ft.)
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump (160 ft.), improved evasion, uncanny dodge (+1 vs. traps)

Hide in Plain Sight: Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

Evasion: At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage (such as a fireball), she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision: At 2nd level, a shadowdancer can see in the dark as though she were permanently under the affect of a darkvision spell. This is a supernatural ability.

Uncanny Dodge: At 3rd level and above, the shadowdancer retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the shadowdancer can no longer be flanked. Another rogue at least four levels higher can still flank.

Shadow Illusion: When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This spell-like ability is identical to the arcane spell silent image and may be employed once per day.

Summon Shadow: At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer al-

lows her to summon an additional shadow and adds +2 HD (and the requisite base attack and base save bonus increases) to all her shadow companions.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's experience can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for a year and a day.

**Shadow Jump:** At 4th level, the shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The shadowdancer can jump up to a total of 20 feet each day in this way, although this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels thereafter, the distance a shadowdancer can jump each day doubles (40 feet at 6th level, 80 feet at 8th level, and 160 feet at 10th level). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

**Defensive Roll:** Starting at 5th level, the shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the shadowdancer can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt the defensive roll.

**Slippery Mind:** This extraordinary ability, gained at 7th level, represents the shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel her. If the shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects proceed normally.

**Improved Evasion:** This extraordinary ability, gained at 10th level, works like evasion (see above). The shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, fireball, and so on). What's more, she takes only half damage even if she fails her saving throw, since the shadowdancer's reflexes allow her to get out of harm's way with incredible speed.

## SORCERER

Alignment: Any.

Hit Die: d4.

**Class Skills:** The sorcerer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Weapon and Armor Proficiency:** Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields.

Table: The Sorcerer

<i>Level</i>	<i>Base</i>				<i>Special</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	
1	+0	+0	+0	+2	Summon familiar
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	

<i>Level</i>	<i>Base</i>				<i>Special</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Table: Sorcerer Spells Per Day

<i>Level</i>	0	1	2	3	4	5	6	7	8	9
1	5	3	-	-	-	-	-	-	-	-
2	6	4	-	-	-	-	-	-	-	-
3	6	5	-	-	-	-	-	-	-	-
4	6	6	3	-	-	-	-	-	-	-
5	6	6	4	-	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	-	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	-	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	-	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	-	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	-	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	-
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	6

Table: Sorcerer Spells Known

<i>Level</i>	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	-	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	-	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	-	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	-	-	-	-	-
10	9	5	4	3	2	1	-	-	-	-

<i>Level</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>
11	9	5	5	4	3	2	-	-	-	-
12	9	5	5	4	3	2	1	-	-	-
13	9	5	5	4	4	3	2	-	-	-
14	9	5	5	4	4	3	2	1	-	-
15	9	5	5	4	4	4	3	2	-	-
16	9	5	5	4	4	4	3	2	1	-
17	9	5	5	4	4	4	3	3	2	-
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

Spells: A sorcerer casts arcane spells. The number of spells a sorcerer knows is not affected by his Charisma bonus. The spells a sorcerer knows can be common spells chosen from the sorcerer and wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study.

A sorcerer is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any.

A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

To learn or cast a spell, a sorcerer must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against sorcerer spells is 10 + the spell's level + the sorcerer's Charisma modifier.

## WIZARD

Alignment: Any.

Hit Die: d4.

Class Skills: The wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Weapon and Armor Proficiency: Wizards are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Wizards are not proficient with any type of armor nor with shields.

Table: The Wizard

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+0	+0	+2	Summon familiar, Scribe Scroll
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bonus feat
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	

<i>Level</i>	<i>Base</i>				<i>Special</i>
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	
15	+7/+2	+5	+5	+9	Bonus feat
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Bonus feat

Table: Wizard Spells Per Day

<i>Level</i>	0	1	2	3	4	5	6	7	8	9
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	4	3	2	-	-	-	-	-	-	-
5	4	3	2	1	-	-	-	-	-	-
6	4	3	3	2	-	-	-	-	-	-
7	4	4	3	2	1	-	-	-	-	-
8	4	4	3	3	2	-	-	-	-	-
9	4	4	4	3	2	1	-	-	-	-
10	4	4	4	3	3	2	-	-	-	-
11	4	4	4	4	3	2	1	-	-	-
12	4	4	4	4	3	3	2	-	-	-
13	4	4	4	4	4	3	2	1	-	-
14	4	4	4	4	4	3	3	2	-	-
15	4	4	4	4	4	4	3	2	1	-
16	4	4	4	4	4	4	3	3	2	-
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

**Spells:** A wizard casts arcane spells. She is limited to a certain number of spells of each spell level per day, according to her class level. A wizard must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare. To learn, prepare, or cast a spell, a wizard must have an Intelligence score of at least 10 + the spell's level. A wizard's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wizard spells is 10 + the spell's level + the wizard's Intelligence modifier.

**Bonus Languages:** A wizard may substitute Draconic for one of the bonus languages available to the character.

**Familiar:** A wizard can summon a familiar in exactly the same manner as a sorcerer. See the sorcerer description.

**Scribe Scroll:** A wizard has the bonus item creation feat Scribe Scroll, enabling her to create magic scrolls.

**Bonus Feats:** Every five levels, a wizard gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery.

**Spellbooks:** Wizards must study their spellbooks each day to prepare their spells. A wizard cannot prepare any spell not recorded in her spellbook (except for read magic, which all wizards can prepare from memory).



**Spell Mastery:** A wizard (and only a wizard) can take the special feat Spell Mastery. Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare these spells without referring to a spellbook.

### *School Specialization*

A school is one of eight groupings of spells, each defined by a common theme, such as illusion or necromancy. A wizard may specialize in one school of magic.

Specialization allows a wizard to cast extra spells from the chosen school, but the wizard then never learns to cast spells from one or more other schools. Spells of the school or schools that the specialist gives up are not available to her, and she can't even cast such spells from scrolls or wands.

The wizard must choose whether to specialize and how at 1st level. She may not change her specialization later.

The specialist can prepare one additional spell (of the school selected as a specialty) per spell level each day.

The specialist gains a +2 bonus to Spellcraft checks to learn the spells of her chosen school.

The eight schools of arcane magic are Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Spells that do not fall into any of these schools are called universal spells.

**Abjuration:** To become an abjurer, a wizard must select a prohibited school or schools from the following choices: (1) either Conjunction, Enchantment, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.

**Conjunction:** To become a conjurer, a wizard must select a prohibited school or schools from one of the following choices: (1) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation, or (4) any three schools.

**Divination:** To become a diviner, a wizard must select any other single school as a prohibited school.

**Enchantment:** To become an enchanter, a wizard must select a prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.

**Evocation:** To become an evoker, a wizard must select a prohibited school or schools from one of the following choices: (1) Conjunction; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation; or (4) any three schools.

**Illusion:** To become an illusionist, a wizard must select a prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Enchantment, Evocation, or Transmutation; or (2) both Divination and Necromancy.

**Necromancy:** To become a necromancer, a wizard must select any other single school as a prohibited school.

**Transmutation:** To become a transmuter, a wizard must select a prohibited school or schools from one of the following choices: (1) Conjunction; (2) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; or (4) any three schools.

**Universal:** Not a school, but a category for spells all wizards can learn. A wizard cannot select universal as a specialty school or as a school to which she does not have access.

## **MULTICLASS CHARACTERS**

The class abilities from a character's different classes add together to determine the multiclass character's total abilities. Multiclassing improves a character's versatility at the expense of focus.

**Multiclass Features Exception:** A character who acquires the barbarian class does not become illiterate.

The abilities of a multiclass character are the sum of the abilities of each of the character's classes.

**Level:** "Character level" is the total level of the character, determined by adding all class levels together. "Class level" is the level of the character in a particular class.

**Hit Dice:** The character gains Hit Dice from each class, with the resulting hit points added together.

**Base Attack Bonus:** Add the base attack bonuses for each class to get the character's base attack bonus. If the resulting value is +6 or higher, the character gets multiple attacks. Find the base attack value to see how many additional attacks the character gets and at what bonuses.

**Saving Throws:** Add the base save bonuses for each class together.

**Skills:** The character retains and can access skills from all his or her classes. For the purposes of determining the "Max Ranks" of a skill, use the character's character level rather than individual class levels. When adding a new class level, the costs for new ranks in skills are calculated using the costs for that class. Skills available to another of the character's classes which are normally not allowed by the class being added or increased are treated as cross-class skills for the purpose of determining the cost of skill ranks.

**Class Features:** The character gets all class features of all classes but must also suffer the consequences of all special restrictions of all classes.

A character with **Favored Multiclass:** Any treats their highest level class as their favored multiclass.

### *Monk*

**Base Attack Bonus:** The monk is a special case because her additional unarmed attacks are better than her base attack bonus would suggest. For a multiclass monk fighting unarmed, the character must either use the additional attacks given for her monk levels (only) or the additional attacks that are standard for her combined base attack bonus, but not both.

### *Paladin/Clerics*

In the special case of turning undead, both clerics and experienced paladins have the same ability. In the case of a multiclassed paladin/cleric, if the character's paladin class level is level 3 or higher, the effective turning level is the character's cleric level plus the paladin level minus 2.

### *Rage, Uncanny Dodge, Sneak Attack & Similar Class Features*

Some Class Features improve at higher levels. When a character gains a Class Feature from two or more classes that behaves in this manner, treat the Class Feature as though the class levels of the classes including that Class Feature of the character were combined to determine how effective the class feature is. For Sneak Attack, simply add the additional damage dice.

### *Spellcasting classes*

**Spells:** The character gains spells from all his or her classes. Keep all spell lists separate. Spell levels and spells per day are not aggregated.

## **NPC CLASSES**

The following Classes are "NPC" Classes. They are not balanced in combination with the Character Classes presented in the previous sections. "NPC" Classes are designed to provide some level of detail to non-adventuring characters in the game. These classes are not as good as the basic character classes, and should rarely, if ever, be used by player characters.

## **ADEPT**

**Alignment:** Any

Hit Die: d6.

Class Skills: The adept's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Table: The Adept

NPC Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	-	-	-	-
2nd	+1	+0	+0	+3	Summon familiar	3	1	-	-	-	-
3rd	+1	+1	+1	+3		3	2	-	-	-	-
4th	+2	+1	+1	+4		3	2	0	-	-	-
5th	+2	+1	+1	+4		3	2	1	-	-	-
6th	+3	+2	+2	+5		3	2	1	-	-	-
7th	+3	+2	+2	+5		3	3	2	-	-	-
8th	+4	+2	+2	+6		3	3	2	0	-	-
9th	+4	+3	+3	+6		3	3	2	1	-	-
10th	+5	+3	+3	+7		3	3	2	1	-	-
11th	+5	+3	+3	+7		3	3	3	2	-	-
12th	+6/+1	+4	+4	+8		3	3	3	2	0	-
13th	+6/+1	+4	+4	+8		3	3	3	2	1	-
14th	+7/+2	+4	+4	+9		3	3	3	2	1	-
15th	+7/+2	+5	+5	+9		3	3	3	3	2	-
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2

Spells: An adept casts divine spells. She is limited to a certain number of spells of each spell level per day, according to her class level. Like a cleric, an adept may prepare and cast any spell on the adept list, provided she can cast spells of that level. Like a cleric, she prepares her spells ahead of time each day. The DC for a saving throw against an adept's spell is 10 + spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

When the adept gets 0 spells of a given level, she gets only bonus spells for that spell slot. An adept without a bonus spell for that level cannot yet cast a spell of that level. Bonus spells are based on Wisdom.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Familiar: At 2nd level, an adept can call a familiar, just like a sorcerer or wizard can.

Adept Spell List

0 level	create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic.
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1st level	bles, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.
2nd level	aid, animal trance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web.
3rd level	animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.
4th level	cure critical wounds, minor creation, polymorph other, polymorph self, restoration, stonesskin, wall of fire.
5th level	break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.

## ARISTOCRAT

Alignment: Any

Hit Die: d8.

Class Skills: The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Table: The Aristocrat

NPC Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

## COMMONER

Alignment: Any

Hit Die: d4.

Class Skills: The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Int), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

Table: The Commoner

NPC Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

## EXPERT

Alignment: Any

Hit Die: d6

Class Skills: The expert can choose any ten skills to be class skills. One or two of these skills can be skills exclusive to some other class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Table: The Expert

NPC Level	Base			
	Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5

<i>NPC Level</i>	<i>Base</i>			
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

## WARRIOR

Alignment: Any

Hit Die: d8.

Class Skills: The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Table: The Warrior

<i>NPC Level</i>	<i>Base</i>			
	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

## BASIC CHARACTER RACES

### RACE AND LANGUAGES

All characters know how to speak Common.

Literacy: Your character can read and write all the languages he or she speaks.

### RACIAL TEMPLATES

#### *Dwarves*

- +2 Constitution, -2 Charisma.
- Medium size.
- Dwarven base speed is 20 feet.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 dodge bonus against giants.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven.
- Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter.

#### *Elves*

- +2 Dexterity, -2 Constitution.
- Medium size.
- Elven base speed is 30 feet.
- Immunity to magic sleep spells and effects.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with either longsword or rapier; proficient with shortbow, longbow, composite longbow, and composite shortbow.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.
- Automatic Languages: Common and Elven.
- Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

- Favored Class: Wizard.

### *Gnomes*

- +2 Constitution, -2 Strength.
- Small size.
- Gnome base speed is 20 feet.
- Low-light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against illusions.
- +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus against giants.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Alchemy checks.
- Automatic Languages: Common and Gnome.
- Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- Once per day a gnome can use "Speak with Animals" [per the spell] as a spell-like ability to speak with a burrowing mammal (a badger, fox, rabbit, etc.). This ability is innate to gnomes. It has a duration of 1 minute (the gnome is considered a 1st-level caster when he uses this ability, regardless of his actual level).
- Gnomes with Intelligence scores of 10 or higher may cast the 0-level spells (cantrips) dancing lights, ghost sound, and prestidigitation, each once per day. These are arcane spells. Treat the gnome as a 1st-level caster for all spell effects dependent on level (range for all three spells and duration for ghost sound).
- Favored Class: Illusionist, which is a wizard who specializes in casting illusion spells.

### *Half-Elves*

- Medium size.
- Half-elven base speed is 30 feet.
- Immunity to sleep spells and similar magical effects.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Half-elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- Elven Blood: For all special abilities and effects, a half-elf is considered an elf.
- Automatic Languages: Common and Elven.
- Bonus Languages: Any.
- Favored Class: Any.

### *Half-Orcs*

- +2 Strength, -2 Intelligence, -2 Charisma
- Medium size.
- Half-orc base speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all special abilities and effects, a half-orc is considered an orc.
- Automatic Languages: Common and Orc.



- Bonus Languages: Draconic, Giant, Gnome, Goblin, and Abyssal.
- Favored Class: Barbarian.

*Halflings*

- +2 Dexterity, -2 Strength.
- Small size.
- Halfling base speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear.
- +1 racial attack bonus with a thrown weapon.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Halfling.
- Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Rogue.

*Humans*

- Medium size
- Human base speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common.
- Bonus Languages: Any.
- Favored Class: Any.

**AGE**

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM.

Table: Aging Effects

<i>Race</i>	<i>Middle Age*</i>	<i>Old**</i>	<i>Venerable***</i>	<i>Maximum Age</i>
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Human	35 years	53 years	70 years	+2d20 years

\*-1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

\*\* -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

\*\*\* -3 to Str, Con, and Dex, +1 to Int, Wis, and Cha.

Aging effects are cumulative.

**HEIGHT AND WEIGHT**

Table: Random Height and Weight

<i>Race</i>	<i>Base Height</i>	<i>Height Modifier</i>	<i>Base Weight</i>	<i>Weight Modifier</i>
Dwarf, man	3' 9"	+2d4	130 lb.	X (2d6) lb.
Dwarf, woman	3' 7"	+2d4	100 lb.	X (2d6) lb.

<i>Race</i>	<i>Base Height</i>	<i>Height Modifier</i>	<i>Base Weight</i>	<i>Weight Modifier</i>
Elf, man	4' 5"	+2d6	85 lb.	X (1d6) lb.
Elf, woman	4' 5"	+2d6	80 lb.	X (1d6) lb.
Gnome, man	3'	+2d4	40 lb.	X 1 lb.
Gnome, woman	2' 10"	+2d4	35 lb.	X 1 lb.
Half-elf, man	4' 7"	+2d8	100 lb.	X (2d4) lb.
Half-elf, woman	4' 5"	+2d8	80 lb.	X (2d4) lb.
Half-orc, man	4' 10"	+2d10	130 lb.	X (2d4) lb.
Half-orc, woman	4' 4"	+2d10	90 lb.	X (2d4) lb.
Halfling, man	2' 8"	+2d4	30 lb.	X 1 lb.
Halfling, woman	2' 6"	+2d4	25 lb.	X 1 lb.
Human, man	4' 10"	+2d10	120 lb.	X (2d4) lb.
Human, woman	4' 5"	+2d10	85 lb.	X (2d4) lb.

## NPCS, FAMILIARS, MOUNTS & COMPANIONS

### *Blackguard's Fiendish Servant*

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. This creature may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse). The blackguard's servant further gains HD and special abilities based on the blackguard's character level.

The blackguard may have only one fiendish servant at a time. Should the blackguard's servant die, he may call for another one after one year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

Table: Fiendish Servants

<i>Blackguard Character Level</i>	<i>Bonus HD</i>	<i>Natural Armor</i>	<i>Str Adj.</i>	<i>Int</i>	<i>Special</i>
12 or less	+2 HD	+1	+1	6	Improved evasion, share spells, empathic link, share saving throws
13-15	+4 HD	+3	+2	7	Speak with blackguard
16-18	+6 HD	+5	+3	8	Blood bond
19-20	+8 HD	+7	+4	9	Spell resistance

**Blackguard Character Level:** The character level of the blackguard (his blackguard level plus his original class level).

**Bonus Hit Dice:** These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

**Natural Armor:** This is a bonus to the servant's natural armor rating.

**Str Adj.:** Add this figure to the servant's Strength score.

**Int:** The servant's Intelligence score. (The fiendish servant is smarter than normal animals of its kind.)

**Improved Evasion:** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

**Share Spells:** At the blackguard's option, he may have any spell he casts on himself also affect his servant. The servant must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. The blackguard and the servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

**Empathic Link:** The blackguard has an empathic link with the servant out to a distance of up to one mile. The blackguard cannot see through the servant's eyes, but they can communicate telepathically. Even intelligent servants see the world differently from humans, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

**Share Saving Throws:** The servant uses its own base save or the blackguard's, whichever is higher.

**Speak with Blackguard:** The blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Blood Bond:** The servant gains a +2 bonus to all attacks, checks, and saves if it witnesses the blackguard threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

**Spell Resistance:** The servant's spell resistance equals the blackguard's level + 5. To affect the servant with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the servant's spell resistance.

### Paladin's Mount

The paladin's mount is different from a standard animal of its type in many ways. The standard mount for a Medium-size paladin is a warhorse, and the standard mount for a Small paladin is a warpony. A paladin's mount is a magical beast, not an animal. It is superior to a normal mount of its kind and has special powers, as shown below.

Table: Paladin's Mount

Paladin Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
5-7	+2	4	+1	6	Improved evasion, share spells, empathic link, share saving throws
8-10	+4	6	+2	7	
11-14	+6	8	+3	8	Command creatures of its kind
15-20	+8	10	+4	9	Spell resistance

**Paladin Level:** The level of the paladin. If the mount suffers a level drain, treat it as a mount of a lower-level paladin.

**Bonus HD:** These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses.

**Natural Armor:** The number listed here is an improvement to the mount's AC. It represents the preternatural toughness of a paladin's mount.

**Str Adj.:** Add this figure to the mount's Strength score.

**Int:** The mount's Intelligence score.

**Improved Evasion:** If the mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the paladin's option, the paladin may have any spell cast on him or herself also affect her mount. The mount must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if the mount returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on the mount (as a touch range spell) instead of on herself. The paladin and the mount can share spells even if the spells normally do not affect creatures of the mount's type.

**Empathic Link:** The paladin has an empathic link with the mount out to a distance of up to one mile. The paladin cannot see through the mount's eyes, but they can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between the mount and the paladin, the paladin has the same connection to an item or place that the mount does, just as a master and his familiar.

**Share Saving Throws:** The mount uses its own base save or the paladin's, whichever is higher.

**Command:** The mount's command ability is a spell-like ability that it can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The mount can use this ability once per day per two levels of its

paladin, and the ability functions just like the spell command (for purposes of this spell, the mount can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the mount must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the mount's daily uses.

Spell Resistance: The mount's spell resistance equals the paladin's level + 5.

### *Druid & Ranger Animal Companions*

Druids and rangers can use the animal friendship spell to gain animal companions. Use these rules of thumb when characters have animal companions.

While the spell allows a character to have animals whose Hit Dice total double the character's caster level, that maximum assumes optimal conditions. The typical adventurer should be able to maintain animal companions whose Hit Dice total half the maximum caster level. If the character spends most of her time in the animals' home territory and treats them well, she can approach and even achieve her maximum Hit Dice. If she spends most of her time at sea, in cities, or otherwise in places that the animals don't like, her animals desert, and she will not be able to retain even half her maximum. Remember, these creatures are loyal friends but not pets or servants. They won't remain loyal if being the character's friend becomes too onerous.

The animal is still an animal. It's not a magical beast, as a familiar or a paladin's mount is. While it may have learned some tricks, it's still no more intelligent than any other animal of its kind, and it retains all its bestial instincts. Unlike intelligent followers or cohorts, animals can't follow complex instructions, such as "Attack the groll with the wand." A character can give a simple verbal command, such as "Attack" or "Come," as a free action, provided such a command is among the tricks the animal has learned. A more complex instruction, such as telling an animal to attack and pointing out a specific target, is a standard action. Animals are ill-equipped to handle unusual situations, such as combats with invisible opponents, and they typically hesitate to attack weird and unnatural creatures, such as beholders and oozes.

Left to its own judgment, an animal follows a character and attacks creatures that attack her (or that attack the animal itself). To do more than that, it needs to learn tricks. An animal with an Intelligence of 2 can learn six tricks. Possible tricks include:

"Attack": The animal attacks apparent enemies. The character may point to a particular creature to direct the animal to attack that creature. Normally, an animal will not attack unnatural creatures (though it will defend people, guard places, and protect characters against them). Teaching an animal to be willing to attack unnatural creatures counts as two tricks.

"Come": The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

"Defend": The animal defends the character (or is ready to defend the character if no threat is present).

"Down": The animal breaks off from combat or otherwise backs down.

"Fetch": The animal goes and gets something. The character must point out a specific object or the animal fetches some random object.

"Guard": The animal stays in place and prevents others from approaching.

"Heel": The animal follows the character closely, even to places where it normally wouldn't go.

"Perform": The animal does a variety of simple tricks like sitting up, rolling over, roaring, and so on.

"Protect": The animal follows a specific other character and protects him from danger (like "Defend," but for another character).

"Seek": The animal moves into an area and looks around for anything unusual.

"Stay": The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

"Track": The animal tracks the scent presented to it.

### *Sorcerer & Wizard Familiars*

**Familiar:** A sorcerer or a wizard can call a familiar. Doing so takes a day and uses up magical materials that cost 100 gp. A familiar is a magical, unusually tough, and intelligent version of a small animal. It is a magical beast, not an animal. The creature serves as a companion and servant.

Even if the character is multiclassed with two or more classes that allow a familiar, only one familiar is permitted. For these kinds of multiclassed characters all the class levels in classes allowing a familiar are combined for determining the familiar's abilities.

The master chooses the type of familiar he gets. As the master increases in level, the familiar also increases in power. In the special case of a character with both sorcerer and wizard levels, the character can add those levels together to determine the power level of the familiar.

If the familiar dies, or the master chooses to dismiss it, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happy event occurs.

These special abilities only apply when the master and familiar are within one mile of each other.

Table: Familiars

<i>Familiar</i>	<i>Special</i>
Bat	-
Cat	Master gains a +2 bonus to Move Silently checks
Hawk	-
Owl	Has low-light vision; master gains a +2 bonus on Move Silently checks
Rat	Master gains a +2 bonus to Fortitude saves
Raven	Speaks one language
Snake (Tiny)	Poisonous bite
Toad	Master gains +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves

**Familiar Basics:** Use the basic statistics for a creature of its type, but make these changes:

**Hit Dice:** Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:** Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:** The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for an animal of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

Table: Familiar Special Abilities

<i>Master Class Level</i>	<i>Natural Armor</i>	<i>Int</i>	<i>Special</i>
1-2	+1	6	Alertness, improved evasion, share spells, empathic link
3-4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	
11-12	+6	11	Spell resistance
13-14	+7	12	Scry on familiar
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

**Natural Armor:** This number improves the familiar's AC.

**Intelligence:** The familiar's Intelligence score.

**Alertness:** The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the master's option, he may have any spell he or she casts on themselves also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

**Touch:** If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Speak with Animals of Its Type:** The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Spell Resistance:** If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5.

**Scry:** If the master is 13th level or higher, the master may scry on the familiar (as if casting the spell scrying) once per day. This is a spell-like ability that requires no material components or focus.

## FEATS

### ITEM CREATION FEATS

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

**XP Cost:** Power and energy that the spellcaster would normally have is expended when making a magic item. The XP cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

**Raw Materials Cost:** Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

**Time:** The time to create a magic item depends on the feat and the cost of the item. The minimum time is 1 day.

**Item Cost:** Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects and whose power depends on their caster level. A spell from one of these items has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level and then multiply the result by a constant:

Scrolls: Base price = spell level X caster level X 25 gp. Potions: Base price = spell level X caster level X 50 gp.  
Wands: Base price = spell level X caster level X 750 gp.

**Extra Costs:** Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP as noted in their descriptions.

### METAMAGIC FEATS

Some spellcasters choose spells as they cast them. They can choose when they cast their spells whether to use metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a spellcaster that chooses spells as they cast them. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

**Spontaneous Casting and Metamagic Feats:** Clerics spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting a 1-action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

**Effects of Metamagic Feats on a Spell:** In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

**Multiple Metamagic Feats on a Spell:** A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.



**Magic Items and Metamagic Spells:** With the right item creation feat, a character can store a metamagic spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher, metamagic level. A character doesn't need the metamagic feat to activate an item storing a metamagic spell.

**Counterspelling Metamagic Spells:** Whether a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

## **FEAT DESCRIPTOR BLOCKS**

Here is the format for feat descriptions.

Feat Name [Type of feat]

**Prerequisites:** Some feats have prerequisites. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if the character has lost a prerequisite.

Description of what the feat does or represents in plain language.

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

**Benefit:** What the feat enables the character to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

**Special:** Additional facts about the feat.

## **FEAT DESCRIPTIONS**

*Alertness [General]*

**Benefit:** The character gets a +2 bonus on all Listen checks and Spot checks.

**Special:** The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

*Ambidexterity [General]*

**Prerequisite:** Dex 15+.

**Benefit:** The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

**Normal:** Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

**Special:** This feat helps offset the penalty for fighting with two weapons.

*Armor Proficiency (heavy) [General]*

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (medium).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

*Armor Proficiency (light) [General]*

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

*Armor Proficiency (medium) [General]*

Prerequisite: Armor Proficiency (light)

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

*Blind-Fight [General]*

Benefit: In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character actually hit.

An invisible attacker gets no bonus to hit the character in melee. That is, the character doesn't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

The character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

*Brew Potion [Item Creation]*

Prerequisite: Spellcaster level 3rd+.

Benefit: The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, the character must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when creating the potion.

*Cleave [General]*

Prerequisites: Str 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

*Combat Casting [General]*

Benefit: The character gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

### *Combat Reflexes [General]*

**Benefit:** When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity modifier. The character still may only make one attack of opportunity per enemy.

The character may also make attacks of opportunity while flat-footed.

**Special:** A rogue with the Combat Reflexes feat still can only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

### *Craft Magic Arms and Armor [Item Creation]*

**Prerequisite:** Spellcaster level 5th+.

**Benefit:** The character can create any magic weapon, armor, or shield whose prerequisites the character meets. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, the character must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

The character can also mend a broken magic weapon, suit of armor, or shield if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

### *Craft Rod [Item Creation]*

**Prerequisite:** Spellcaster level 9th+.

**Benefit:** The character can create any rod whose prerequisites the character meets. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

Some rods incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

### *Craft Staff [Item Creation]*

**Prerequisite:** Spellcaster level 12th+.

**Benefit:** The character can create any staff whose prerequisites the character meets. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

### *Craft Wand [Item Creation]*

**Prerequisite:** Spellcaster level 5th+.

**Benefit:** The character can create a wand of any spell of 4th level or lower that the character knows. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, the character must expend fifty copies of the material component or pay fifty times the XP cost.

*Craft Wondrous Item [Item Creation]*

Prerequisite: Spellcaster level 3rd+.

Benefit: The character can create any miscellaneous magic item whose prerequisites the character meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

The character can also mend a broken miscellaneous magic item if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. The character must pay such a cost to create an item or to mend a broken one.

*Deflect Arrows [General]*

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

*Dodge [General]*

Prerequisite: Dex 13+.

Benefit: During the character's action, the character designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action.

Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

*Empower Spell [Metamagic]*

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

*Endurance [General]*

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

*Enlarge Spell [Metamagic]*

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or

effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

*Extend Spell [Metamagic]*

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

*Extra Turning [Special]*

Prerequisite: Ability to Turn Undead

Benefit: Allows a character to turn undead four more times per day than normal.

Special: A character can take this feat multiple times, gaining four extra daily turning attempts each time.

*Exotic Weapon Proficiency [General]*

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time The character takes the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

*Expertise [General]*

Prerequisite: Int 13+.

Benefit: When the character uses the attack action or full attack action in melee, the character can take a penalty of as much as -5 on the character's attack and add the same number (up to +5) to the character's Armor Class. This number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to the character's Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

*Far Shot [General]*

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

*Flyby Attack [General]*

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

*Forge Ring [Item Creation]*

Prerequisite: Spellcaster level 12th+.

Benefit: The character can create any ring whose prerequisites the character meets. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

The character can also mend a broken ring if it is a ring that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions.

*Great Cleave [General]*

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

*Great Fortitude [General]*

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

*Heighten Spell [Metamagic]*

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

*Improved Bull Rush [General]*

Prerequisites: Str 13+, Power Attack.

Benefit: When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

*Improved Critical [General]*

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Note: "Keen" magic weapons also double their normal, nonmagical threat range. As with all doubled doublings, the result is triple.

*Improved Disarm [General]*

Prerequisites: Int 13+, Expertise.

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

*Improved Initiative [General]*

Benefit: The character gets a +4 bonus on initiative checks.

*Improved Trip [General]*

Prerequisites: Int 13+, Expertise.

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

*Improved Two-Weapon Fighting [General]*

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

**Benefit:** In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a second attack with the off-hand weapon, albeit at a -5 penalty.

**Normal:** Without this feat, the character can only get a single extra attack with an off-hand weapon.

**Special:** A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

*Improved Unarmed Strike [General]*

**Benefit:** The character is considered to be armed even when unarmed—that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character.

**Special:** A monk fighting unarmed automatically gains the benefit of this feat.

*Iron Will [General]*

**Benefit:** The character gets a +2 bonus to all Will saving throws.

*Leadership [General]*

**Prerequisites:** The character must be at least 6th level.

**Benefits:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See Table: Leadership for what sort of cohort and how many followers the character can recruit.

Table: Leadership

<i>Leadership Score</i>	<i>Cohort Level</i>	<i>Number of Followers by Level</i>					
		<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>5th</i>	<i>6th</i>
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

**Leadership Score:** A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

**Cohort Level:** The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level.

Table: Leadership Modifiers  
General Leadership Modifiers

<i>The Leader Has a Reputation of</i>	<i>Leadership Modifier</i>
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Cohort-Only Leadership Modifiers

<i>The Leader</i>	<i>Leadership Modifier</i>
Has a familiar/paladin's warhorse/ animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

\*Cumulative per cohort killed.

Follower-Only Leadership Modifiers

<i>The Leader</i>	<i>Leadership Modifier</i>
Has a stronghold, base of operations, guildhouse, and so on	+2
Moves around a lot	-1
Caused the death of other followers	-1

**Special Cohorts:** With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

**Followers:** A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

**Replacing Cohorts and Followers:** If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

#### *Lightning Reflexes [General]*

**Benefit:** The character gets a +2 bonus to all Reflex saving throws.

#### *Martial Weapon Proficiency [General]*

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.



A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

#### *Maximize Spell [Metamagic]*

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

#### *Mobility [General]*

Prerequisites: Dex 13+, Dodge.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

#### *Mounted Archery [General]*

Prerequisite: Ride skill, Mounted Combat.

Benefit: The penalty the character suffers when using a ranged weapon from horseback is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

#### *Mounted Combat [General]*

Prerequisite: Ride skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

#### *Multiattack [General]*

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

#### *Multidexterity [General]*

Prerequisite: Dex 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

#### *Multiveapon Fighting [General]*

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

**Normal:** A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See *Attacking with Two Weapons*, page 124 in the *Player's Handbook*.

**Special:** This feat replaces the *Two-Weapon Fighting* feat for creatures with more than two arms. The *Multidexterity* feat further reduces penalties for off-hand attacks.

*Point Blank Shot [General]*

**Benefit:** The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

*Power Attack [General]*

**Prerequisite:** Str 13+.

**Benefit:** On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

*Precise Shot [General]*

**Prerequisite:** Point Blank Shot.

**Benefit:** The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

*Quick Draw [General]*

**Prerequisite:** Base attack bonus +1 or higher.

**Benefit:** The character can draw a weapon as a free action instead of as a move-equivalent action.

*Quicken Spell [Metamagic]*

**Benefit:** Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

*Rapid Shot [General]*

**Prerequisites:** Point Blank Shot, Dex 13+.

**Benefit:** The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

*Ride-By Attack [General]*

**Prerequisites:** Ride skill, Mounted Combat.

**Benefit:** When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

*Run [General]*

**Benefit:** When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

*Scribe Scroll [Item Creation]*

Prerequisite: Spellcaster level 1st+.

Benefit: The character can create a scroll of any spell that the character knows. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when scribing the scroll.

*Shield Proficiency [General]*

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

*Shot on the Run [General]*

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

*Silent Spell [Metamagic]*

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

*Simple Weapon Proficiency [General]*

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

*Skill Focus [General]*

Benefit: The character gets a +2 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

*Spell Penetration [General]*

Benefit: The character gets a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

*Spell Focus [General]*

Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new school of magic.

*Spell Mastery [Special]*

Prerequisite: Spell Mastery is available only to wizards.

**Benefit:** Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare those spells without referring to a spellbook.

*Spirited Charge* [General]

**Prerequisites:** Ride skill, Mounted Combat, Ride-By Attack.

**Benefit:** When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

*Spring Attack* [General]

**Prerequisites:** Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

**Benefit:** When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armor.

*Still Spell* [Metamagic]

**Benefit:** A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

*Stunning Fist* [General]

**Prerequisites:** Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher.

**Benefit:** Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

*Sunder* [General]

**Prerequisites:** Str 13+, Power Attack.

**Benefit:** When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

*Toughness* [General]

**Benefit:** The character gains +3 hit points.

**Special:** A character may gain this feat multiple times.

*Track* [General]

**Benefit:** To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

<i>Surface</i>	<i>DC</i>
Very soft	5
Soft	10

<i>Surface</i>	<i>DC</i>
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

<i>Condition</i>	<i>DC Modifier</i>
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

\*For a group of mixed sizes, apply only the modifier for the largest size category.

\*\*Apply only the largest modifier from this category.

If the character fails a Wilderness Lore check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

### *Trample [General]*

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

### *Two-Weapon Fighting [General]*

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

### *Weapon Finesse [General]*

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Choose one light weapon. Alternatively, the character can choose a rapier, provided the character can use it in one hand, or a spiked chain, provided the character is at least Medium-size.

Benefit: With the selected weapon, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls. Since the character needs the second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

### *Weapon Focus [General]*

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

The character can choose "unarmed strike" or "grapple" for the character's weapon for purposes of this feat. The character can choose "ray," in which case the character is especially good with rays.

Benefit: The character adds +1 to all attack rolls the character makes using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

### *Weapon Specialization [Special]*

Choose one type of weapon. The character is especially good at inflicting damage with this weapon.

Benefit: The character adds +2 to all damage inflicted with the weapon the character has specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

### *Whirlwind Attack [General]*

Prerequisites: Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.

## SKILLS

### SKILL POINTS

Characters have a number of skill points based on their race and their class levels.

Depending on a characters' race and class, some skills are "class skills" and some skills are "cross-class skills" Cross-class skills require 2 skill points per rank, class skills require 1 skill point per rank.

The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks a character can have in a cross-class skill is half that number.

Starting skill points for the basic character classes are:

Table: Starting Skill Points

<i>Character Class</i>	<i>1st level Skill Points</i>	<i>Higher-level Skill Points</i>
Adept	(2 + Int Modifier) x 4	2 + Int Modifier
Aristocrat	(4 + Int Modifier) x 4	4 + Int Modifier
Arcane Archer	N/A	4 + Int Modifier
Assassin	N/A	4 + Int Modifier
Barbarian	(4 + Int Modifier) x 4	4 + Int Modifier
Bard	(4 + Int Modifier) x 4	4 + Int Modifier
Blackguard	N/A	2 + Int Modifier
Cleric	(2 + Int Modifier) x 4	2 + Int Modifier
Commoner	(2 + Int Modifier) x 4	2 + Int Modifier
Druid	(4 + Int Modifier) x 4	4 + Int Modifier
Dwarven Defender	N/A	2 + Int Modifier
Expert	(6 + Int Modifier) x 4	6 + Int Modifier
Fighter	(2 + Int Modifier) x 4	2 + Int Modifier
Loremaster	N/A	4 + Int Modifier
Monk	(4 + Int Modifier) x 4	4 + Int Modifier
Paladin	(2 + Int Modifier) x 4	2 + Int Modifier
Ranger	(4 + Int Modifier) x 4	4 + Int Modifier
Rogue	(8 + Int Modifier) x 4	8 + Int Modifier
Shadowdancer	N/A	6 + Int Modifier
Sorcerer	(2 + Int Modifier) x 4	2 + Int Modifier
Warrior	(2 + Int Modifier) x 4	2 + Int Modifier
Wizard	(2 + Int Modifier) x 4	2 + Int Modifier

### USING SKILLS

When the character uses a skill, the character makes a skill check to see how well the character does. The higher the result on the character's skill check, the better the character does. Based on the circumstances, the character's result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number the character needs to roll.

#### *Skill Checks*

To make a skill check, roll 1d20 and add the character's skill modifier for that skill. The skill modifier incorporates the character's rank with that skill, the character's ability modifier for that skill's key ability, and any other miscellaneous modifiers the character has, including racial bonuses and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

### *VS. A Difficulty Class*

Some checks are made against a Difficulty Class (DC). The DC is a number that the character must score as a result on the character's skill check to succeed.

### *VS. Opposed Checks*

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest.

For ties on opposed checks, the character with the higher key ability score wins.

If these scores are the same, flip a coin.

### *Retries*

In general, the character can try a skill check again if the character fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, the character can take 20 and assume that the character goes at it long enough to succeed eventually.

### *Untrained Skill Checks*

Generally, if the character attempts to use a skill the character doesn't possess, the character makes a skill check as normal. The character's skill modifier doesn't have the character's skill rank added in because the character doesn't have any ranks in the skill. The character does get other modifiers added into the skill modifier, though, such as the ability modifier for the skill's key ability.

Many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

### *Favorable and Unfavorable Conditions*

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

### *Time and Skill Checks*

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.



### *Practically Impossible Tasks*

In general, to do something that's practically impossible requires that the character have at least rank 10 in the skill and entails a penalty of -20 on the character's roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck.

The DM decides what is actually impossible and what is merely practically impossible.

### *Extraordinary Success*

If the character has at least rank 10 in a skill and beats the DC by 20 or more on a normal skill check, the character has completed the task impossibly well.

### *Checks without Rolls*

**Taking 10:** When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

**Taking 20:** When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can take 20.

Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20.

Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take.

### *Combining Skill Checks*

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

**Individual Events:** Often, several characters attempt some action and each succeeds or fails on her own.

**Helping the Leader:** Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (the character can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The DM limits cooperation as she sees fit for the given conditions.

**Skill Synergy:** It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

### *Ability Checks*

Sometimes the character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The DM assigns a Difficulty Class.

## **SKILL DESCRIPTIONS**

This section describes each skill, including common uses and typical modifiers.

### *Skill Description Format*

Skill Name ([KEY ABILITY]; TRAINED ONLY; ARMOR CHECK PENALTY; [CLASS NAME] ONLY)

The skill name line includes the following information:

**Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has "None" listed as its key ability because the use of this skill does not require a check.

**Trained Only:** If "Trained Only" is included in the skill name line, the character must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

**Armor Check Penalty:** Apply any armor check penalty to skill checks for this skill.

**[Class Name] Only:** The skill is exclusive to a certain class or classes. No character not of these classes can take the skill. If omitted, the skill is not exclusive.

The skill name line is followed by a general description of what using the skill represents. After the description are three other types of information:

- **Check:** What the character can do with a successful skill check, how much time it takes to make a check, and the check's DC.
- **Retry:** Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.
- **Special:** Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

## THE SKILLS

### *Alchemy (INT; TRAINED ONLY)*

**Check:** The character can make alchemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The DM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

<i>Task</i>	<i>DC</i>	<i>Notes</i>
Identify substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion	25	Costs 1 gp per attempt (or 20 gp to take 20)
Make acid	15	See Craft skill
Identify poison	20	
Make alchemist's fire, smokestick, or tindertwig	20	See Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See Craft skill

**Retry:** Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

**Special:** The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

*Animal Empathy (CHA; TRAINED ONLY; DRUID, RANGER ONLY)*

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

This skill works on animals. The character can use it with a -4 penalty on beasts and magical beasts.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

*Appraise (INT)*

Check: The character can appraise common or well-known objects within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The DM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. (For a common or well-known item, the character's chance of estimating the value within 10% is fairly high even if the character fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The DM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

*Balance (DEX; ARMOR CHECK PENALTY)*

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

<i>Surface</i>	<i>DC</i>
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*\*Cumulative; if both apply, use both.*

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

**Accelerated Movement:** The character can try to walk a precarious surface more quickly than normal. If the character accepts a -5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

**Special:** If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

### *Bluff (CHA)*

**Check:** A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the DM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

**Feinting in Combat:** The character can also use Bluff to mislead an opponent in combat so that he can't dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This attack must be made on or before your next turn. Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; the character suffers a -4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; the character suffers a -8 penalty. Against a nonintelligent creature, it's impossible.

**Creating a Diversion to Hide:** The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

**Retry:** Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

**Special:** Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Pick Pocket checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

### *Climb (STR; ARMOR CHECK PENALTY)*

**Check:** With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half the character's speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character's speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks.

The DC of the check depends on the conditions of the climb.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
-	A perfectly smooth, flat, vertical surface cannot be climbed.
-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

\*These modifiers are cumulative; use any that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack the character as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and sustains the appropriate falling damage.

**Accelerated Climbing:** The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but the character suffers a -5 penalty on Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the -5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

**Making the character's Own Handholds and Footholds:** The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

**Catching the One's Self When Falling:** It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch the one's self on (DC = slope's DC + 10).

**Special:** A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

### *Concentration (CON)*

**Check:** The character can use this skill to maintain concentration in the face of other distractions.

The table below summarizes various types of distractions that cause the character to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast.

<i>DC</i>	<i>Distraction</i>
10 + damage dealt + spell level	Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action).
10 + half of continuous damage + spell level	Suffering automatic continuous damage
10 + damage dealt + spell level	Damaged by spell.
Distracting spell's save DC + spell level	Distracted by nondamaging spell. (If the spell allows no save, use the save DC it would have if it did allow a save.)
20 + spell level	Grappling or pinned. (Can only cast spells without somatic components and whose material component is in hand.)
10 + spell level	Vigorous motion (on a moving mount, bouncy wagon ride, small boat ship).in rough water, belowdecks in a storm-tossed
15 + spell level	Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship).
20 + spell level	Affected by earthquake spell.
5 + spell level	Weather is a high wind carrying blinding rain or sleet.
10 + spell level	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC + spell level	Weather caused by spell, such as storm of vengeance (same as distracted by nondamaging spell).
15 + spell level	Casting defensively (so as not to provoke attacks of opportunity).
15	Caster entangled.

Special: A character with the Combat Casting feat gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

### *Craft (INT)*

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (trapmaking). The character's ranks in that skill don't affect any checks the character happens to make for pottery or leatherworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

Check: The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.

2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

**Progress by the Day:** The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

**Creating Masterwork Items:** The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical).

To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item.

The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

**Repairing Items:** Generally, the character can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

<i>Item</i>	<i>Craft</i>	<i>DC</i>
Armor, shield	Armorsmith	10 + AC bonus
Longbow, shortbow	Bowmaking	12
Composite longbow, Composite shortbow	Bowmaking	15
Mighty bow	Bowmaking	15 +2/Str bonus
Crossbow	Weaponsmith	15
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20

In some cases, the "fabricate" spell can be used to achieve the results of a Craft check without the character's needing to make the check. However, the character must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

A Craft check related to woodworking in conjunction with the casting of the "ironwood" spell enables the character to make wooden items that have the strength of steel.

When casting the spell "minor creation", the character must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

**Retry:** Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

*Decipher Script (INT; TRAINED ONLY; BARDS & ROGUES ONLY)*

Check: The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the DM makes a Wisdom check (DC 5) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The DM secretly makes both the skill check and (if necessary) the Wisdom check so the character can't tell whether the conclusion the character draws is true or false.

Retry: No.

Special: If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls.

*Diplomacy (CHA)*

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks.

If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

*Disable Device (INT; TRAINED ONLY)*

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves' tools carries a -2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

Check: The DM makes the Disable Device check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The DM rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

<i>Device</i>	<i>Time</i>	<i>DC*</i>	<i>Example</i>
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel



<i>Device</i>	<i>Time</i>	<i>DC*</i>	<i>Example</i>
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

*\*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.*

Retry: Yes, though the character must be aware that the character has failed in order to try again.

A rogue who beats a trap's DC by 10 or more can generally study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

Special: Rogues (and only rogues) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the magic used to create it.

### *Disguise (CHA)*

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make the character seem like a traveler even if the character is a local.

Check: The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the DM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

<i>Disguise</i>	<i>Modifier</i>
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

*\*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).*

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

<i>Familiarity</i>	<i>Bonus</i>
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a mer-

chant at a bazaar, the DM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

*Escape Artist (DEX; ARMOR CHECK PENALTY)*

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net or entangle spell is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

<i>Restraint</i>	<i>DC</i>
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grapppler	Grapppler's grapple check
Animate rope spell, command plants spell, control plants spell, or entangle spell	20
Snare spell	23

Ropes: The character's Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.

Manacles and Masterwork Manacles: Manacles have a DC set by their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

Grapppler: The character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so if the character escapes the grapple the character can move in the same round. See "Wriggle Free" under Other Grappling Options.

Spell: Escaping from an animate rope, command plants, control plants, or entangle spell is a full-round action.

Retry: The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

*Forgery (INT)*

Check: Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the

handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The DM makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the table below.

<i>Condition</i>	<i>Reader's Check Modifier</i>
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.) Barbarians can't learn the Forgery skill unless they have learned to read and write.

#### *Gather Information (CHA)*

Check: By succeeding at a skill check (DC 10), given an evening with a few gold pieces to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

#### *Handle Animal (CHA; TRAINED ONLY)*

Check: The time required to get an effect and the DC depend on what the character is trying to do.

<i>Task</i>	<i>Time</i>	<i>DC</i>
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15

<i>Task</i>	<i>Time</i>	<i>DC</i>
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Rear a beast	1 year	20 + HD of beast
Train a wild animal	2 months	20 + HD of animal
Train a beast	2 months	25 + HD of beast

**Time:** For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

**Handle a Domestic Animal:** This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

**"Push" a Domestic Animal:** To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

**Teach an Animal Tasks:** This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

**Teach an Animal Unusual Tasks:** This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

**Rear a Wild Animal or a Beast:** To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

**Train a Wild Animal and Train a Beast** mean train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

**Retry:** For handling and pushing domestic animals, yes. For training and rearing, no.

**Special:** A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character must have 9 or more ranks of Animal Empathy to get the same +2 synergy bonus on Handle Animal checks with beasts.

A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks.

An untrained character can use a Charisma check to handle and push animals.

### *Heal (WIS)*

**Check:** The DC and effect depend on the task the character attempts.

<i>Task</i>	<i>DC</i>
First aid	15
Long-term care	15
Treat caltrop wound	15

<i>Task</i>	<i>DC</i>
Treat poison	Poison's DC
Treat disease	Disease's DC

**First Aid:** First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), the healing character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

**Long-term Care:** Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to him or herself.

A healer's kit gives a +2 circumstance bonus to Heal checks.

**Treat Wound that Reduces Base Speed:** A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

**Treat Poison:** To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Heal check. The poisoned character uses the character's result in place of her saving throw if the character's Heal result is higher.

**Treat Disease:** To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Heal check. The diseased character uses the character's result in place of his or her saving throw if the character's Heal result is higher.

A creature wounded by a spike growth or spike stones spell must succeed at a Reflex save or take injuries that slow his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding at a Heal check against the spell's save DC.

**Special:** If the character has 5 or more ranks in Profession (herbalist), the character gets a +2 synergy bonus on Heal checks.

#### *Hide (DEX; ARMOR CHECK PENALTY)*

**Check:** The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide. While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

**Creating a Diversion to Hide:** The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

*Innuendo (WIS; TRAINED ONLY)*

**Check:** The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The DM makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

**Retry:** Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

**Special:** If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

*Intimidate (CHA)*

**Check:** The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

**Retry:** Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

*Intuit Direction (WIS; TRAINED ONLY)*

**Check:** By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north.

The DM makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

**Retry:** The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day

**Special:** Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

*Jump (STR; ARMOR CHECK PENALTY)*

**Check:** The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

<i>Type of Jump</i>	<i>Minimum Distance</i>	<i>Additional Distance</i>	<i>Maximum Distance</i>
Running jump*	5 ft.	+1 ft./1 point above 10	Height X 6
Standing jump	3 ft.	+1 ft./2 points above 10	Height X 2
Running high jump*	2 ft.	+1 ft./4 points above 10	Height X 1 1/2
Standing high jump	2 ft.	+1 ft./8 points above 10	Height
Jump back	1 ft.	+1 ft./8 points above 10	Height

\*The character must move 20 feet before jumping. A character can't take a running jump in heavy armor.

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed (because the character is a barbarian or an experienced monk, for instance), increase the distance jumped proportionally.

Distance moved by jumping is counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if the character just fell. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 10 feet less than the character actually did.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

#### *Knowledge (INT; TRAINED ONLY)*

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

#### *Listen (WIS)*

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The DM may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

<i>DC</i>	<i>Sound</i>
0	People talking
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently within 10 ft. of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

**Retry:** The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

**Special:** When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the listeners' skill checks.

*Move Silently (DEX; ARMOR CHECK PENALTY)*

**Check:** The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

*Open Lock (DEX; TRAINED ONLY)*

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of thieves' tools carries a -2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

**Check:** Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

<i>Lock</i>	<i>DC</i>
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

*Perform (CHA)*

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. The character is capable of one form of performance per rank.

**Check:** The character can impress audiences with talent and skill.

<i>DC</i>	<i>Performance</i>
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, the character can earn 1d10 sp/day.
20	Great performance. In a prosperous city, the character can earn 3d10 sp/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 1d6 gp/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 3d6 gp/day. With time, the character may draw attention from distant potential patrons or even from extraplanar beings.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument.

**Retry:** Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions).



*Pick Pocket (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)*

Check: A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

<i>DC</i>	<i>Task</i>
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Retry: A second Pick Pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Pick Pocket checks.

*Profession (WIS; TRAINED ONLY)*

The character is trained in a livelihood or a professional role, such as apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, and so forth.

Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of 1 silver piece per day.

*Read Lips (INT; TRAINED ONLY; ROGUE ONLY)*

Check: The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.

If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.

The DM rolls the character's check so the character don't know whether the character succeeded or missed by 5.

Retry: The skill can be used once per minute.

### *Ride (DEX)*

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a griffon when the character is used to riding horses), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

<i>Riding Task</i>	<i>DC</i>
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control Mount in Battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*\*Armor check penalty applies.*

Guide with Knees: the character can react instantly to guide the character's mount with the character's knees so that the character can use both hands in combat. Make the check at the start of the character's round. If the character fails, the character can only use one hand this round because the character needs to use the other to control the character's mount.

Stay in Saddle: The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

Fight with Warhorse: If the character directs a war-trained mount to attack in battle, the character can still make the character's own attack or attacks normally.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack or cast spells while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for warhorses or warponies.

**Fast Mount or Dismount:** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move-equivalent action. (The character can't attempt a fast mount or dismount unless the character can perform the mount or dismount as a move-equivalent action this round.)

**Special:** If the character is riding bareback, the character suffers a -5 penalty on Ride checks.

If the character has 5 or more ranks in Handle Animal, the character gets a +2 synergy bonus to Ride checks.

If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

*Scry (INT; BARD, CLERIC, DRUID, SORCERER, WIZARD ONLY)*

**Check:** The character can't use this skill without some magical means to scry. Use of this skill is described in association with those spells and items. These items allow the character to spy on others, and this skill just lets the character do it better. This skill also improves the character's chance to notice when the character is being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

**Special:** Although this skill is exclusive to certain classes, it can be used untrained. This means that a character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make an Intelligence check to notice when he is being scried.

*Search (INT)*

**Check:** The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

<i>Task</i>	<i>DC</i>
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap not of stone (rogue only)*	21+
Find a magic trap (rogue only)*	25+ spell level used to create
Notice a well-hidden secret door	30

\*Dwarves who are not rogues can use Search to do this if the trap is built into or out of stone.

Active Abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give characters a +4 bonus to Search checks to locate such Abjuration spells.

While anyone can use Search to find a trap whose DC is 20 or less, only a rogue can use Search to locate traps with higher DCs. Finding a nonmagical trap has a DC of at least 20, and the DC is higher if it is well hidden. Finding a magic trap has a DC of 25 plus the level of the spell used to create it. Identifying the location of a snare spell has a DC of 23.

**Special:** A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

*Sense Motive (WIS)*

**Check:** A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

<i>Sense Motive Task</i>	<i>DC</i>
Hunch	20
Sense enchantment	25

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

Sense Enchantment: The character can tell that someone's behavior is being influenced by an Enchantment effect (by definition, a mind-affecting effect), such as charm person, even if that person isn't aware of it herself.

Retry: No, though the character may make a Sense Motive check for each bluff made on the character.

*Speak Language (NONE; TRAINED ONLY)*

The Speak Language skill doesn't work like a standard skill.

- The character starts at 1st level knowing one or two languages (according to the character's race) plus an additional number of languages equal to the character's Intelligence bonus.
- Instead of buying a rank in Speak Language, the character chooses a new language that the character can speak.
- The character doesn't make Speak Language checks. The character either knows a language or the character doesn't.
- A literate character (anyone but a barbarian) can read and write any language she speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Common languages and their alphabets are summarized in Table: Languages

Table: Languages

<i>Language</i>	<i>Alphabet</i>
Abyssal	Infernal
Aquan	Elven
Auran	Draconic
Celestial	Celestial
Common	Common
Draconic	Draconic
Druidic	Druidic
Dwarven	Dwarven
Elven	Elven
Gnome	Dwarven
Goblin	Dwarven
Giant	Dwarven
Gnoll	Common
Halfling	Common
Ignan	Draconic
Infernal	Infernal
Orc	Dwarven
Sylvan	Elven
Terran	Dwarven
Undercommon	Elven

Retry: Not applicable. (There are no Speak Language checks to fail.)

*Spellcraft (INT; TRAINED ONLY)*

Check: The character can identify spells and magic effects.

<i>DC</i>	<i>Task</i>
13	When using read magic, identify a glyph of warding.

<i>DC</i>	<i>Task</i>
15 + spell level	Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry.
15 + spell level	Learn a spell from a spellbook or scroll. (Wizard only.) No retry for that spell until the character gain at least 1 rank in Spellcraft (even if the character find another source to try to learn the spell from).
15 + spell level	Prepare a spell from a borrowed spellbook. (Wizard only.) One try per day.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the DC is 15 + half caster level.)
19	When using read magic, identify a symbol.
20 + spell level	Identify a spell that's already in place and in effect. (the character must be able to see or detect the effects of the spell.) No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
20	Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes. No retry. The DM makes this check.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. No retry.

Additionally, certain spells allow the character to gain information about magic provided that the character makes a Spellcraft check as detailed in the spell description.

Retry: See above.

If the character has 5 or more ranks of Use Magic Device, the character gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

### *Spot (WIS)*

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it).

Spot is also used to detect someone in disguise.

<i>Condition</i>	<i>Penalty</i>
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

### *Swim (STR)*

Check: A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

<i>Water Conditions</i>	<i>DC</i>
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

*Tumble (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)*

The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

<i>DC</i>	<i>Task</i>
15	Treat a fall as if it were 10 feet shorter when determining damage.
15	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally.
25	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the fight defensively standard or full-round action instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

*Use Magic Device (CHA; TRAINED ONLY; BARD, ROGUE ONLY)*

Check: The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

<i>Use Magic Device Task</i>	<i>DC</i>
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate class feature	20

<i>Use Magic Device Task</i>	<i>DC</i>
Emulate ability score	See Text
Emulate race	25
Emulate alignment	30
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

**Decipher a Written Spell:** This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

**Emulate Spell Ability:** This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

**Emulate Class Feature:** Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

**Emulate Ability Score:** To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

**Emulate Race:** Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

**Emulate Alignment:** Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

**Activate Blindly:** Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character

is not and even if the character doesn't know it. The character does have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.

If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

#### *Use Rope (DEX)*

Check: Most tasks with a rope are relatively simple.

<i>DC</i>	<i>Task</i>
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope check until someone tries to escape.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks. If the character casts an animate rope spell on a rope, the character gets a +2 circumstance bonus to any Use Rope checks the character makes when using the rope. These bonuses stack.

If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

#### *Wilderness Lore (WIS)*

Check: The character can keep him or herself and others safe and fed in the wild.

<i>DC</i>	<i>Task</i>
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Avoid getting lost or avoid natural hazards, such as quicksand.



Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If the character has 5 or more ranks of Intuit Direction, the character gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.

## SPECIAL ABILITIES

Special abilities are extraordinary, spell-like, or supernatural.

**Extraordinary Abilities (Ex):** Extraordinary abilities are nonmagical. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. Extraordinary abilities have a default action type of Free Action.

**Spell-Like Abilities (Sp):** Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and dispel magic. They do not function in areas where magic is suppressed or negated (such as an antimagic field). Spell-like abilities have a default action type of Standard Action. Spell-like abilities must have defined caster levels, and require Concentration checks as if they were spells.

**Supernatural Abilities (Su):** Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance or dispel magic. However, supernatural abilities still do not function in areas where magic is suppressed or negated (such as an antimagic field). Supernatural abilities have a default action type of Standard Action.

Abilities use their default action types unless they indicate otherwise.

Table: Special Ability Types

	<i>Extraordinary</i>	<i>Spell-Like</i>	<i>Supernatural</i>
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

**Dispel:** Can dispel magic and similar spells dispel the effects of abilities of that type?

**Spell Resistance:** Does spell resistance protect a creature from these abilities?

**Antimagic Field:** Does an antimagic field or similar magic suppress the ability?

**Attack of Opportunity:** Does using the ability provoke attacks of opportunity the way that casting a spell does?

### ABILITY SCORE LOSS

Various attacks cause ability score loss, either temporary ability damage or permanent ability drain. Points lost to temporary damage return at the rate of 1 point per day (or double that if the character gets total rest) per each damaged ability (in other words, if you have lost both Strength and Dexterity, you naturally regain 1 point per day of both ability scores), and the spells lesser restoration and restoration offset temporary damage as well. Drains, however, are permanent, though restoration can restore even those lost ability score points.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

A full hit point score, however, can't drop to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

### ANTIMAGIC

An antimagic field spell cancels magic altogether.

No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).

Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, etc.), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.

Some artifacts are not hampered by antimagic.

Golems and other magic constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away.

Magic items with continuous effects do not function in the antimagic area - the continuous magical effects are suppressed while in the field.

Two antimagic fields in the same place do not cancel each other out, nor do they stack.

### *BLINDSIGHT*

Some creatures have the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

Blindsight does not subject a creature to gaze attacks.

Blinding attacks do not penalize creatures using blindsight.

Deafening attacks thwart blindsight if it relies on hearing.

Blindsight works underwater but not in a vacuum.

### *BREATH WEAPON*

Using a breath weapon is typically a standard action.

No attack roll is necessary. The breath simply fills its stated area.

Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effects.

Breath weapons are supernatural abilities except where noted.

Creatures are immune to their own breath weapons.

Creatures unable to breathe can still use breath weapons.

### *CHARM & COMPLUSION*

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

The charmed creature doesn't gain any magical ability to understand his new friend.

The charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.

A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success.

A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.

If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

Any charmed character who is openly attacked by the creature who charmed him or the charmer's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

#### *COLD*

A "cold" creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

#### *CONSTRICT*

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

#### *DAMAGE REDUCTION*

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The number in a creature's damage reduction is the amount of hit points the creature ignores from normal attacks.

Usually, a certain type of weapon—usually a magic weapon—can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Any weapon more powerful than the type given after the slash also negates the ability. For purposes of damage reduction, the power rankings are listed on Table: Damage Reduction Rankings.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact. Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Magical attacks and energy attacks (even mundane fire) ignore damage reduction.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.

Table: Damage Reduction Rankings

<i>Power</i>	<i>Rank</i>	<i>Weapon Type</i>
Best	+5	enhancement bonus
2nd best	+4	enhancement bonus
3rd best	+3	enhancement bonus
4th best	+2	enhancement bonus
5th best	+1	enhancement bonus
Weakest		Silver, mithral, or other special material

### *DARKVISION*

Darkvision is the extraordinary ability to see with no light source at all, to a range specified for the creature.

Darkvision is black and white only.

Darkvision does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally.

The presence of light does not spoil darkvision.

### *DEATH ATTACKS*

In most cases, death attacks allow the victim to make a Fortitude save to avoid the affect, but if the save fails the character dies instantly.

Raise dead doesn't work on someone killed by a death attack.

Death attacks slay instantly. There is no chance for a character to stabilize and thus stay alive.

In case it matters, a dead character, no matter how she died, has -10 hit points.

### *DISEASE*

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect-his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold.

#### *Disease Descriptions*

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases.

Disease: Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery-ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The DC for the saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The temporary ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

- Blinding Sickness: Spread in tainted water.
- Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."
- Demon Fever: Night hags spread it. Can cause permanent ability drain.
- Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.
- Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.
- Mindfire: Feels like your brain is burning. Causes stupor.
- Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).
- Red Ache: Skin turns red, bloated, and warm to the touch.
- The Shakes: Causes involuntary twitches, tremors, and fits.
- Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

#### Healing Diseases

Use of the Heal skill can help a diseased character. Every time the diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal result is higher. The diseased character must be in the healer's care and must spend most of each day resting.

Characters recover points lost to ability score damage at a rate of 1 per day, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Table: Diseases

<i>Disease</i>	<i>Infection</i>	<i>DC</i>	<i>Incubation</i>	<i>Damage</i>
Blinding sickness	Ingested	16	1d3 days	1d4 Str††
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con**
Devil chills†	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex,1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot*	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con**

\*Successful saves do not allow the character to recover. Only magical healing can save the character.

\*\*When damaged, character must succeed at another saving throw or 1 point of temporary damage is permanent drain instead.

†The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

††Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

#### ENERGY DRAIN

Most energy drains require a successful melee attack-mere physical contact is not enough.

Each successful energy draining attack bestows one or more negative levels on the opponent. A creature suffers the following penalties for each negative level it has gained:

- -1 to all skill and ability checks
- -1 to attack rolls and saving throws
- -5 hit points
- -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level)

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a Fortitude save. The DC is 10 + one-half the attacker's Hit Dice + the attacker's Charisma modifier. (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. If the save fails, the negative level goes away, but the creature's level is also reduced by 1. The afflicted creature makes a separate saving throw for each negative level it has gained.

A character who loses a level to an energy drain instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if any). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose a point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature (such as a paladin's mount) has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight.

A creature gains 5 temporary hit points for each negative level it inflicts (though not if the negative level is caused by a spell or similar effect).

### *ETHEREALNESS*

While on the Ethereal Plane, a creature is called ethereal.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane (the normal world). Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Force effects are a special exception. A force effect extends onto the Ethereal Plane. Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost.

Ethereal creatures pass through and operate in water as easily as air.

Ethereal creatures do not fall or suffer falling damage.

### *EVASION & IMPROVED EVASION*

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one in a completely restrictive area (crawling through a 2 1/2-foot-wide shaft, for example) cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

### *FAST HEALING*

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration (see below), fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both subdual and normal damage heals the subdual damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

### *FEAR*

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

- **Shaken:** Characters who are shaken suffer a -2 morale penalty to attack rolls, saves, and checks.
- **Frightened:** Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can, although they can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).
- **Panicked:** Characters who are panicked are shaken, and in addition they have a 50% chance to drop what they're holding, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

**Becoming Even More Fearful:** Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.



## *FIRE*

A "fire" creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

## *FRIGHTFUL PRESENCE*

This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 10 + 1/2 frightful creature's HD + frightful creature's Charisma modifier. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

## *GASEOUS FORM*

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Gaseous creatures can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It can't, however, pass through solid matter.

Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 20/+1. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the mage armor spell) still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing.

Gaseous creatures can't enter water or other liquid.

Gaseous creatures are not ethereal or incorporeal.

Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

## *GAZE ATTACKS*

Each character within range of a gaze attack must attempt a saving throw (usually Fortitude or Will) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains one-half concealment against the opponent (so any attack the opponent makes against the creature has a 20% miss chance).

An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment against the opponent as if the creature were invisible. Thus, any attack the opponent makes against the creature has a 50% miss chance, and the opponent can't use sight to target attacks.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to

defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, etc.) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that amount of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with chances to avoid the gaze, but instead is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, an intelligent creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

#### *IMPROVED GRAB*

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

#### *INCORPOREALITY*

Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect.

Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground.

Incorporeal creatures can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or suffer falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

### *INVISIBILITY*

Invisibility makes a creature undetectable by vision, including darkvision.

A creature can generally notice the presence of an active invisible creature within 30 feet with a Spot check (DC 20). The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, or an unliving creature holding still, or a completely immobile creature, is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds at such a check, the invisible creature still benefits from full concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.)

A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the exact location of an invisible creature. A Listen check that beats the DC by 20 reveals the invisible creature's location.

Table: Listen Check DCs to Detect Invisible Creatures

<i>Invisible Creature Is:</i>	<i>DC</i>
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at -4
Running or charging	Move Silently check at -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot areas using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). At your option, a particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result,

and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from one-half concealment (20% miss chance).

A creature with the scent ability can detect invisible creatures as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss roll rather than two 50% miss rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

### *LOW-LIGHT VISION*

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

### *PARALYSIS & HOLD*

Some monsters and spells have the supernatural or spell-like ability to paralyze or hold their victims, immobilizing them through magical means.

A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw. Hold is a mind-affecting enchantment, and a character usually resists it with a Will saving throw.

A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

### *POISON*

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way—if the vial containing it is left unstoppered, for instance—remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Table: Poisons

<i>Poison</i>	<i>Type</i>	<i>Initial Damage</i>	<i>Secondary Damage</i>	<i>Price</i>
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Medium-size spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Carrion crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	2,500 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp

Type: The poison's method of delivery – ingested, inhaled, via an injury, or contact – and the DC needed to save.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary unless marked with an asterisk (\*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Loss marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose.

### *Perils of Using Poison*

A character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

### *Poison Immunities*

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

### *POLYMORPH*

Magic can cause creatures and characters to change their shapes – sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The new form can range in size from Diminutive to one size larger than the subject's normal form, and can have no more Hit Dice than the subject has, and cannot have more than 15 Hit Dice in any case. Polymorph cannot change the target into constructs, elementals, outsiders or undead unless the target is already one of these types.

If a polymorphed creature dies, it returns to its original form.

When the polymorph occurs, the subject's equipment, if any, transforms to match the new form. If the new form does not use equipment, the equipment melds into the new form and becomes nonfunctional. Any part of the body or a piece of equipment that is separated from the whole reverts to its original form.

When a creature is polymorphed it regains hit points as if it had rested for a day, though this change does not provide other benefits of rest such as the restoration of lost ability score points. Returning to the target's normal form does not provide this benefit.

The target of the polymorph gains the physical and natural abilities of the new form. Extraordinary, supernatural, or spell-like abilities are not "natural". Fast movement speeds (nonflying speeds above 60 feet and flying speeds greater than 120 feet) are usually the result of extraordinary or supernatural abilities; speed in these cases is limited to 60 feet and 120 feet, respectively. Low-light vision is considered a natural ability.

The subject gains scores and abilities that are average for the new form.

The subject retains its Intelligence, Wisdom and Charisma scores, level and classes, hit points (despite any change in Constitution), alignment, base attack bonus and save bonuses (though new Strength, Dexterity and Constitution scores may affect adjusted attack and save bonuses).

The subject retains its original type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.

A dwarf's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but does gain the bonus against any creature polymorphed into a giant.

### *RAYS*

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never suffers a range penalty. Rays never allow

a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

### *REGENERATION*

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts.

Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of subdual damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to subdual damage and so doesn't go away. The creature's description includes the details.

These creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage (for example, disintegration and most poisons) ignore regeneration.

An attack that can cause instant death, such as a coup de grace, massive damage, or an assassin's death attack, only threatens the creature with death if it is delivered by weapons that deal it normal damage.

### *RESISTANCE TO ENERGY*

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type (such as cold, electricity, or fire) each round, but it does not have total immunity.

Each ability is defined by what energy type it resists and how many points of damage are resisted.

The creature still makes saving throws normally.

Count the creature's resistance from the start of its turn to the start of its turn the next round. Its resistance "resets" on its turn.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell.

This resistance does not stack with the resistance that a spell, such as endure elements, might provide.

### *SCENT*

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

### *SONIC ATTACKS*

Unless noted otherwise, sonic attacks follow the rules for spreads; the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

### *SPELLS*

Some creatures can cast arcane or divine spells just as members of a spellcasting class can (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters are.

Spellcasting creatures are not actually members of a class unless their entries say so, and they do not gain any class abilities. For example, a creature that casts arcane spells as a sorcerer cannot acquire a familiar. A creature with access to cleric spells must prepare them in the normal manner and receives no bonus spells.

### *SPELL RESISTANCE (SR)*

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating. (The defender's spell resistance rating is like a magical AC.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. See *When Spell Resistance Applies*, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

### *When Spell Resistance Applies*

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

- **Targeted Spells:** Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.



- **Area Spells:** Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.
- **Effect Spells:** Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to effect spells that affect a creature more or less directly.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else (the air, the ground, the room's light), and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature, such as minor illusion or detect thoughts does.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

- **Abjuration:** The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes, such as nondetection, aren't subject to spell resistance. Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).
- **Conjuration:** These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.
- **Divination:** These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.
- **Enchantment:** Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.
- **Evocation:** If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.
- **Illusion:** These spells are almost never subject to spell resistance. Illusions that inflict a direct attack are exceptions.
- **Necromancy:** Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells don't affect other creatures directly and are not subject to spell resistance.
- **Transmutation:** These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature.

### *Successful Spell Resistance*

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

### *SWALLOW WHOLE*

The creature can swallow opponents it holds (see Improved Grab, above). If it makes a second successful grapple check after a grab, it swallows its prey. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed vary with the creature and are explained in its descriptive text.

### *TRAMPLE*

As a standard action during its turn each round, the creature can literally run over an opponent at least one size category smaller than itself. The creature merely has to move over the opponent. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC is 10 + 1/2 trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

### *TREMORSENSE*

A creature with tremorsense locates other creatures by sensing vibrations in the ground.

The creature automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

### *TURN RESISTANCE*

By virtue of superior strength of will or just plain unholy power, some creatures (usually undead) are less easily affected by clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the listed bonus to the creature's Hit Dice total.

## BREAKING AN ITEM AND ATTACKING OBJECTS

### Damage to Objects

The amount of damage that an object can withstand depends on what it is made out of and how big it is. Weapon damage is rolled normally against objects.

Table: Substance Hardness and Hit Points

<i>Substance</i>	<i>Hardness</i>	<i>Hit Points</i>
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness

Table: Common Weapon and Shield Hardness and Hit Points

<i>Weapon</i>	<i>Hardness</i>	<i>HP</i>
Tiny blade	10	1
Small blade	10	2
Medium-size blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium-size metal-hafted weapon	10	25
Small hafted weapon	5	2
Medium-size hafted weapon	5	5
Large hafted weapon	5	10
Huge club	5	60
Buckler	10	5
Small wooden shield	5	10
Large wooden shield	5	15
Small steel shield	10	10
Large steel shield	10	20
Tower shield	5	20

Table: DCs to Break or Burst Items

A common use of Strength is to break open doors and burst bonds. Larger and smaller creatures get size bonuses and size penalties on these Strength checks: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

<i>Strength Check to:</i>	<i>DC</i>
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Table : Object Hardness and Hit Points

<i>Object</i>	<i>Hard-ness</i>	<i>Hit Points</i>	<i>Break DC*</i>
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

\* *Break DC: The DC for a Strength check needed to destroy the item in one action, rather than reducing it to zero hit points through a series of attacks.*

### *Immunities*

Inanimate objects are immune to critical hits. Objects are immune to subdual damage. Animated objects are immune to critical hits because they are constructs.

### *Ranged Weapon Damage*

Objects take half damage from ranged weapons (except for damage from siege engines and the like). Divide the damage by 2 before applying the object's hardness.

### *Energy Attacks*

Objects take half damage from acid, fire, and lightning attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects.

### *Ineffective Weapons*

The DM may determine that certain weapons just can't deal damage effectively to certain objects. For example, a combatant will have a hard time chopping down a door by shooting arrows at it or cutting a rope with a club.

### *Vulnerability to Certain Attacks*

The DM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip up a scroll.

### *Hardness*

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

### *Hit Points*

An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.

### *Saving Throws*

Unattended nonmagical items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a disintegrate spell. An item attended by a combatant

(being grasped, touched, or worn) receives a saving throw just as if the combatant herself were making the saving throw.

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. Attended magic items either make saving throws as their owner or use their own saving throws, whichever are better.

#### *Magic Weapons and Shields*

The attacker cannot damage a magic weapon or shield that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points. If a combatant's shield has a +2 enhancement bonus, a combatant add 2 to its hardness and to its hit points.

#### *Breaking Items*

When a combatant tries to break something with sudden force rather than by dealing regular damage, use a Strength check to see whether the combatant succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

# CARRYING, MOVING AND SEEING

## CARRYING CAPACITY

### *Weight*

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than the armor already does), total the weight of all his or her armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity.

If your character is wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

### *Lifting and Dragging*

A character can lift up to the maximum load over his or her head.

A character can lift up to double the maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times the maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

### *Bigger and Smaller Creatures*

The figures on Table: Carrying Capacity are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (x2), Huge (x4), Gargantuan (x8), and Colossal (x16). Smaller creatures can carry less weight depending on size category: Small (x3/4), Tiny (x1/2), Diminutive (x1/4), and Fine (x1/8). Quadrupeds (or creatures with more than 4 legs) have the following modifiers: Fine (x1/4), Diminutive (x1/2), Tiny (x3/4), Small (x1), Medium (x1 1/2), Large (x3), Huge (x6), Gargantuan (x12), Colossal (x24)

### *Tremendous Strength*

For Strength scores not listed, determine the carrying capacity this way. Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Table: Carrying Capacity

<i>Strength</i>	<i>Light Load</i>	<i>Medium Load</i>	<i>Heavy Load</i>
1 STR	up to 3 lb.	4-6 lb.	7-10 lb.
2 STR	up to 6 lb.	7-13 lb.	14-20 lb.
3 STR	up to 10 lb.	11-20 lb.	21-30 lb.
4 STR	up to 13 lb.	14-26 lb.	27-40 lb.
5 STR	up to 16 lb.	17-33 lb.	34-50 lb.
6 STR	up to 20 lb.	21-40 lb.	41-60 lb.
7 STR	up to 23 lb.	24-46 lb.	47-70 lb.
8 STR	up to 26 lb.	27-53 lb.	54-80 lb.
9 STR	up to 30 lb.	31-60 lb.	61-90 lb.
10 STR	up to 33 lb.	34-66 lb.	67-100 lb.
11 STR	up to 38 lb.	39-76 lb.	77-115 lb.
12 STR	up to 43 lb.	44-86 lb.	87-130 lb.
13 STR	up to 50 lb.	51-100 lb.	101-150 lb.
14 STR	up to 58 lb.	59-116 lb.	117-175 lb.
15 STR	up to 66 lb.	67-133 lb.	134-200 lb.

<i>Strength</i>	<i>Light Load</i>	<i>Medium Load</i>	<i>Heavy Load</i>
16 STR	up to 76 lb.	77-153 lb.	154-230 lb.
17 STR	up to 86 lb.	87-173 lb.	174-260 lb.
18 STR	up to 100 lb.	101-200 lb.	201-300 lb.
19 STR	up to 116 lb.	117-233 lb.	234-350 lb.
20 STR	up to 133 lb.	134-266 lb.	267-400 lb.
21 STR	up to 153 lb.	154-306 lb.	307-460 lb.
22 STR	up to 173 lb.	174-346 lb.	347-520 lb.
23 STR	up to 200 lb.	201-400 lb.	401-600 lb.
24 STR	up to 233 lb.	234-466 lb.	467-700 lb.
25 STR	up to 266 lb.	267-533 lb.	534-800 lb.
26 STR	up to 306 lb.	307-617 lb.	618-920 lb.
27 STR	up to 346 lb.	347-693 lb.	694-1,040 lb.
28 STR	up to 400 lb.	401-800 lb.	801-1,200 lb.
29 STR	up to 466 lb.	467-933 lb.	934-1,400 lb.
+ 10 STR	X4	X4	X4

Quadrupeds can carry heavier loads than bipeds can. To determine a quadruped's carrying capacity limits, use Table: Carrying Capacity, multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium 1 1/2, Large 3, Huge 6, Gargantuan 12, and Colossal 24.

Table: Carrying Loads

<i>Load</i>	<i>Speed</i>				
	<i>Max Dex</i>	<i>Check Penalty</i>	<i>(30 ft.)</i>	<i>(20 ft.)</i>	<i>Run</i>
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20ft.	15 ft.	x3

## MOVEMENT

There are three movement scales in the game:

- Tactical, for combat, measured in feet per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or day.

### *Modes of Movement*

While moving at the different movement scales, creatures generally walk, hustle, or run.

Table: Movement and Distance

	<i>Base Speed</i>			
	<i>15 ft.</i>	<i>20 ft.</i>	<i>30 ft.</i>	<i>40 ft.</i>
<i>One Round (Tactical)</i>				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (X3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (X4)	60 ft.	80 ft.	120 ft.	160 ft.
<i>One Minute (Local)</i>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (X3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (X4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<i>One Hour (Overland)</i>				
Walk	1 1/2 miles	2 miles	3 miles	4 miles

	<i>Base Speed</i>			
	<i>15 ft.</i>	<i>20 ft.</i>	<i>30 ft.</i>	<i>40 ft.</i>
Hustle	3 miles	4 miles	6 miles	8 miles
Run	-	-	-	-
<i>One Day (Overland)</i>				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	-	-	-	-
Run	-	-	-	-

Table: Hampered Movement

<i>Condition</i>	<i>Example</i>	<i>Movement Penalty</i>
<i>Obstruction</i>		
Moderate	Undergrowth	X 3/4
Heavy	Thick undergrowth	X 1/2
<i>Surface</i>		
Bad	Steep slope or mud	X 1/2
Very bad	Deep snow	X 1/4
Poor visibility	Darkness or fog (*)	X 1/2

(\*)Includes any effects that create a "fog".

**Walk:** A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.

**Hustle:** A hustle is a jog that is movement at about six miles per hour for an unencumbered human. The double move action represents a hustle.

**Run (X3):** Moving three times your character's standard speed is a running pace for a character in heavy armor.

**Run (X4):** Moving four times your character's standard speed is a running pace for a character in light, medium, or no armor.

**Hampered Movement:** Obstructions, bad surface conditions, or poor visibility can hamper movement. The DM determines the category that a specific condition falls into (see Table: Hampered Movement). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

#### *Tactical Movement*

Use tactical speed for combat.

Some creatures have other modes of movement.

#### *Burrow*

The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot use the run action while burrowing.

#### *Climb*

A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus to all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing.



## Fly

The creature can fly at the listed speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability, as follows.

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures can use the run action while flying, provided they fly in a straight line.

Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability rating that defines how it moves when flying.

Table: Flight Maneuverability

Type:	Perfect	Good	Average	Poor	Clumsy
Example:	(Will-o'-wisp)	(Beholder)	(Gargoyle)	(Wyvern)	(Manticore)
Minimum Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	-	-	-
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in Place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed at a Reflex saving throw (DC 20) to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

**Down Angle:** The angle at which the creature can descend.

**Down Speed:** A flying creature can fly down at twice its normal flying speed.

**Between Down & Up:** An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance.

### *Swim*

A creature with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

### *Local Movement*

Characters exploring an area use local movement, measured in minutes.

**Walk:** A character can walk without a problem on the local scale.

**Hustle:** A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

**Run:** A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for about a minute or two before having to rest for a minute.

### *Overland Movement*

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

**Walk:** Your character can walk 8 hours in a day of travel without a problem.

**Hustle:** Your character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles causes your character 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

**Run:** A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

**Terrain:** The terrain through which a character travels affects how much distance the character can cover in an hour or a day.

**Forced March:** In a day of normal walking, a character walks for 8 hours. The character spend the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character takes 1d6 points of subdual damage. A character can't recover this subdual damage normally until the character halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing himself or herself too hard.

**Mounted Movement:** A horse bearing a rider can move at a hustle. The damage it takes, however, is normal damage, not subdual damage. It can also be force-marched, but its Constitution checks automatically fail, and, again, the damage it takes is normal damage.

**See Table: Mounts and Vehicles** for mounted speeds and speeds for vehicles pulled by draft animals.

**Waterborne Movement:** See **Table: Mounts and Vehicles** for speeds for water vehicles.

Table: Terrain and Overland Movement

<i>Terrain</i>	<i>Highway</i>	<i>Road</i>	<i>Trackless</i>
Plains	X1	X1	X1
Scrub, rough	X1	X1	X3/4
Forest	X1	X1	X1/2
Jungle	X1	X3/4	X1/4
Swamp	X1	X3/4	X1/2
Hills	X1	X3/4	X1/2
Mountains	X3/4	X1/2	X1/4
Sandy desert	X1	-	X1/2

Table: Mounts and Vehicles

<i>Mount/Vehicle</i>	<i>Per Hour</i>	<i>Per Day</i>
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151-450 lb.)	4 miles	32 miles
Light warhorse (231-690 lb.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (201-600 lb.)	3 1/2 miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (301-900 lb.)	3 miles	24 miles
Pony or warpony	4 miles	32 miles
Pony (76-225 lb.)	3 miles	24 miles
Warpony (101-300 lb.)	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Mule (231-690 lb.)	2 miles	16 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)*	1/2 mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat	1 1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2 1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

\*Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

## VISION

Characters need a way to see in the dark. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Characters with low-light vision can see objects twice as far away as the given radius.

Table: Light Sources

<i>Object</i>	<i>Light</i>	<i>Duration</i>
Candle	5 ft.	1 hr.
Lamp, common	15 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone*	6 hr./pint
Lantern, hooded	30 ft.	6 hr./pint

<i>Object</i>	<i>Light</i>	<i>Duration</i>
Sunrod	30 ft.	6 hr.
Torch	20 ft.	1 hr.

\*A cone 60 feet long and 20 feet wide at the far end.

## ENCOUNTERS

When an encounter between the PCs and an NPC or creature is imminent, follow these steps:

1. Determine vision conditions and terrain. Choose from the choices on Table: Spotting Distance.
2. If line of sight or illumination defines the distance at which the encounter occurs (as often happens indoors), start the encounter there. Otherwise, roll for spotting distance on Table: Spotting Distance.
3. All creatures involved make Spot checks. Success means that creature sees the other creature or group. See Table: Spotting Difficulty for modifiers on these checks.
4. If neither side succeeds, all creatures spot each other at one-half the rolled range.

The circumstances that can affect the DC of a Spot check are as follows:

**Size:** Add +4 to the base DC of 20 for each size category the creature being spotted is smaller than Medium-size or -4 for each size category larger. You can make exceptions for creatures with unusual shapes, such as a Large snake that's low to the ground and thus as hard to see as a Small creature.

**Contrast:** How starkly the creature's coloring stands out against the surroundings. It's easy to spot a brightly colored couatl in a dark jungle and hard to see winter wolves in the snow.

**Stillness:** It's harder to see creatures that are not moving.

**Six or More Creatures:** Groups of creatures are easier to spot, even if the creatures are smaller than Medium-size.

**Moonlight:** Nighttime, but with moonlight (or similar light).

**Starlight:** Nighttime with no moon but a clear, starry sky (or similar light).

**Total Darkness:** Overcast at night, or otherwise lightless.

### *Hiding and Spotting*

If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted also are less likely to notice other creatures.

If creatures are hiding, they can only move at half their normal overland speed. They also suffer a -2 penalty on their Spot checks to notice other creatures because they are staying low.

Instead of a base DC of 20 for others to spot them at the standard spotting distance, the DC is 25 + the hider's Hide skill modifier. The modifiers from Table 3-2: Spotting Difficulty still apply, except for the size modifier (which is already part of the character's skill modifier). A character whose Hide ranks, Dexterity modifier, and armor check penalty total -6 or lower is actually has a lower DC than if he or she weren't hiding. In such cases, simply calculate the Spot DC as if the character weren't hiding (according to Table: Spotting Difficulty). If a creature gets a special bonus to Hide because of camouflage, special coloring, and so on, use that bonus rather than the contrast bonus from Table: Spotting Difficulty.

Additionally, the other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hiders' Hide checks.

Table: Spotting Distance

<i>Terrain</i>	<i>Distance</i>
Smoke or heavy fog	2d4 x 5 ft. (avg. 25 ft.)
Jungle or dense forest	2d4 x 10 ft. (50 ft.)

<i>Terrain</i>	<i>Distance</i>
Light forest	3d6 x 10 ft. (105 ft.)
Scrub, brush or bush	6d6 x 10 ft. (210 ft.)
Grassland, little cover	6d6 x 20 ft. (420 ft.)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

Table: Spotting Difficulty

<i>Circumstances</i>	<i>DC</i>
Base	20*
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	-2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible††

\*x25 if one side is hiding, and ignore size modifiers (see text).

\*\*+5 bonus on Spot check if the spotter has low-light vision or if he or she has darkvision that extends far enough.

†x+5 bonus on Spot check if the spotter has low-light vision or +10 if he or she has darkvision that extends far enough.

††Unless the spotter has darkvision that extends far enough.

### Missed Encounters

The rules for spotting creatures assume that both sides will eventually notice each other, and they simply establish the distance at which they do so. But sometimes you want to take into account the possibility that the two groups will miss each other entirely.

To handle these possibilities, simply let there be a 50% chance that the other creatures encountered and the PCs don't get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

## EQUIPMENT

### Coins

The most common coin that adventurers use is the gold piece (gp). A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth.

The most prevalent coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces.

Each silver piece is worth 10 copper pieces (cp).

Merchants also recognize platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

## TRADE

In general, something can be sold for half its listed price.

Commodities are the exception to the half-price rule. A commodity, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don't have to worry about it.

Table: Trade Goods

<i>Commodity</i>	<i>Cost</i>
Chicken, 1	2 cp
Cinnamon, 1 lb.	1 gp
Copper, 1 lb.	5 sp
Cow, 1	10 gp
Dog, 1	25 gp
Flour, 1 lb.	2 cp
Ginger or pepper, 1 lb.	2 gp
Goat, 1	1 gp
Gold, 1 lb.	50 gp
Iron, 1 lb.	1 sp
Linen, 1 lb. (sq. yard)	4 gp

<i>Commodity</i>	<i>Cost</i>
Ox, 1	15 gp
Pig, 1	3 gp
Saffron or cloves, 1 lb.	15 gp
Salt, 1 lb.	5 gp
Sheep, 1	2 gp
Silk, 1 lb. (2 sq. yards)	20 gp
Silver, 1 lb.	5 gp
Tea leaves, 1 lb.	2 sp
Tobacco, 1 lb.	5 sp
Wheat, 1 lb.	1 cp

## WEAPONS & ARMOR

### Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what skill is needed to be proficient in their use (simple, martial, and exotic), usefulness in close combat (melee) or at a distance (ranged, which includes both thrown and projectile), and weapon size (Tiny, Small, Medium-size, and Large).

If a character uses a weapon with which the character is not proficient, the character suffers a -4 penalty on attack rolls.

**Melee and Ranged Weapons:** Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee. Apply a character's Strength bonus to damage dealt by thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

**Tiny, Small, Medium-Size, and Large Weapons:** The size of a weapon compared to a character's size determines whether for the character the weapon is light, one-handed, two-handed, or too large to use.

**Light:** If the weapon's size category is smaller than the character's, then the weapon is light for that character. Light weapons are easier to use in the off hand, and they can be used while grappling. A light weapon can be used in one hand. There is no special bonus when using such a weapon in two hands.

**One-Handed:** If the weapon's size category is the same as a character's, then the weapon is one-handed for that character. If a one-handed melee weapon is used two-handed, apply one and a half times the character's Strength bonus to damage (provided the character has a bonus).

Thrown weapons can only be thrown one-handed, and a character's Strength bonus is added to the damage.

**Two-Handed:** If the weapon's size category is one step larger than a character's, then the weapon is two-handed for that character. A two-handed melee weapon can be used effectively in two hands, and when damage is dealt with it, add one and a half times the character's Strength bonus to damage (provided the character has a bonus).

Thrown weapons can only be thrown one-handed. A character can throw a thrown weapon with one hand even if it would be two-handed for you due to the character's size, but doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. Add the character's Strength bonus to damage.

A character can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If the character has a penalty for low Strength, apply it to damage rolls when you use a bow or a sling. Add no Strength bonus to damage with a projectile weapon unless the weapon is a mighty composite shortbow or longbow.

**Too Large to Use:** If the weapon's size category is two or more steps larger than a character's own, the weapon is too large for the character to use.

**Unarmed Strikes:** An unarmed strike is two size categories smaller than the character using it.

Table: Weapons

<i>Simple Weapons-Melee Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type**</i>
<i>Unarmed Attacks</i>						
Gauntlet	2 gp	*	*	-	2 lb.	(B)
Strike, unarmed (Medium-size)	-	1d3S	X2	-	-	(B)
Strike, unarmed (Small)	-	1d2S	X2	-	-	(B)
<i>Tiny</i>						
Dagger	2 gp	1d4	19-20/X2	10 ft.	1 lb.	(P)

<i>Simple Weapons-Melee</i> <i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type**</i>
Dagger, punching	2 gp	1d4	X3	-	2 lb.	(P)
Gauntlet, spiked	5 gp	1d4	X2	-	2 lb.	(P)
<i>Small</i>						
Mace, light	5 gp	1d6	X2	-	6 lb.	(B)
Sickle	6 gp	1d6	X2	-	3 lb.	(S)
<i>Medium-size</i>						
Club	-	1d6	X2	10 ft.	3 lb.	(B)
Halfspear	1 gp	1d6	X3	20 ft.	3 lb.	(P)
Mace, heavy	12 gp	1d8	X2	-	12 lb.	(B)
Morningstar	8 gp	1d8	X2	-	8 lb.	(B&P)
<i>Large</i>						
Quarterstaff	-	1d6/1d6	X2	-	4 lb.	(B)
Shortspear	2 gp	1d8	X3	20 ft.	5 lb.	(P)

<i>Simple Weapons-Ranged</i> <i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Crossbow, light	35 gp	1d8	19-20/X2	80 ft.	6 lb.	(P)
Bolts, crossbow (10)	1 gp	-	-	-	1 lb.	-
Dart	5 sp	1d4	X2	20 ft.	1/2 lb.	(P)
Sling	-	1d4	X2	50 ft.	0 lb.	(B)
Bullets, sling (10)	1 sp	-	-	-	5 lb.	-
<i>Medium-size</i>						
Crossbow, heavy	50 gp	1d10	19-20/X2	120 ft.	9 lb.	(P)
Bolts, crossbow (10)	1 gp	-	-	-	1 lb.	-
Javelin	1 gp	1d6	X2	30 ft.	2 lb.	(P)

<i>Martial Weapons-Melee</i> <i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Axe, throwing	8 gp	1d6	X2	10 ft.	4 lb.	(S)
Hammer, light	1 gp	1d4	X2	20 ft.	2 lb.	(B)
Handaxe	6 gp	1d6	X3	-	5 lb.	(S)
Lance, light	6 gp	1d6	X3	-	5 lb.	(P)
Pick, light	4 gp	1d4	X4	-	4 lb.	(P)
Sap	1 gp	1d6S	X2	-	3 lb.	(B)
Sword, short	10 gp	1d6	19-20/X2	-	3 lb.	(P)
<i>Medium-size</i>						
Battleaxe	10 gp	1d8	X3	-	7 lb.	(S)
Flail, light	8 gp	1d8	X2	-	5 lb.	(B)
Lance, heavy	10 gp	1d8	X3	-	10 lb.	(P)
Longsword	15 gp	1d8	19-20/X2	-	4 lb.	(S)
Pick, heavy	8 gp	1d6	X4	-	6 lb.	(P)
Rapier	20 gp	1d6	18-20/X2	-	3 lb.	(P)
Scimitar	15 gp	1d6	18-20/X2	-	4 lb.	(S)
Trident	15 gp	1d8	X2	10 ft.	5 lb.	(P)
Warhammer	12 gp	1d8	X3	-	8 lb.	(B)
<i>Large</i>						
Falchion	75 gp	2d4	18-20/X2	-	16 lb.	(S)



<i>Martial Weapons-Melee</i>						
<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
Flail, heavy	15 gp	1d10	19-20/X2	-	20 lb.	(B)
Glaive	8 gp	1d10	X3	-	15 lb.	(S)
Greataxe	20 gp	1d12	X3	-	20 lb.	(S)
Greatclub	5 gp	1d10	X2	-	10 lb.	(B)
Greatsword	50 gp	2d6	19-20/X2	-	15 lb.	(S)
Guisarme	9 gp	2d4	X3	-	15 lb.	(S)
Halberd	10 gp	1d10	X3	-	15 lb.	(P&S)
Longspear	5 gp	1d8	X3	-	9 lb.	(P)
Ranseur	10 gp	2d4	X3	-	15 lb.	(P)
Scythe	18 gp	2d4	X4	-	12 lb.	(P&S)

<i>Martial Weapons-Ranged</i>						
<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Medium-size</i>						
Shortbow	30 gp	1d6	X3	60 ft.	2 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-
Shortbow, composite	75 gp	1d6	X3	70 ft.	2 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-
<i>Large</i>						
Longbow	75 gp	1d8	X3	100 ft.	3 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-
Longbow, composite	100gp	1d8	X3	110 ft.	3 lb.	(P)
Arrows (20)	1 gp	-	-	-	3 lb.	-

<i>Exotic Weapons-Melee</i>						
<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Tiny</i>						
Kama,halfling	2 gp	1d4	X2	-	1 lb.	(S)
Kukri	8 gp	1d4	18-20/X2	-	3 lb.	(S)
Nunchaku,halfling	2 gp	1d4	X2	-	1 lb.	(B)
Siangham,halfling	2 gp	1d4	X2	-	1 lb.	(P)
<i>Small</i>						
Kama	2 gp	1d6	X2	-	2 lb.	(S)
Nunchaku	2 gp	1d6	X2	-	2 lb.	(B)
Siangham	3 gp	1d6	X2	-	1 lb.	(P)
<i>Medium-size</i>						
Sword, bastard	35 gp	1d10	19-20/X2	-	10 lb.	(S)
Waraxe, dwarven	30 gp	1d10	X3	-	15 lb.	(S)
<i>Large</i>						
Axe, orc double	60 gp	1d8/1d8	X3	-	25 lb.	(S)
Chain, spiked	25 gp	2d4	X2	-	15 lb.	(P)
Flail, dire	90 gp	1d8/1d8	X2	-	20 lb.	(B)
Sword,two-bladed	100gp	1d8/1d8	19-20/X2	-	30 lb.	(S)

<i>Exotic Weapons-Ranged</i>						
<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Tiny</i>						
Crossbow, hand	100gp	1d4	19-20/X2	30 ft.	3 lb.	(P)
Bolts (10)	1 gp	-	-	-	1 lb.	-

<i>Exotic Weapons-Ranged Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
Shuriken	1 gp	1	X2	10 ft.	1/10 lb.(P)	
<i>Small</i>						
Whip	1 gp	1d2S	X2	15 ft.	2 lb.	(S)
<i>Medium-size</i>						
Crossbow, repeating	250gp	1d8	19-20/X2	80 ft.	16 lb.	(P)
Bolts (5)	1 gp	-	-	-	1 lb.	-
Net	20 gp	*	*	10 ft.	10 lb.	-

<i>Asian Weapons-Ranged Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Blowgun	1 gp	1	x2	10 ft.	2 lb.	(P)
Needles, blowgun (20)	1 gp	-	-	-	*	-

<i>Asian Weapons-Melee Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
<i>Small</i>						
Wakizashi**	300 gp	1d6	19-20/?2	-	3 lb.	(S)
<i>Medium-size</i>						
Kusari-gama	10 gp	1d6	x2	-	3 lb.	(S)
<i>Large</i>						
Katana†	400 gp	1d10	19-20/?2	-	6 lb.	(S)

\*No weight worth noting.

\*\*Except as indicated, same as masterwork short sword.

†Except as indicated, same as masterwork bastard sword.

### *Weapon Qualities*

**Cost:** This is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

**Damage:** The Damage column gives the damage dealt with a weapon when a hit is scored. If the damage is designated "S", then the weapon deals subdual damage rather than normal damage. If two damage ranges are given, then the weapon is a double weapon, and the full attack full-round action can be used to make one extra attack when using this weapon, as per the two-weapon rules. Use the second damage figure given for the extra attack.

### *Weapon Size and Damage*

As a weapon gets larger or smaller, the damage it deals changes according to the following progression:

<i>One Size Smaller</i>	<i>Original Damage</i>	<i>One Size Larger</i>
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	1d10	2d6
1d8	1d12	2d8

For an even larger version of a weapon that does 2 or more dice of damage, convert each die to the next larger category. For instance, a Large version of a longsword does 2d6 points of damage (up from 1d8), and a Huge version of a longsword does 2d8 points of damage (increasing each d6 to a d8).

A weapon reduced in size so that it does less than 1 point of damage is useless.

**Critical:** The entry in this column notes how the weapon is used with the rules for critical hits. When a critical hit is scored, roll the damage with all modifiers two, three, or four times, as indicated by its critical multiplier, and add all the results together.

**Exception:** Bonus damage represented as extra dice, such as from a sneak attack or a flaming sword, is not multiplied when a critical hit is scored.

- X2: The weapon deals double damage on a critical hit.
- X3: The weapon deals triple damage on a critical hit.
- X3/X4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.
- X4: The weapon deals quadruple damage on a critical hit.
- 19-20/X2: The weapon scores a threat on a natural 19 or 20 and deals double damage on a critical hit.
- 18-20/X2: The weapon scores a threat on a natural 18, 19, or 20 and deals double damage on a critical hit.

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty to the attack roll.

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to ten increments.

**Improvised Thrown Weapons:** Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, all characters who use improvised thrown weapons are treated as not proficient with them and suffer a -4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. Their size and the damage they deal have to be adjudicated by the DM.

**Weight:** This column gives the weapon's weight.

**Type:** Weapons are classified according to types: bludgeoning, piercing, and slashing. If a weapon is of two types, a creature would have to be immune to both types of damage to have damage dealt by this weapon be ignored.

**Special:** Some weapons have special features, such as reach. See the weapon descriptions.

### *Weapon Descriptions*

**Arrows:** An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (X2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Axe, Throwing:** A throwing axe is lighter than a handaxe and balanced for throwing.

**Axe, Orc Double:** An orc double axe is a double weapon. A creature using a double weapon in one hand can't use it as a double weapon.

**Blowgun:** This is used to fire small needles a long distance. It is silent, and its needles most often are used to poison foes.

**Needles, Blowgun:** These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

**Bolts:** A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (X2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Bullets, Sling:** Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Chain, Spiked:** A spiked chain has reach of 10 feet. In addition, the weapon can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a Spiked Chain is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped.

When using a spiked chain, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a spiked chain.

**Club:** A wooden club is so easy to find and fashion that it has no cost.

**Crossbow, Hand:** Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

**Crossbow, Heavy:** A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium-size or larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty. A Medium-size or larger character can shoot a heavy crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

**Crossbow, Light:** A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a -4 penalty. A Small or larger character can shoot a light crossbow with each hand as noted for heavy crossbows, above.

**Crossbow, Repeating:** The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

**Dagger:** The dagger is a common secondary weapon. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a dagger.

**Dagger, Punching:** This dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

**Dart:** A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

**Falchion:** This sword, which is essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

**Flail, Dire:** A dire flail is a double weapon. A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.

With a dire flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If a character is tripped during his or her own trip attempt, the dire flail can be dropped to avoid being tripped.

Flail, Heavy or Light: With a flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If the character is tripped during his or her own trip attempt, the flail can be dropped to avoid being tripped.

Gauntlet: These metal gloves protect the hands and let character's deal normal damage with unarmed strikes rather than subdual damage. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet.

Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Greatclub: A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

Guisarme: A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Because of the guisarme's curved blade, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the guisarme can be dropped to avoid being tripped.

Halberd: Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his or her own trip attempt, the halberd can be dropped to avoid being tripped.

Halfspear: The halfspear is small enough for a Small character to use it.

Hammer, Light: This is a small sledge light enough to throw.

Javelin: This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

Kama: A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Katana: While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium-size creature can use it in one hand. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Kusari-Gama: This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that has reach. It can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. It can be used in all respects like a spiked chain (see page 99 in the Player's Handbook) for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of her Strength modifier in attack rolls.

**Lance, Heavy or Light:** A lance deals double damage when used from the back of a charging mount. A heavy lance has reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.

**Longbow:** A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

**Longbow, Composite:** A character needs at least two hands to use a bow, regardless of the size of the bow. A character must be at least Medium-size to use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

**Longspear:** A longspear has reach of 10 feet. The weapon cannot be used against an adjacent foe.

**Mighty Composite Longbow or Shortbow:** A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength. The mighty bow allows a character to add his or her Strength bonus to damage up to the maximum bonus listed.

**Net:** A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the character takes control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

**Nunchaku:** A monk using a nunchaku fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

**Pick, Heavy or Light:** A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

**Quarterstaff:** A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

**Ranseur:** A ranseur has reach of 10 feet. The weapon cannot be used against an adjacent foe.

With a ranseur, add a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

**Rapier:** Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a rapier.

**Sap:** A sap comes in handy when a character wants to knock an opponent out instead of killing him.

**Scimitar:** The curve on this blade makes the weapon's edge effectively sharper.

**Scythe:** While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

**Shortbow:** A character must use two hands to use a bow, regardless of the size of the bow. A character who is Medium-size or larger can use this bow while mounted.

**Shortbow, Composite:** A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

**Shortspear:** Because a shortspear is not as long as a longspear, it can be thrown.

**Shuriken:** Up to three shuriken can be thrown per attack (all at the same target). Do not apply the Strength modifier to damage with shuriken. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

**Siangham or Halfling Siangham:** A monk using a siangham fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers. The halfling siangham is for Small monks.

**Sickle:** This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. It is favored by druids or by anyone who wants a weapon that might be overlooked by guards.

**Sling:** The sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap, and easy to improvise from common materials. Druids and halflings favor slings.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

**Strike, Unarmed:** A Medium-size character deals 1d3 points of subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. A Small character deals 1d2 points of subdual damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that provide a bonus to weapon damage.

Use the **Weapon Finesse** feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with an unarmed strike.

**Sword, Bastard:** A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

**Sword, Short:** This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

**Sword, Two-Bladed:** A two-bladed sword is a double weapon. A creature using a double weapon in one hand, such as an ogre using a two-bladed sword, can't use it as a double weapon.

**Trident:** This three-tined piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.

**Wakizashi:** This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

**Waraxe, Dwarven:** A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Weapon, Masterwork: These well-made weapons add a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Whip: The whip deals subdual damage. It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Table: Armor

<i>Armor</i>	<i>Cost</i>	<i>Armor Bonus</i>	<i>Max Dex</i>	<i>Check Penalty</i>	<i>Speed (30ft)</i>	<i>(20ft)</i>	<i>Weight</i>
<i>Light armor</i>							
Padded	5 gp	+1	+8	0	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	-1	30 ft.	20 ft.	20 lb.
Chain shirt	100gp	+4	+4	-2	30 ft.	20 ft.	25 lb.
<i>Medium armor</i>							
Hide	15 gp	+3	+4	-3	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	20 ft.	15 ft.	30 lb.
Chainmail	150gp	+5	+2	-5	20 ft.	15 ft.	40 lb.
Breastplate	200gp	+5	+3	-4	20 ft.	15 ft.	30 lb.
<i>Heavy armor</i>							
Splint mail	200gp	+6	+0	-7	20 ft.*	15 ft.*	45 lb.
Banded mail	250gp	+6	+1	-6	20 ft.*	15 ft.*	35 lb.
Half-plate	600gp	+7	+0	-7	20 ft.*	15 ft.*	50 lb.
Full plate	1,500gp	+8	+1	-6	20 ft.*	15 ft.*	50 lb.

<i>Armor</i>	<i>Cost</i>	<i>Armor Bonus</i>	<i>Max Dex</i>	<i>Check Penalty</i>	<i>Speed (30ft)</i>	<i>(20ft)</i>	<i>Weight</i>
<i>Shields</i>							
Buckler	15 gp	+1	-	-1	-	-	5 lb.
Shield, small, wooden	3 gp	+1	-	-1	-	-	5 lb.
Shield, small, steel	9 gp	+1	-	-1	-	-	6 lb.
Shield, large, wooden	7 gp	+2	-	-2	-	-	10 lb.
Shield, large, steel	20 gp	+2	-	-2	-	-	15 lb.
Shield, tower	30 gp	**	-	-10	-	-	45 lb.

<i>Armor</i>	<i>Cost</i>	<i>Armor Bonus</i>	<i>Max Dex</i>	<i>Check Penalty</i>	<i>Speed (30ft)</i>	<i>(20ft)</i>	<i>Weight</i>
<i>Extras</i>							
Armor spikes	+50gp	-	-	-	-	-	+10lb.
Gauntlet, locked	8 gp	-	-	Special	-	-	+5lb.
Shield spikes	+10gp	-	-	-	-	-	+5lb.

\*When running in heavy armor, a character moves only triple speed, not quadruple.



Table: Arcane Spell Failure

<i>Armor</i>	<i>Failure</i>
<i>Light armor</i>	
Padded	5%
Leather	10%
Studded leather	15%
Chain shirt	20%
<i>Medium armor</i>	
Hide	20%
Scale mail	25%
Chainmail	30%
Breast-plate	25%
<i>Heavy armor</i>	
Splint mail	40%
Banded mail	35%
Half-plate	40%
Full plate	35%
<i>Shields</i>	
Buckler	5%
Shield, small, wooden	5%
Shield, small, steel	5%
Shield, large, wooden	15%
Shield, large, steel	15%
Shield, tower	50%

Arcane Spell Failure: Armor interferes with the gestures that are needed to make to cast an arcane spell.

Casting an Arcane Spell in Armor: When casting an arcane spell while wearing armor, a character must make an arcane spell failure roll. The number in the Arcane Spell Failure is the chance that the spell fails and is ruined. If the spell lacks a somatic (S) component it can be cast without making the arcane spell failure roll.

#### *Armor Qualities*

Depending on a character's class, the character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

Cost: The cost of the armor.

Armor Bonus: The protective value of the armor. Bonuses from armor and a shield stack. This bonus is an armor bonus, so it does not stack with other effects that increase an armor bonus, such as the mage armor spell or bracers of armor.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows.

Even if a Dexterity bonus drops to 0, a character is not considered to have lost the Dexterity bonus.

Shields: Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty: Anything heavier than leather hurts the ability to use some skills.

Skills: The armor check penalty number is the armor check penalty applied to certain skill checks.

Shields: Both armor check penalties apply when wearing armor and shield.

Nonproficient with Armor Worn: If armor is worn with which a character is not proficient, the character suffers the armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

**Sleeping in Armor:** If a character sleeps in a suit of armor with an armor check penalty of -5 or worse, the character is automatically fatigued the next day. The character suffers a -2 penalty on Strength and Dexterity, and can't charge or run.

**Shields:** Both spell failure chances should be combined when wearing armor and shield..

**Speed:** Medium and heavy armor slows a character down. The number on Table: Armor is a character's top speed while wearing the armor.

**Shields:** Shields do not affect speed.

**Weight:** The weight of the armor. Armor fitted for Small characters weighs half as much.

**Getting Into and Out of Armor:** The time required to don armor depends on its type.

**Don:** This column records how long it takes to put the armor on. (One minute is 10 rounds.)

**Don Hastily:** This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an armor check penalty and armor bonus each 1 point worse than normal.

**Remove:** This column records how long it takes to get the armor off.

Table: Donning Armor

<i>Armor Type</i>	<i>Don</i>	<i>Don Hastily</i>	<i>Remove</i>
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

\*If a character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

\*\*A character must have help to don this armor. Without help, it can only be donned hastily.

### *Armor for Unusual Creatures*

The information on Table: Armor is for Medium-size creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium-size creatures, provides half as much protection, and weighs one-tenth or less as much. Armor for Large characters costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

### *Armor Descriptions*

The types of armor found on Table: Armor are described below.

**Armor Spikes:** Spikes can be added to armor. They deal 1d6 points of piercing damage (X2 crit) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

**Banded Mail:** This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

**Breastplate:** A breastplate covers the front and back. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.

**Buckler:** This small metal shield is strapped to the forearm, allowing it to be worn and still use the hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off-hand, the character doesn't get the buckler's AC bonus for the rest of the round.

**Chain Shirt:** A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

**Chainmail:** This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

**Full Plate:** This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet.

Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4X100) gold pieces.

Full plate is also known as field plate.

**Gauntlet, Locked:** This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that it cannot be dropped easily. It adds a +10 bonus to any roll to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given only applies if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armor.

While the gauntlet is locked, the hand wearing can't be used for casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

**Half-Plate:** This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

**Hide:** This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

**Leather:** The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer and more flexible leather.

**Padded:** Padded armor features quilted layers of cloth and batting.

**Scale Mail:** This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

**Small Shield:** A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons).

**Large Shield:** A large shield is too heavy to use the shield hand for anything else.

**Wooden or Steel:** Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as warp wood and heat metal).

**Shield Bash Attacks:** An opponent can be bashed with a shield, using it as an off-hand weapon. A Medium-size character deals 1d4 points of damage (X2 crit) with a large shield or 1d3 (X2 crit) with a small one. (The tower shield cannot be used to perform the bash action.) A Small character deals 1d3 points of damage (X2

crit) with a large shield or 1d2 (X2 crit) with a small one. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon, lose its AC bonus until the character's next action (usually until the next round).

Shield Spikes: These spikes turn a shield into a martial piercing weapon that deals 1d6 points of damage (X2 crit) no matter whether the shield is small or large. Buckler or tower shields cannot have shield spikes.

Shield, Tower: This massive wooden shield is nearly as tall as the wielder. Basically, it is a portable wall meant to provide cover. It can provide up to total cover, depending on how far a character comes out from behind it. A tower shield, however, does not provide cover against targeted spells; a spellcaster can cast a spell on a character by targeting the shield. A tower shield cannot be used for the shield bash action.

Splint Mail: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

Studded Leather: This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

Table: Special and Superior Items

<i>Weapon or Armor</i>	<i>Cost</i>
Weapon, masterwork	+300 gp*
Arrow, bolt, or bullet, masterwork	7 gp
Arrow, bolt, or bullet, silvered	1 gp
Dagger, silvered	10 gp
Mighty composite shortbow	
(+1 Str bonus)	150 gp
(+2 Str bonus)	225 gp
Mighty composite longbow	
(+1 Str bonus)	200 gp
(+2 Str bonus)	300 gp
(+3 Str bonus)	400 gp
(+4 Str bonus)	500 gp
Armor or shield, masterwork	+150 gp

Table: Grenadelike Weapons

<i>Weapon*</i>	<i>Cost</i>	<i>Damage</i>		<i>Range</i>	
		<i>Direct Hit</i>	<i>Splash</i>	<i>Increment</i>	<i>Weight</i>
Acid (flask)	10 gp	1d6	1 pt**	10 ft.	1 1/4 lb.
Alchemist's fire (flask)	20 gp	1d6	1 pt**	10 ft.	1 1/4 lb.
Holy water (flask)	25 gp	2d4	1 pt**	10 ft.	1 1/4 lb.
Tanglefoot bag	50 gp	Entangles	-	10 ft.	4 lb.
Thunderstone	30 gp	Sonic	-	20 ft.	1 lb.

\*Grenadelike weapons require no proficiency to use. See text for full details on using these weapons.

\*\*Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

Armor or Shield, Masterwork: These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

Arrow, Bolt, or Bullet, Masterwork: A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that a +1 bonus on attack rolls is added when using it. This bonus stacks with any bonus a character might get by using a masterwork bow, crossbow, or sling. The projectile is damaged (effectively destroyed) when it is used.

Arrow, Bolt, or Bullet, Silvered: A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

**Dagger, Silvered:** A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

**Holy Water:** Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenadelike weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he or she is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Temples to good deities sell holy water at cost (making no profit) because they are happy to supply people with what they need to battle evil.

**Smokestick:** This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally.

**Sunrod:** This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for 6 hours, after which the gold tip is burned out and worthless.

**Tanglefoot Bag:** Throw this round leather bag full of alchemical goo as a grenadelike weapon. When the bag is thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful save, it can only move at half speed.

A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he happened to scrape off. Once free, a character can move at half speed. A character capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes.

**Thunderstone:** Throw this stone as a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

**Tindertwig:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one takes at least a standard action.

Table: Siege Engines

<i>Item</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Crew</i>
Catapult, heavy (100 ft. minimum)	800 gp	5d6	-	200 ft.	5
Catapult, light (100 ft. minimum)	550 gp	3d6	-	150 ft.	2
Ballista	500 gp	3d6	X3	120	1
Ram	2,000 gp	4d6	?3	-	10
Siege tower	1,000 gp				

**Catapult, Heavy:** A heavy catapult is a large engine capable of throwing rocks or heavy objects with great force. When fired, one of the crew makes a Profession (siege engineer) check (DC 20). If successful, where the object actually lands is determined by rolling 1d12 and consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68. The center is the desired target. If the check is failed, the DM secretly rolls and consults the same deviation diagram. The result is now where the catapult is actually aimed. This new result is used as the center to determine the actual deviation of the attack. For example, a catapult is used to attack a stone tower. The

Profession (siege engineer) check fails, so the DM rolls 1d12 and gets an 11. By consulting the diagram, she determines that the actual target is 10 feet from the desired target, behind and to the left. Now, a crew member rolls 1d12 and gets an 8. After consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68 to see where the object goes, the DM ascertains that it falls 10 feet short and to the left of the actual target, which is 20 feet to the left of the desired target.

Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or reaiming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

Catapult, Light: This is a smaller, lighter version of the heavy catapult (see that entry for how to operate it). Two crew members can load and prepare this device in 5 full rounds and aim (or reaim) in 5 minutes. One person can crew the engine, but it takes three times the time to aim and prepare.

Ballista: The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions.

Ram: This heavy pole is suspended from a movable scaffold that allows the crew to swing it back and forth against construction. Make an unmodified attack roll against the AC of the construction, with failed attempts dealing no significant damage. The ram can be used to make an attack every 3 rounds if fully crewed. With five to nine people, it can be used every 6 rounds. Fewer than five people cannot operate it.

Siege Tower: This is a large wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

## GOODS AND SERVICES

Weights for all the items listed on Table: Goods and Services are their filled weights (except where otherwise designated).

Table: Goods and Services

<i>Adventuring Gear</i>		
<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Acid (flask)	10 gp	*
Alchemist's fire (flask)	20 gp	*
Antitoxin (vial)	50 gp	*
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	*
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	*
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	*
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	*
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.

<i>Adventuring Gear</i>		
<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	*
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	*
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock‡		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt	1 gp	3 lb.
Ram, portable	10 gp	20 lb.
Rations, trail(per day)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	**
Signet ring‡	5 gp	*
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1000gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	*
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

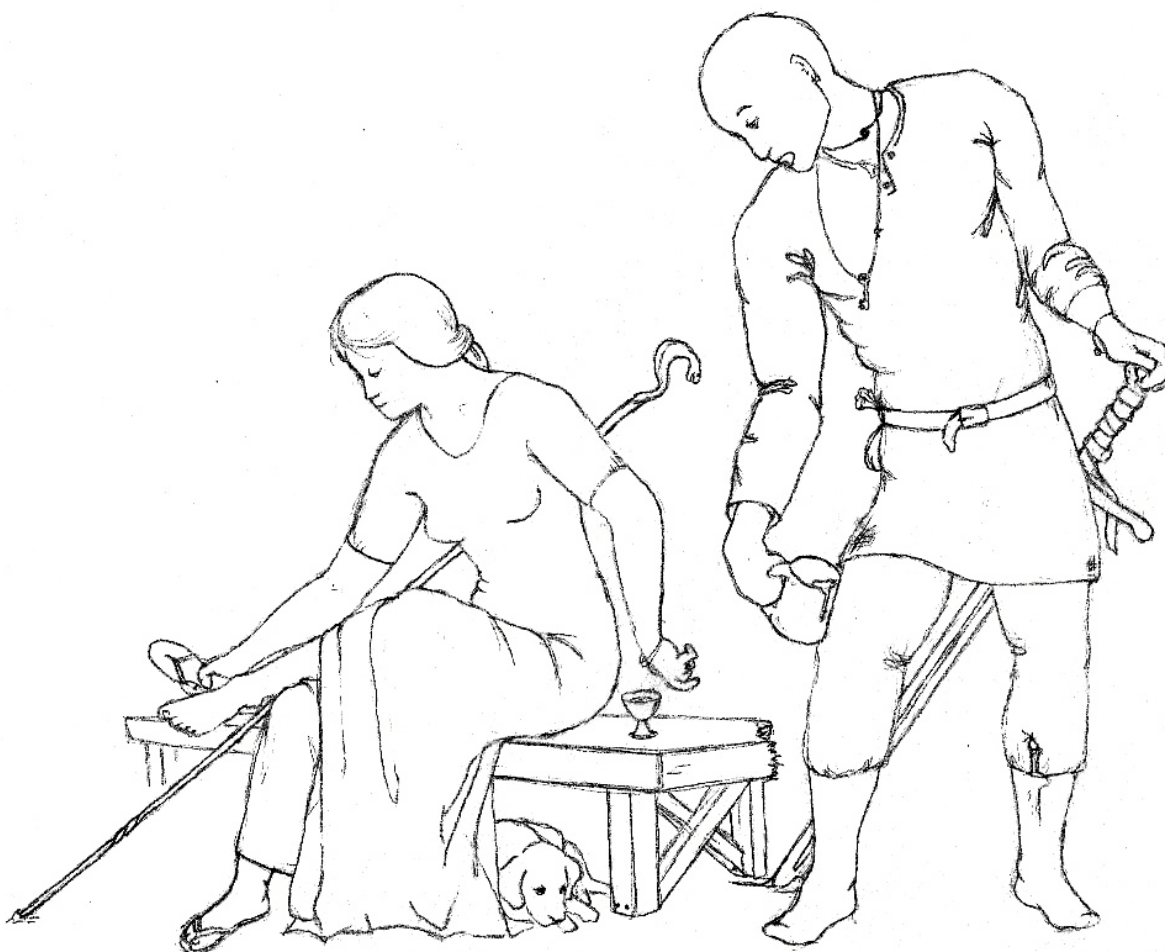
### Containers and Carriers

<i>Dry Goods</i>			<i>Holds or</i>
<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Carries</i>
Backpack	2 gp	2 lb.	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu. ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1 gp	1/2 lb.	1/5 cu. ft.
Sack	1 sp	1/2 lb.	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Spell component pouch	5 gp	1/4 lb.	1/8 cu. ft.

<i>Liquids</i>			<i>Holds or</i>
<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Carries</i>
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

\*No weight worth noting.





### *Adventuring Gear*

**Acid:** Throw a flask of acid as a grenadelike weapon.

**Alchemist's Fire:** Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. Throw a flask of alchemist's fire as a grenadelike weapon.

On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

**Antitoxin:** After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

**Caltrops:** Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point is always facing up. Scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops (the 2-pound unit listed on Table: Goods and Services) covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. (Deflection averts blows as they approach, but it does not prevent a character from touching something dangerous.) If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-

half because its foot is wounded. This movement penalty lasts for 1 day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents.

**Candle:** A candle clearly illuminates a 5-foot radius and burns for 1 hour.

**Chain:** Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

**Flask:** A ceramic, glass, or metal container fitted with a tight stopper. It holds 1 pint of liquid.

**Flint and Steel:** Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

**Ink:** This is black ink. Ink in other colors costs twice as much.

**Jug, Clay:** A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

**Lamp, Common:** A lamp clearly illuminates things in a 15-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring. A lamp can be carried in one hand.

**Lantern, Bullseye:** A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

**Lantern, Hooded:** A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil.

**Lock:** A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

**Manacles and Manacles, Masterwork:** These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by specially made manacles.

**Oil:** A pint of oil burns for 6 hours in a lantern. Use a flask of oil as a grenadelike weapon. Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is only a 50% chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

**Piton:** When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

**Ram, Portable:** This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

**Rope, Hemp:** This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

**Rope, Silk:** This rope has 4 hit points and can be burst with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

**Spyglass:** Objects viewed through a spyglass are magnified to twice their size.

**Tent:** This simple tent sleeps two.

**Torch:** A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

**Vial:** A ceramic, glass, or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

### *Spells for Hire*

<i>Spells</i>	<i>Cost</i>
0-level	Caster level X 5 gp
1st-level	Caster level X 10 gp
2nd-level	Caster level X 20 gp
3rd-level	Caster level X 30 gp
4th-level	Caster level X 40 gp
5th-level	Caster level X 50 gp
6th-level	Caster level X 60 gp
7th-level	Caster level X 70 gp
8th-level	Caster level X 80 gp
9th-level	Caster level X 90 gp

**Spell:** This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at her convenience.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP lost.

### *Class Tools and Skill Kits*

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	-	*
Holy symbol, wooden	1 gp	**
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	*
Tool, masterwork	+50 gp	*
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock	1000gp	200 lb.

**Alchemist's Lab:** This includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances. This is the perfect tool for the job and so adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the Alchemy skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

**Artisan's Tools:** This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

**Artisan's Tools, Masterwork:** As artisan's tools, but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

**Climber's Kit:** Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

**Disguise Kit:** A bag containing cosmetics, hair dye, and small physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It's exhausted after ten uses.

**Healer's Kit:** This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after ten uses.

**Holly and Mistletoe:** Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells. Holly and mistletoe plants are easily found in wooded areas by druids, and sprigs from them are harvested essentially for free.

**Holy Symbol, Silver or Wooden:** A holy symbol focuses positive energy. Clerics use them as the focuses for their spells and as tools for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.

A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

**Unholy Symbols:** An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead). A skull is the default unholy symbol for clerics not associated with any particular religion.

**Magnifying Glass:** This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel, and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light, and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

**Musical Instrument, Common or Masterwork:** Popular instruments include fifes, recorders, lutes, mandolins, and shalms. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

**Scale, Merchant's:** This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

**Spell Component Pouch:** A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, divine focuses, or focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).

**Spellbook, Wizard's (Blank):** A large, leatherbound book that serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up two pages per level (one page for 0-level spells).

**Thieves' Tools:** These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, a character will have to improvise tools, and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

**Thieves' Tools, Masterwork:** This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

**Tool, Masterwork:** This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

**Water Clock:** This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 P.M. if nobody else does.

### *Clothing*

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

**Artisan's Outfit:** A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

**Cleric's Vestments:** Ecclesiastical clothes for performing priestly functions, not for adventuring.

**Cold Weather Outfit:** A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

**Courtier's Outfit:** Fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. Without jewelry (costing perhaps an additional 50 gp), the character will look like an out-of-place commoner.

**Entertainer's Outfit:** A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

**Explorer's Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak.

Rather than a leather skirt, a leather overtunic may be worn instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

**Monk's Outfit:** This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. Though it looks casual, the outfit is designed to give a character maximum mobility, and it's made of high-quality fabric. A monk can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes. Depending on the monk's style, the outfit may be decorated with designs that indicate lineage or philosophical outlook.

**Noble's Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear above) and jewelry (worth at least 100 gp, or at least appearing to be worth that much). And it would be advisable to not show up to a ball in the same noble's outfit twice.

**Peasant's Outfit:** A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

**Royal Outfit:** This is just the clothes, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

**Scholar's Outfit:** A robe, a belt, a cap, soft shoes, and possibly a cloak.

**Traveler's Outfit:** Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

### *Food, Drink, and Lodging*

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	-
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	-
Common	5 sp	-
Poor	2 sp	-
Meals (per day)		
Good	5 sp	-
Common	3 sp	-
Poor	1 sp	-
Meat, chunk of	3 sp	1/2 lb.
Rations, trail(per day)	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1 1/2 lb.

**Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

### Mounts and Related Gear

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Barding		
Medium-size creature	X2	X1
Large creature	X4	X2
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lb.
Dog, riding	150 gp	-
Donkey or mule	8 gp	-
Feed (per day)	5 cp	10 lb.
Horse, heavy	200 gp	-
Horse, light	75 gp	-
Pony	30 gp	-
Warhorse, heavy	400 gp	-
Warhorse, light	150 gp	-
Warpony	100 gp	-
Saddle Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	-
Wagon	35 gp	400 lb.

\*No weight worth noting.

\*\*Ten of these items together weigh 1 pound.

### Hauling Vehicles

<i>Item</i>	<i>Cost</i>	<i>Weight</i>	<i>Holds or Carries</i>
Cart	15 gp	200 lb.	1/2 ton
Sled	20 gp	300 lb.	1 ton
Wagon	35 gp	400 lb.	2 tons

Barding, Medium-Size Creature and Large Creature: Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found on Table: Armor. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium-size creature's) armor costs and also weighs twice as much as the armor found on Table: Armor. (If the barding is for a pony, which is Medium-size, the cost is only double, and the weight is the same.)

Medium or heavy barding slows mounts:

<i>Barding</i>	<i>(40 ft.)</i>	<i>(50 ft.)</i>	<i>(60 ft.)</i>
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

*\*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple.*

Flying mounts can't fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Dog, Riding: This Medium-size dog is specially trained to carry a Small humanoid rider (and not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

Donkey or Mule: The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the given amount.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a pegasus. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he or she has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Stabling: Includes a stable, feed, and grooming.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

### *Ships*

<i>Item</i>	<i>Cost</i>
Rowboat	50 gp
Oar	2 gp
Galley	30,000 gp
Longship	10,000 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Warship	25,000 gp

### *Transportation*

<i>Item</i>	<i>Cost</i>
Ship's passage	1 sp per mile



<i>Item</i>	<i>Cost</i>
Coach cab	3 cp per mile
Messenger	2 cp per mile
Teleportation	Varies*
Road or gate toll	1 cp

### *Buildings*

<i>Item</i>	<i>Cost</i>
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

**Rowboat:** An 8- to 12-foot-long boat for two or three people. It moves about 1 1/2 miles per hour.

**Galley:** A three-masted ship with seventy oars on either side and a total crew of two hundred. This ship is 130 feet long and 20 feet wide, and it can carry up to 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

**Longship:** A 75-foot-long ship with forty oars and a total crew of fifty. It has a single mast and a square sail. It can carry fifty tons of cargo or one hundred twenty soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

**Keelboat:** A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry forty to fifty tons of cargo or one hundred soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

**Sailing Ship:** This larger, more seaworthy version of the coaster (a kind of sailing ship) is 75 to 90 feet long and 20 feet wide. It has a crew of twenty. It can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

**Warship:** This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of sixty to eighty rowers. This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2 1/2 miles per hour when rowed or under sail.

**Ship's Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

**Coach Cab:** The price listed is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes a character anywhere they need to go.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

**Teleportation:** The cost to be teleported is based on caster level, although the customer will have to pay double because the caster will need to teleport herself back. Further, some casters will charge as much as double to teleport into a dangerous area.

**Road or Gate Toll:** A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and its upkeep. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

**Simple House:** This one- to three-room house is made of wood and has a thatched roof.

**Grand House:** This four- to ten-room grand house is made of wood and has a thatched roof.

**Mansion:** This ten- to twenty-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

**Tower:** This round or square, three-level tower is made of stone.

**Keep:** This fortified stone building has fifteen to twenty-five rooms.

**Castle:** The castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

**Huge Castle:** A particularly large keep with numerous associated buildings (stables, forge, granaries, etc.) and an elaborate 20-foot-high wall creating bailey and courtyard areas. The wall has six towers and is 10 feet thick.

**Moat with Bridge:** This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden draw-bridge or a permanent stone structure.

## HAZARDS AND OBSTACLES

### WALLS

<i>Wall Type</i>	<i>Typical</i>	<i>Break</i>		<i>Hit</i>	<i>Climb</i>
	<i>Thickness</i>	<i>DC</i>	<i>Hardness</i>	<i>Points*</i>	<i>DC</i>
Masonry	1 ft.	35	8	90 hp	15
Superior masonry	1 ft.	35	8	90 hp	20
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	22
Unworked stone	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	-	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated**	-	+20	x2	x2†	-

\*Per 10-ft.-by-10-ft. section.

\*\*These modifiers can be applied to any of the other categories and types.

†Or 50, whichever is greater.

### DOORS

<i>Typical</i> <i>Door Type</i>	<i>Thickness</i>	<i>Hardness</i>	<i>Hit Points</i>	<i>Break DC</i>	
				<i>Stuck</i>	<i>Locked</i>
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1 1/2 in	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in.	5	30 hp	25*	25*
Portcullis, iron	2 in.	10	60 hp	25*	25*
Lock	-	15	30 hp		
Hinge	-	15	30 hp		

\*DC to lift. Use appropriate door figure for breaking.

#### *Door Locks, Bars, Seals, and Traps*

- DC 10 or lower: a door just about anyone can break open.
- DC 11-15: a door that a strong person could break with one try and an average person might be able to break with one try.
- DC 16-20: a door that almost anyone could break, given time.
- DC 21-25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.
- DC 26+: a door that only an exceptionally strong person has a hope of breaking.

The DC to pick a lock with an Open Lock check often falls into the range of DC 20 to DC 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks often are trapped, usually with poison needles that extend out to prick a rogue's finger.

## TRAPS

The following are common mechanical traps, found in dungeons the world over. Provided for each trap is its Challenge Rating (CR), its attack bonus (when applicable), the amount of damage it inflicts (in parentheses), and the DCs for saving throws or skill checks to find, avoid, and/or disable the trap.

### *Simple Mechanical Traps*

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Pit Trap (20 Ft. Deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (20 Ft. Deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (40 Ft. Deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (40 Ft. Deep): CR 3; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (60 Ft. Deep): CR 3; no attack roll necessary (6d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (60 Ft. Deep): CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (80 Ft. Deep): CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (80 Ft. Deep): CR 5; no attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (100 Ft. Deep): CR 5; no attack roll necessary (10d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (100 Ft. Deep): CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20).

Hail of Needles: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

Crushing Wall Trap: CR 10; no attack roll required (20d6); Search (DC 20); Disable Device (DC 25).

Scything Blade Trap: CR 1; +8 melee (1d8/x3 crit); Search (DC 21); Disable Device (DC 20).

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). Note: Can strike all characters in two adjacent specified squares.

Large Net Trap: CR 1; +5 melee (see note); Search (DC 20); Disable Device (DC 25). Note: Characters in 10-ft. square are grappled by net (Str<sub>18</sub>) if they fail a Reflex save (DC 14).

Poison Gas Trap: CR 10; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). Note: Trap releases burnt othur fumes.

Flooding Room Trap: CR 5; no attack roll necessary (see note below); Search (DC 20); Disable Device (DC 25). Note: Room floods in 4 rounds.

Portcullis Trap: CR 2; +10 melee (3d6/x2 crit); Search (DC 20); Disable Device (DC 20). Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

### *Magic Traps*

- A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).
- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

### *Creating Magic Traps*

Creating a magic trap costs experience points and gold, just like creating magic items. If a trap is a one-use device, the cost for creation is 50 gp and 2 XP, both multiplied by the caster level. If a trap has multiple uses (or functions continually), the cost for creation is 500 gp and 20 XP, both multiplied by the caster level. Devising and placing a magic trap not covered by existing spell effects is just like creating a magic item. Building a trap-filled dungeon filled with magical dangers is thus a costly process.

### *Sample Magic Traps*

Provided for each trap is its Challenge Rating (CR), the area the trap affects or its attack bonus (whichever applies), the amount of damage it inflicts (in parentheses), and the DCs for saving throws or skill checks to find, avoid, and/or disable the trap.

Flame Jet: CR 2; 1-ft.-wide, 50-ft.-long stream of flame (3d6); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 26).

Lightning Blast: CR 3; 5-ft.-wide, 50-ft.-long blast (3d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

Globe of Cold: CR 4; 20-ft.-radius sphere or hemisphere (5d6); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 25).

Electrified Floor: CR 4; section of floor (3d10); Reflex save (DC 14) for half damage; Search (DC 25); Disable Device (DC 25).

Floor Transforms into Acid: CR 6; section of floor (10d6); Reflex save (DC 16) negates; Search (DC 28); Disable Device (DC 30). Note: Successful save means character dives to safety in time.

Illusion over Spiked Pit (20 Ft. deep): CR 3; no attack roll required (2d6), +10 melee (1d4 spike attacks for 1d4+2 points of damage per successful hit); Reflex save (DC 15) negates; Search (DC 20); Disable Device (DC 20).

Air Sucked out of Room: CR 5; one room (see note below); Search (DC 28); Disable Device (DC 30). Note: Deals suffocation damage.

## **ORGANIC HAZARDS**

### *Green Slime (CR4)*

A single patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

### *Mold and Fungus*

Yellow Mold (CR 6): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later—even by those who succeeded at the first save—to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 2 to 3 feet in diameter, and the temperature is always cold in the area surrounding it. Living creatures within 5 feet of it take 3d6 points of cold subdual damage. Fire brought within 5 feet of the mold causes it to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in patches that look almost like stunted shrubbery. It gives off a soft violet glow that illuminates underground caverns and passages.

# TREASURE

Table: Treasure Values per Encounter

<i>Encounter Level</i>	<i>Treasure per Encounter</i>
1	300 gp
2	600 gp
3	900 gp
4	1,200 gp
5	1,600 gp
6	2,000 gp
7	2,600 gp
8	3,400 gp
9	4,500 gp
10	5,800 gp
11	7,500 gp
12	9,800 gp
13	13,000 gp
14	17,000 gp
15	22,000 gp
16	28,000 gp
17	36,000 gp
18	47,000 gp
19	61,000 gp
20	80,000 gp

Table: Treasure

<i>Level</i>	<i>d%</i>	<i>Coins</i>	<i>d%</i>	<i>Goods</i>	<i>d%</i>	<i>Items</i>
1st	01-14	-	01-90	-	01-71	-
	15-29	1d6x1,000 cp	91-95	1 gem	72-95	1 mundane
	30-52	1d8x100 sp	96-100	1 art	96-100	1 minor
	53-95	2d8x10 gp				
	96-100	1d4x10 pp				
2nd	01-13	-	01-81	-	01-49	-
	14-23	1d10x1,000 cp	82-95	1d3 gems	50-85	1 mundane
	24-43	2d10x100 sp	96-100	1d3 art	86-100	1 minor
	44-95	4d10x10 gp				
	96-100	2d8x10 pp				
3rd	01-11	-	01-77	-	01-49	-
	12-21	2d10x1,000 cp	78-95	1d3 gems	50-79	1d3 mundane
	22-41	4d8x100 sp	96-100	1d3 art	80-100	1 minor
	42-95	1d4x100 gp				
	96-100	1d10x10 pp				
4th	01-11	-	01-70	-	01-42	-
	12-21	3d10x1,000 cp	71-95	1d4 gems	43-62	1d4 mundane
	22-41	4d12x1,000 sp	96-100	1d3 art	63-100	1 minor
	42-95	1d6x100 gp				
	96-100	1d8x10 pp				
5th	01-10	-	01-60	-	01-57	-
	11-19	1d4x10,000 cp	61-95	1d4 gems	58-67	1d4 mundane
	20-38	1d6x1,000 sp	96-100	1d4 art	68-100	1d3 minor
	39-95	1d8x100 gp				

<i>Level</i>	<i>d%</i>	<i>Coins</i>	<i>d%</i>	<i>Goods</i>	<i>d%</i>	<i>Items</i>
6th	96-100	1d10x10 pp				
	01-10	-	01-56	-	01-54	-
	11-18	1d6x10,000 cp	57-92	1d4 gems	55-59	1d4 mundane
	19-37	1d8x1,000 sp	93-100	1d4 art	60-99	1d3 minor
	38-95	1d10x100 gp	100	1 medium		
7th	96-100	1d12x10 pp				
	01-11	-	01-48	-	01-51	-
	12-18	1d10x10,000 cp	49-88	1d4 gems	52-97	1d3 minor
	19-35	1d12x1,000 sp	89-100	1d4 art	98-100	1 medium
	36-93	2d6x100 gp				
8th	94-100	3d4x10 pp				
	01-10	-	01-45	-	01-48	-
	11-15	1d12x10,000 cp	46-85	1d6 gems	49-96	1d4 minor
	16-29	2d6x1,000 sp	86-100	1d4 art	97-100	1 medium
	30-87	2d8x100 gp				
9th	88-100	3d6x10 pp				
	01-10	-	01-40	-	01-43	-
	11-15	2d6x10,000 cp	41-80	1d8 gems	44-91	1d4 minor
	16-29	2d8x1,000 sp	81-100	1d4 art	92-100	1 medium
	30-85	5d4x100 gp				
10th	86-100	2d12x10 pp				
	01-10	-	01-35	-	01-40	-
	11-24	2d10x1,000 sp	36-79	1d8 gems	41-88	1d4 minor
	25-79	6d4x100 gp	80-100	1d6 art	89-99	1 medium
	80-100	5d6x10 pp	100	1 major		
11th	01-08	-	01-24	-	01-31	-
	09-14	3d10x1,000 sp	25-74	1d10 gems	32-84	1d4 minor
	15-75	4d8x100 gp	75-100	1d6 art	85-98	1 medium
	76-100	4d10x10 pp	99-100	1 major		
	12th	01-08	-	01-17	-	01-27
09-14		3d12x1,000 sp	18-70	1d10 gems	28-82	1d6 minor
15-75		1d4x1,000 gp	71-100	1d8 art	83-97	1 medium
76-100		1d4x100 pp	98-100	1 major		
13th		01-08	-	01-11	-	01-19
	09-75	1d4x1,000 gp	12-66	1d12 gems	20-73	1d6 minor
	76-100	1d10x100 pp	67-100	1d10 art	74-95	1 medium
	96-100	1 major				
	14th	01-08	-	01-11	-	01-19
09-75		1d6x1,000 gp	12-66	2d8 gems	20-58	1d6 minor
76-100		1d12x100 pp	67-100	2d6 art	59-92	1 medium
93-100		1 major				
15th		01-03	-	01-09	-	01-11
	04-74	1d8x1,000 gp	10-65	2d10 gems	12-46	1d10 minor
	75-100	3d4x100 pp	66-100	2d8 art	47-90	1 medium
	91-100	1 major				
	16th	01-03	-	01-07	-	01-40
04-74		1d12x1,000 gp	08-64	4d6 gems	41-46	1d10 minor
75-100		3d4x100 pp	65-100	2d10 art	47-90	1d3 medium
91-100		1 major				
17th		01-03	-	01-04	-	01-33
	04-68	3d4x1,000 gp	05-63	4d8 gems	34-83	1d3 medium



<i>Level</i>	<i>d%</i>	<i>Coins</i>	<i>d%</i>	<i>Goods</i>	<i>d%</i>	<i>Items</i>
18th	69-100	2d10x100 pp	64-100	3d8 art	84-100	1 major
	01-02	-	01-04	-	01-24	-
	03-65	3d6x1,000 gp	05-54	3d12 gems	25-80	1d4 medium
19th	66-100	5d4x100 pp	55-100	3d10 art	81-100	1 major
	01-02	-	01-03	-	01-04	-
	03-65	3d8x1,000 gp	04-50	6d6 gems	05-70	1d4 medium
20th	66-100	3d10x100 pp	51-100	6d6 art	71-100	1 major
	01-02	-	01-02	-	01-25	-
	03-65	4d8x1,000 gp	03-38	4d10 gems	26-65	1d4 medium
	66-100	4d10x100 pp	39-100	7d6 art	66-100	1d3 major

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

<i>Level</i>	<i>Magic Items</i>
21st	+1
22nd	+2
23rd	+4
24th	+6
25th	+9
26th	+12
27th	+17
28th	+23
29th	+31
30th	+42

Table: Gems

<i>d%</i>	<i>Value</i>	<i>Average</i>	<i>Examples</i>
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4x10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4x10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4x100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4x100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4x1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Table: Art Objects

<i>d%</i>	<i>Value</i>	<i>Average</i>	<i>Examples</i>
01-10	1d10x10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6x10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6x100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays

<i>d%</i>	<i>Value</i>	<i>Average</i>	<i>Examples</i>
41-50	1d10x100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6x100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6x100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6x100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6x100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4x1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6x1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4x1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6x1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Table: Mundane Items

<i>d%</i>	<i>Mundane Item</i>
01-05	Alchemist's fire (1d4 flasks, 20 gp each)
06-10	Acid (2d4 flasks, 10 gp each)
11-12	Smokesticks (1d4 sticks, 20 gp each)
13-18	Holy water (1d4 flasks, 25 gp each)
19-20	Thunderstones (1d4 stones, 30 gp each)
21-22	Chain shirt (100 gp)*
23-27	Antitoxin (1d4 doses, 50 gp each)
28-29	Tanglefoot bag (1d4 bags, 50 gp each)
30-34	Masterwork studded leather (175 gp)**
35-39	Mighty composite shortbow†
40-43	Breastplate (200 gp)*
44-48	Banded mail (250 gp)*
49-66	xMasterwork common melee weapon (roll on Table 8-12: Common Melee Weapons, page 184)
67-68	xMasterwork uncommon weapon (roll on Table 8-13: Uncommon Weapons, page 184)
69-73	xMasterwork ranged weapon (roll on Table 8-14: Common Ranged Weapons, page 185)
74-83	Mighty composite longbow††
84-93	Half-plate (600 gp)*
94-100	Full plate (1,500 gp)*

\*x Roll *d%*: 01-10 = Small, 11-100 = Medium-size. (Mundane armor is sized to fit its wearer. Magic armor resizes to its wearer's size.)

\*\*x Roll *d%*: 01-50 = Small, 51-100 = Medium-size. (Mundane armor is sized to fit its wearer. Magic armor resizes to its wearer's size.)

†Roll on Table: Random Mighty Composite Shortbow for bonus.

††Roll on Table: Random Mighty Composite Longbow for bonus.

Table: Random Mighty Composite Shortbow

<i>d%</i>	<i>Str Bonus</i>	<i>Value</i>
01-60	+1	150 gp
61-100	+2	225 gp

Table 7-9: Random Mighty Composite Longbow

<i>d%</i>	<i>Str Bonus</i>	<i>Value</i>
01-45	+1	200 gp
46-75	+2	300 gp
76-90	+3	400 gp
91-00	+4	500 gp

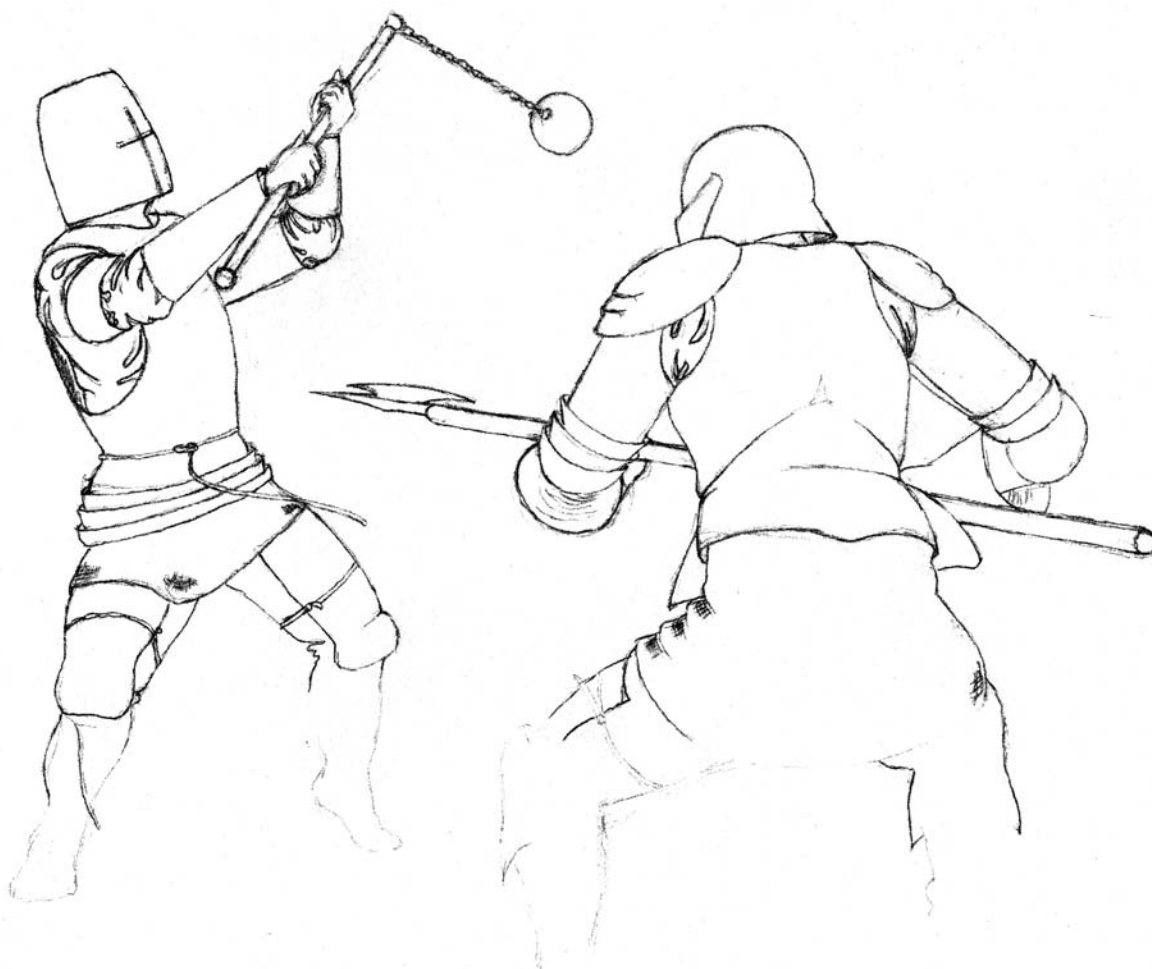
Table: Random Magic Item Generation

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Item</i>
01-04	01-10	01-10	Armor and shields
05-09	11-20	11-20	Weapons
10-44	21-30	21-25	Potions
45-46	31-40	26-35	Rings
-	41-50	36-45	Rods
47-81	51-65	46-55	Scrolls
-	66-68	56-75	Staffs
82-91	69-83	76-80	Wands
92-100	84-100	81-100	Wondrous items

### *Random Magic Items*

1. When Table: Treasure indicates a minor, medium, or major magic treasure, you can use Table: Random Magic Item Generation to determine the specific type of magic item.
2. Refer to the table that corresponds to the type of item indicated in step 1.
3. Once the item has been determined, roll d% for special qualities:
  - Staffs and Wands: If the item is a wand, a 01-30 result indicates that something (a design, inscription, etc.) provides a clue to its function, and 31-100 indicates no special qualities.
  - Armors, Shields, Rings, Rods, Staffs, and Wondrous Items: If the item is a rod, staff, ring, wondrous item, armor, or shield, a 01 result indicates the item is intelligent, a 02-31 result indicates that something (a design, inscription, etc.) provides a clue to its function, and 32-100 indicates no special qualities.
  - Ranged Weapons: If the item is a ranged weapon, a 01-05 result indicates the item is intelligent, a 06-25 result indicates that something (a design, inscription, etc.) provides a clue to its function, and 26-100 indicates no special qualities.
  - Melee Weapons: If the item is a melee weapon, a 01-20 result indicates that the item sheds light, a 21-25 result indicates that the item is intelligent, 26-35 indicates that the item is both intelligent and sheds light, 36-50 indicates that something (a design, inscription, etc.) provides a clue to its function, and 51-100 indicates no special qualities.
4. If the item has charges or uses, roll randomly to determine how many charges or uses it has (d% divided by 2, minimum 1).

## COMBAT BASICS



### SPECIAL TERMS

#### *Face*

How much area a character occupies in combat. Face is essentially the border between the square or rectangular space that a character occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because characters are constantly moving and turning in battle. Unless a character is immobile, it practically doesn't have a front or a left side—at least not one that can be identified on the tabletop.

#### *Flanking*

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and the character's ally flank the opponent. A character gains a +2 flanking bonus on the attack roll. A rogue in this position can also sneak attack the target. The ally must be on the other side of the opponent, so that the opponent is directly between the character and the ally.

#### *Flat-Footed*

At the start of a battle each character is flat-footed. A character can't use a Dexterity bonus to AC (if any) while flat-footed. A flat-footed character can't make attacks of opportunity.

### *Initiative Check*

At the start of a battle, each character makes a single initiative check. An initiative check is a Dexterity check. If two or more characters have the same initiative check result, the characters that are tied act in order of Dexterity (highest first). If there is still a tie, roll dice to break the tie.

### *Touch Attack*

Touch attacks come in two types: melee touch attacks and ranged touch attacks. A character can score critical hits with either type of attack. A character's opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

## SIZE MODIFIERS

<i>Size</i>	<i>AC/Attack Modifier</i>
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Apply this modifier to the attack rolls and AC values of characters, unless the value has not already been pre-calculated to include this modifier.

## COMBAT SEQUENCE

### *Step One:*

The DM determines which characters are aware of their opponents at the start of the battle. If some but not all of the characters are aware of their opponents, a surprise round happens before regular rounds begin. The characters that are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), characters that started the battle aware of their opponents each take a partial action during the surprise round. Characters who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

### *Step Two:*

Characters who have not yet rolled initiative do so.

### *Step Three:*

Characters act in initiative order.

### *Step Four:*

When everyone has had a turn, the character with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

## ATTACKS OF OPPORTUNITY

### *Threatened Area*

A character threatens the area into which it can make a melee attack, even when it is not a character's action. An enemy that takes certain actions while in a threatened area may provoke an attack of opportunity from a

character. A small or medium sized character normally has a 5-foot threat radius. "Reach weapons" and "natural reach" can change the threatened area.

#### *Provoking an Attack of Opportunity by Moving*

If a character moves through (not simply into) or out of a threatened area, a character usually provokes an attack of opportunity.

If all a character does during that character's turn is make a normal move or a double move (not a run), the space that the character started out in is not considered threatened.

If a character's entire move for the round is 5 feet the 5 foot move does not provoke an attack of opportunity.

#### *Provoking an Attack of Opportunity by Taking an Action*

A character taking some kinds actions provokes attacks of opportunity, as described in the rules for each action type.

#### *Making an Attack of Opportunity*

An attack of opportunity is a single melee attack, and a character can only make one per round. The character does not have to make an attack of opportunity if the character doesn't want to. The character makes the attack of opportunity at the character's normal base attack bonus.

## **THE COMBAT ROUND**

Each round represents about 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

When a character's turn comes up in the initiative sequence that character performs his entire round's worth of actions.

There are no simultaneous actions. All effects of a character's action fully resolve before the next character acts. A character cannot split an action to allow another character to act between portions.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

## COMBAT ACTIONS



### ACTION DESCRIPTIONS

Name: The name of the action type.

[ Type ]: The type of action - not an action, free, partial, move-equivalent, standard or full round.

[ AoO ]: Attack of Opportunity: Yes, no or maybe, depending on the action description.

Description: A brief description of the action.

#### Action Types

**Not an Action:** Some activities are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

**Free Action:** A character can perform one or more free actions while taking another action normally. However, the DM puts reasonable limits on what a character can really do for free.

**Partial Action:** As a general rule, a character can do as much with a partial action as a character could with a standard action minus a move. Typically, a character may take a 5-foot step as part of a partial action.

**Move-Equivalent Action:** Move-equivalent actions take the place of movement in a standard action or take the place of an entire partial action. The character can normally also take a 5 foot step.

**Standard Action:** A standard action allows a character to do something and move that character's indicated speed during a combat round. A character can move before or after performing the activity of the action.

**Full-Round Action:** A full-round action consumes all a character's effort during a round. The only movement a character can take during a full-round action is a 5-foot step before, during, or after the action. A character can also perform free actions. Some full-round actions do not allow a 5-foot step.

## ACTIONS

### *Activate magic item* [Standard][AoO: Maybe]

Description: Many magic items don't need to be activated. However, certain magic items need to be activated. Activating a magic item is a standard action (unless the item description indicates otherwise).

Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. A the spell fizzles if the character's concentration is broken while activating the spell completion item. The character can attempt to activate the spell completion item while on the defensive, as with a spell.

Activating a spell trigger, command word, or use-activated item does not require concentration and does not provoke attacks of opportunity.

### *Aid another* [Standard][AoO: No]

Description: If a character threatens an opponent with whom an ally is engaged in melee combat, the character can attempt to aid the ally as a standard action. The character makes an attack roll against AC 10. If the character succeeds, the character's ally gains either a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to AC against that opponent (the character's choice).

### *Attack (melee)* [Standard][AoO: No]

Description: The character attacks an opponent in a space that character threatens. The attack roll is:

$$d20 + \text{Attack modifiers vs. AC of target}$$

Attack modifiers consist of the character's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the character is attacking an armed opponent while unarmed, the character provokes an immediate attack of opportunity from the target which is resolved before the character's attack. Note that under certain circumstances, a character attacking without a weapon is still considered "armed".

A character can choose to fight defensively when taking the attack action. If a character does so, the character takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

### *Attack (ranged)* [Standard][AoO: Yes]

Description: The character attacks an opponent in line of sight to the character, within range of the ranged weapon being used. A target is in line of sight if no obstructions between the character and the target grant 100% cover. The maximum range for a thrown weapon is five range increments, for projectile weapons it is ten range increments. The attack roll is:

$$d20 + \text{Attack modifiers vs. AC of target}$$

Attack modifiers consist of the character's base attack bonus, size adjustment, dexterity adjustment, and any other bonuses that apply to the attack roll. Each range increment of distance between the character and the target after the first will impose a penalty, per the weapon description.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.



If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, that character suffers a -4 penalty on its attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (A held, unconscious, or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If a character's target (or the part of a target a character is aiming at, if it's a big target) is at least 10 feet away from the nearest ally, the character can avoid the -4 penalty, even if the character being aimed at is engaged in melee with an ally.

A character can choose to fight defensively when taking the attack action. If a character does so, the character takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

*Bull rush* [Standard][AoO: Yes]

Description: A character can bull rush as an attack action or a charge action.

When a character bull rushes, the character attempts to push an opponent straight back instead of attacking him. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

Initiating a Bull Rush: First, the character moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the defender. Any attack of opportunity made by anyone other than the defender against the character during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the character against the defender likewise has a 25% chance of accidentally targeting the character.

Second, the character and the defender make opposed Strength checks. The character adds a +4 bonus for each size category that the character is above Medium-size or a -4 penalty for each size category that the character is below Medium-size. The character gets a +2 charge bonus if the Bull Rush is attempted at the end of a Charge. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the character beat the defender, the character pushes the defender back 5 feet. If the character wishes to move with the defender, the character can push the defender back up to a distance of an additional 1 foot for each point by which the character exceeded the defender's check result. A character can't, however, exceed his or her normal movement limit.

If the character fails to beat the defender's Strength check, the character moves 5 feet straight back. If that space is occupied, the character falls prone in that space.

*Cast a quickened spell* [Free][AoO: No]

Description: Self explanatory.

*Cast a spell (1-action)* [Standard][AoO: Yes]

Description: Casting a spell with a casting time of 1 action is a standard action. A character can move and then cast the spell, or cast the spell and then move.

A character may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC 15 + spell level). Failure means that the character loses the spell.

*Cast a spell(full-round)* [Full][AoO: Yes]

Description: The spell will take effect just before the caster's action in the next round.

A character can take a 5-foot step before, during, or after casting such a spell, but cannot otherwise move.

A character may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC 15 + spell level). Failure means that the character loses the spell.

*Cease concentration on a spell* [Free][AoO: No]

Description: Self explanatory.

*Climb* [Full][AoO: No]

Description: As a full round action, a character can climb at one half base speed.

*Climb* [Move Equivalent][AoO: No]

Description: As a move equivalent action, a character can climb at one quarter base speed.

*Change form (polymorph self)* [Full][AoO: Yes]

Description: Per the spell.

*Change form (shapeshifter)* [Standard][AoO: No]

Description: Self explanatory.

*Change form (shapechange)* [Free][AoO: No]

Description: Self explanatory.

*Charge* [Full][AoO: No]

Description: The character must move before attacking, not after. The character must move at least 10 feet and may move up to double base speed. All movement must be in a straight line, with no backing up allowed. The charge stops as soon as the character threatens the target. A character can't run past the target and attack from another direction.

After moving, the character may make a single melee attack or a bull rush. The character gets a +2 bonus on the attack roll. The character also suffers a -2 penalty to AC for 1 round.

A lance deals double damage if employed by a mounted character in a charge.

A target can ready certain piercing weapons, setting them to receive charges by using the ready action against receiving a charge. A weapon of this type deals double damage if the readied attack is successful.

*Concentrate to maintain or redirect a spell* [Standard][AoO: No]

Description: Anything that could break a character's concentration when casting a spell can keep a character from concentrating to maintain a spell. If a character's concentration breaks, the spell ends.

*Coup de grace* [Full][AoO: Yes]

Description: A character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a bow or crossbow, provided the character is adjacent to the target. The attacker automatically hits and scores a critical hit. If the target survives the damage, the target must make a Fortitude save (DC 10 + damage dealt) or die.

It's overkill, but a rogue also gets her extra sneak attack damage against a helpless foe when delivering a coup de grace.

A character can't deliver a coup de grace against an opponent that is immune to critical hits, such as a golem.

*Control a frightened mount* [Move Equivalent][AoO: Yes]

Description: The character must make a Ride check (DC 20) each round to control a mount untrained for war (untrained mounts include light and heavy horses, and ponies). If the check is successful, the character

can perform a partial action after the check. If the Ride check fails, the check is considered to have been a full-round action.

*Delay* [Not an Action][AoO: No]

Description: When a character delays, the character voluntarily reduces its own initiative result for the rest of the combat. When a character's new, lower initiative count comes up later in the same round, the character can act normally. A character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character can only voluntarily lower its initiative to -10 minus its initiative bonus. When the initiative count reaches -10 minus a delaying character's initiative bonus, that character must act or forfeit any action that round.

If multiple characters are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying characters are trying to go after the other, the one with the highest initiative bonus gets to go last.

*Disarm(4)* [Varies][AoO: Yes]

Description: The character and an adjacent target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the opponent with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. If the character beats the target, the target is disarmed. If a character attempted the disarm action unarmed, the character now has the weapon. Otherwise, it drops to the ground at the target's feet. If the character fails, then the target may make an attempt to disarm the character as an immediate, free action.

Note: A target wearing spiked gauntlets can't be relieved of the gauntlets by a disarm action. A target using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt made by an opponent.

This action substitutes for a melee attack, not an action. As melee attacks, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

*Dismiss a spell* [Standard][AoO: No]

Description: Self explanatory.

*Dive Attack* [Full][AoO: Yes]

Description: Creatures that fly can make dive attacks.

A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage.

*Double move* [Full][Varies]

Description: A character can move up to double base speed.

The space where a character begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a character's move from that space.

*Draw a weapon* [Move Equivalent][AoO: No]

Description: If a character has a base attack bonus of +1 or higher, a character can combine one of these actions with a regular move. If a character has the Two-Weapon Fighting feat, a character can draw two light or one-handed weapons in the time it would normally take a character to draw one.

*Drop an item* [Free][AoO: No]

Description: The item falls to the floor in the same space as the character.

*Drop to the floor* [Free][AoO: No]

Description: The character is considered to be prone.

*Escape from a net* [Full][AoO: Yes]

Description: The description of the net involved will include information on how to determine if an escape attempt has been successful or not.

*Extinguish flames* [Full][AoO: No]

Description: This action will extinguish small fires on equipment, furniture, or the character's person. Larger blazes will require the use of water, sand, or some other material to snuff the flames.

*Feint* [Standard][AoO: No]

Description: This is a specialized use of the Bluff skill. See the Bluff skill for more details.

*Full attack* [Full][AoO: No]

Description: If a character gets more than one attack per action, the character must use the full attack action to use those additional attacks. A character does not need to specify the targets of a the attacks ahead of time. A character can see how the earlier attacks turn out before assigning the later ones.

The character may take a 5 ft. step before, after, or between the attacks.

If a character gets multiple attacks based on a character's base attack bonus, the character must make the attacks in order from highest bonus to lowest.

Deciding between an Attack or a Full Attack Action: After a character's first attack, if the character has not yet taken a 5-foot step, a character can decide to move instead of making a character's remaining attacks.

The character uses each attack to attack an opponent in a space that character threatens. The attack roll is:

$$d20 + \text{Attack modifiers vs. AC of target}$$

Attack modifiers consist of the character's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the character is attacking an armed opponent while unarmed, the character provokes an immediate attack of opportunity from the target which is resolved before the character's attack. Note that under certain circumstances, a character attacking without a weapon is still considered "armed".

A character can choose to fight defensively when taking the full attack action. If a character does so, the character takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

*Grapple* [Varies][AoO: Yes]

Description: Grappling means wrestling and struggling hand-to-hand.

Repeatedly in a grapple, a character needs to make opposed grapple checks against an opponent. A grapple check is something like a melee attack roll.

A character's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small -4, Tiny - 8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier a character uses when making an attack roll.

A character provokes an attack of opportunity from the target the character is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple.

To start a grapple, a character first needs to grab and hold a the target. Attempting to start a grapple is the equivalent of making a melee attack. If a character gets multiple attacks in a round, a character can attempt to start a grapple multiple times (at successively lower base attack bonuses). A monk can use his unarmed attack rate of attacks per round while grappling.

#### Step 1: Grab:

The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple.

#### Step 2: Hold:

Make an opposed grapple check. If the character succeeds, the character has started the grapple, and the character deals damage to the target as if with an unarmed strike.

If the character loses, the character fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all the character wants to do).

#### Step 3: Move In:

To maintain the grapple, the character must move into the target's space. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the character's target.

#### Step 4: Grappling:

The character and the target are now grappling.

If a character's target is already grappling someone else, then the character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check to deal damage and must still move in to be part of the grapple.

When a character is grappling (regardless of who started the grapple), the character can make an opposed grapple check as an attack. If the character wins, the character can do the following:

**Damage A character's Opponent:** A character deals damage as with an unarmed strike (1d3 points for Medium-size attackers or 1d2 points for Small attackers, plus Strength modifiers). If a character wants to deal normal damage, the character suffers a -4 penalty on the grapple check. Exception: Monks deal more damage on an unarmed strike than other characters, and the damage is normal. However, they can choose to deal their damage as subdual damage when grappling without paying the usual -4 penalty for changing normal damage to subdual damage.

**Pin:** A character can hold an opponent immobile for 1 round. (If a character gets multiple attacks, the character can use subsequent attacks to damage the opponent. A character can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a character is pinned, opponents other than the one pinning the character get a +4 bonus on attack rolls against the character (but the character is not helpless).

**Break Another's Pin:** A character can break the hold that an opponent has over an ally.

**Escape:** A character can escape the grapple. A character can take whatever movement the character gets. If more than one opponent is grappling a character, the character's grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

When an opponent has pinned a character, the character is held immobile (but not helpless) for 1 round. The character can make an opposed grapple check as a melee attack. If the character wins, the character escapes the pin, but the character is still grappling.

In addition to making opposed grapple checks, a character has a few other options while grappling.

**Weapons:** A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

**Wriggle Free:** A character can make an Escape Artist check (opposed by a character's opponent's grapple check) to get out of a grapple or out of being pinned (so that the character is just being grappled). Doing so counts as a standard action; if a character escapes a grapple, the character can also move in the same round.

Several characters can be in a single grapple. Up to four characters can grapple a single opponent in a given round. Opponents that are one size category smaller than a character count for half, opponents that are one size category larger than a character count double, and opponents two or more size categories larger count quadruple.

Additional enemies can aid their friends with the aid another action.

While a character is grappling, that character's ability to attack others and defend a itself is limited.

**No Threatened Area:** A character doesn't threaten any area while grappling.

**No Dexterity Bonus:** A character loses it's Dexterity bonus to AC (if a it has one) against opponents a it isn't grappling. (A character can still use the bonus against opponents the character is grappling.)

*Heal a dying friend* [Standard][AoO: Yes]

Description: This may involve the use of a spell, administration of a potion, or a use of the Healing skill.

*Light a torch* [Full][AoO: Yes]

Description: Self explanatory.

*Load a hand crossbow* [Move Equivalent][AoO: Yes]

Description: Self explanatory.

*Load a heavy crossbow* [Full][AoO: Yes]

Description: Self explanatory.

*Load a light crossbow* [Move Equivalent][AoO: Yes]

Description: Self explanatory.

*Load a repeating crossbow* [Full][AoO: Yes]

Description: Self explanatory.

*Lock or unlock weapon in locked gauntlet* [Full][AoO: Yes]

Description: Self explanatory.

*Loose a shield* [Move Equivalent][AoO: No]

Description: Self explanatory.

*Make Spellcraft check on counterspell attempt* [Free][AoO: No]

Description: Self explanatory.

*Mount or dismount* [Move Equivalent][AoO: No]

Description: Self explanatory.

*Move a heavy object* [Move Equivalent][AoO: Yes]

Description: Self explanatory.

*Open a door* [Move Equivalent][AoO: No]

Description: Self explanatory.

*Overrun (charge)* [Standard][AoO: Yes]

A character can try to overrun as part of a charge action against an opponent that is one size category larger, the same size, or one size smaller than the character. Only one attempt to overrun can be made per charge.

An overrun takes place during the movement portion of a charge. With an overrun, a character attempts to move through the opponent's area.

First, a character must charge at least 10 feet in a straight line into the defender's space.

Then the defender chooses either to avoid the character or to block the character. If he avoids the character, the character keeps moving. (A character can always move through the space occupied by someone who lets a character by.) If the defender blocks a character, make a trip attack against the defender (see Trip, below). If the character succeeds in tripping the defender, the character can continue the charge in a straight line as normal.

If a character fails and is tripped in turn, the character is prone in the defender's space. If a character fails but is not tripped, the character has to move 5 feet back the way the character came. If that space is occupied, the character falls prone in that space.

*Pick up an item* [Move Equivalent][AoO: Yes]

Description: A character must be in the same space as the item to be picked up.

*Prepare spell components to cast a spell*[Free][AoO: No]

Description: Self explanatory.

*Prepare to throw oil* [Full][AoO: Yes]

Description: Self explanatory.

*Ready* [Standard][AoO: No]

Description: The ready action lets a character prepare to take an action later, after a character's turn is over but before a character's next one has begun. Readying is a standard action, so a character can move as well. It does not provoke an attack of opportunity (though the action that a character readies might do so).

Only partial actions can be readied. See the table in the description of "Start full round action" for a list of standard partial actions.

Specify the partial action a character will take and the conditions under which it will be taken. When those conditions are met, the character may take the readied partial action. The partial action comes before the action that triggers it. For the rest of the fight, the character's initiative result is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

If the character takes the readied action into a subsequent round, and the conditions are met before the character's normal initiative, the character's initiative rises to that new point in the order of battle, the character may take the readied action, and whether that action is taken or not, the character does not get a regular action that round.

*Ready a shield* [Move Equivalent][AoO: No]

Description: Assumes the shield is being carried or worn, and is not secured in such a way that readying the shield can be done quickly.

*Ready to interrupt spellcaster* [Standard][AoO: No]

A character can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If a character succeeds in damaging the spellcaster or otherwise distracting the spellcaster, the spellcaster may lose the spell the spellcaster was trying to cast (as determined by the Concentration check result).

*Readying to Counterspell* [Standard][AoO: No]

A character may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, a character get a chance to identify it with a Spellcraft check (DC 15 + spell level). If a character does, and if the character can cast that same spell (is able to cast it and has it prepared, if a character prepares spells), the character can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use dispel magic to counterspell another spellcaster, but it doesn't always work.

*Rebuke undead (use special ability)* [Standard][AoO: No]

Description: Self explanatory.

*Refocus (no move)* [Full][AoO: No]

Description: Refocus is a full-round action during which a character cannot move. The character moves up in the initiative count and is positioned as though it had rolled a 20 on the initiative check. Other modifiers (such as for Dexterity and for the Improved Initiative feat) also apply to this roll of 20 when determining the new initiative check result.

*Retrieve a stored item* [Move Equivalent][AoO: Yes]

Description: Self explanatory.

*Run* [Full][AoO: Yes]

The character can move up to four times the character's base speed in a straight line (or three times base speed if the character is in heavy armor). The character loses any Dexterity bonus to AC since the character can't avoid attacks.

A character can run for a number of rounds equal to the character's Constitution score, but after that, the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which the character continues to run, and the DC of this check increases by 1 for each check a character has made. When a character fails this check, the character must stop running. A character who has run to the limit must rest for 1 minute (10 rounds) before running again. During a rest period, the character can move no faster than a normal move.

*Sheathe a weapon* [Move Equivalent][AoO: Yes]

Description: A character with the two-weapon fighting Feat can sheathe two weapons on the same action.

*Speak* [Free][AoO: No]

Description: The DM may place limits on what may be reasonably communicated in a six-second combat round.

*Stand up from prone* [Move Equivalent][AoO: No]

Description: Self explanatory.

*Start full round action* [Partial][AoO:No]

The start full-round action partial action lets a character start undertaking a miscellaneous full-round action, which the character can complete on the following round (even with a partial action). This option is normally used when a character has been magically slowed or is suffering some other condition that restricts the character from taking full round actions.



Table: Partial Actions

<i>Partial Actions</i>	<i>Move</i>	<i>Attack of Opportunity*</i>
<i>Attack Partial Actions</i>		
Attack (melee)	5-ft. step	No
Attack (ranged)	5-ft. step	Yes
Attack (unarmed)	5-ft. step	Maybe
Partial charge	Yes (special)**	No
<i>Movement-Only Partial Actions</i>		
Single move	Yes	No
Partial run	X2	Yes
<i>Miscellaneous Partial Actions***</i>		
5-ft. step	5-ft. step	Maybe
<i>Magic Partial Actions</i>		
Cast a spell****	5-ft. step	Yes
Activate magic item	5-ft. step	Maybe
Use special ability*	5-ft. step	Maybe
Concentrate to maintain a spell	5-ft. step	No
Dismiss a spell	5-ft. step	No
<i>Special Partial Action</i>		
Start full-round action	No	Maybe

\*Regardless of the action, if a character moves within or out of a threatened area, a character usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

\*\*A character must move in a straight line before attacking and must move at least 10 feet.

\*\*\*Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

\*\*\*\*Unless doing so is a full-round action, in which case a character could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.

### *Strike a weapon [Standard][AoO: Yes]*

Description: A character can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that a character's opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon attacked. (Treat a buckler as Small, a small shield as Medium-size, a large shield as Large, and a tower shield as Huge.) Doing so provokes an attack of opportunity from the opponent because the character is diverting its attention from the opponent to the opponent's armaments.

Then the attacker and the defender make opposed attack rolls. If the attacker wins, the attacker has made a successful attack against the weapon or shield.

### *Strike an object [Standard][Aoo: Maybe]*

Attacking an inanimate, immobile object not in use by a character does not provoke an attack of opportunity. An inanimate, immobile object has an AC of:

$$10 - 5 \text{ for no Dexterity} + \text{its size modifier.}$$

Immobile objects are easy to hit. With a melee weapon, the character gets a +4 bonus to the attack roll. If a character takes a full-round action to line up a shot (as with the coup de grace against a helpless foe), the character gets an automatic hit with a melee weapon and a +5 attack bonus with a ranged weapon. (Objects, however, are immune to critical hits.)

Animated objects count as characters for AC purposes.

Attacking a held, carried, or worn object provokes an attack of opportunity. Objects that are held, carried, or worn by a character, are harder to hit. The object uses the character's Dexterity modifier (not its own -5) and any magic deflection bonus to AC the character may have. The attacker doesn't get any special bonus for at-

tacking the object. If the target object is in the opponent's hand, it gets a +5 AC bonus because the opponent can move it quickly out of harm's way.

Table: Size and AC of Objects

<i>Size</i>	<i>AC Modifier</i>
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1
Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

*Throw a two-handed weapon with one hand* [Full][AoO: Yes]

Description: Self explanatory.

*Trip an opponent* [Varies][AoO: No]

A character can try to trip an opponent as a melee attack. A character can only trip an opponent who is one size category larger than a character, the same size, or smaller.

Making a Trip Attack: Make a melee attack as a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A character gets a +4 bonus for every size category he is larger than Medium-size or a -4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If a character win, a character trip the defender. If a character lose, the defender may immediately react and make a Strength check opposed by a character's Dexterity or Strength check to try to trip a character.

A tripped character is prone. Standing up from prone is a move-equivalent action.

A character may make a trip attack against a mounted opponent. The defender may use his Ride skill in place of his Dexterity or Strength check. If a character succeed, a character pull the rider from his mount.

This attack form substitutes for a melee attack, not an action. As a melee attack, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

*Total defense* [Standard][AoO: No]

Description: A character doesn't attack or perform any other activity other than moving at base speed, but the character gets a +4 dodge bonus to AC for 1 round. The character's AC improves at the start of this action, so it helps against any attacks of opportunity provoked while moving.

*Turn undead (use special ability)* [Standard][AoO: No]

Description: Self explanatory.

*Use a skill that takes 1 action* [Standard][Varies]

Description: Self explanatory.

*Use a skill that takes 1 round* [Full][Varies]

Description: Self explanatory.

*Use an extraordinary ability [Free][No]*

Description: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

*Use extraordinary ability [Standard][AoO: No]*

Description: Self explanatory.

*Use feat [Varies][Varies]*

Description: Self explanatory.

*Use spell-like ability [Standard][AoO: Yes]*

Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If a character's concentration is broken, the attempt to use the ability fails, but the attempt counts as if the character had used the ability. The casting time of a spell-like ability is 1 action, making its use a standard action, unless the ability description notes otherwise.

A character may attempt to use a spell-like ability on the defensive, just as with a spell. If the Concentration check (DC 15) fails, the character can't use the ability, but the attempt counts as if the character had used the ability.

*Use supernatural ability [Standard][AoO: No]*

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

*Use touch spell on one target [Standard][AoO: No]*

Description: A character may take a move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on itself, but to touch an opponent, the character must succeed at an attack.

*Use touch spell on up to six friends [Full][AoO: Yes]*

Description: A character can touch one friend as a standard action or up to six friends as a full-round action.

## COMBAT MODIFIERS

### ATTACK ROLL MODIFIERS

Use these adjustments whenever a character is making a melee, ranged, full, or other type of attack action.

Table: Attack Roll Modifiers

<i>Circumstance</i>	<i>Melee</i>	<i>Ranged</i>
Attacker flanking defender*	+2	
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2***	+2***
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2***	+2***
Defender climbing (cannot use shield)	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling (attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	See Cover	
Defender concealed or invisible	See Concealment	
Defender helpless	See Helpless Defenders	

\*A character flanks a defender when the character has an ally on the opposite side of the defender and that ally threatens the defender

\*\*Most ranged weapons can't be used while the attacker is prone, but a character can use a crossbow while prone.

\*\*\*The defender loses any Dexterity bonus to AC.

\*\*\*\*Roll randomly to see which grappling character is struck when an attack is made against two or more grappling characters. The character attacked also loses any Dexterity bonus to AC.

#### *Helpless Characters*

A melee attack against a helpless character gets a +4 circumstance bonus on the attack roll. A ranged attack gets no special bonus. A helpless defender has a Dexterity score of 0.

#### *Two Weapon Fighting*

If a normal character (i.e. a character without the multiattack and/or multidexterity feats) wields a second weapon (fights two handed), that character can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and the character suffers a -6 penalty for regular attacks with the first hand and a -10 penalty to the attack with a other hand. A character can reduce these stiff penalties in three ways:

- If a character's second weapon is light, the penalties are reduced by 2 each.
- The Ambidexterity feat reduces the penalty against the second weapon by 4.
- The Two-Weapon Fighting feat reduces both penalties by 2.

#### *Double Weapons*

A character can use a double weapon to make an extra attack as if the character were fighting with two weapons. The penalties apply as if the off-hand weapon were light. If the character does not elect to take the extra attack, the character is not penalized for fighting with two weapons.

Gaining the extra attack from fighting with two weapons always requires the use of the Full Attack action, even when using a double weapon.

## **INFLECTING DAMAGE**

### *Damage Rolls*

If the attack roll result equals or exceeds the target's AC, the attack is successful, and the attacker deals damage to the defender. Roll the appropriate damage for the attacker's weapon. The damage is deducted from the target character's current hit points.

### *Minimum Weapon Damage*

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

### *Fighting with Two Weapons*

When a character is fighting with two weapons deals damage with the extra attack, add only one-half of the character's Strength bonus.

### *Wielding a Weapon Two-Handed*

When a character deals damage with a weapon that the character is wielding two-handed, the character adds one and one half times the character's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

### *Unarmed Strike Damage*

An unarmed strike from a Medium-size character deals 1d3 points of damage (with a character's Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage. All damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

### *Dealing Normal Damage*

A character can specify that it's unarmed strike will deal normal damage before it makes an attack roll, but the attack suffers a -4 penalty.

### *Critical Hits*

When a character makes an attack roll and gets a natural 20, the character hits regardless of the target's AC, and the character has scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, the character immediately makes a critical roll - another attack roll with all the same modifiers as the attack roll the character just made. If the critical roll also results in a hit against the target's AC, the character's original hit is a critical hit. If the critical roll is a miss, then the character's hit is just a regular hit.

A critical hit means that the attacker rolls for damage more than once, as indicated by the weapon description for the weapon that scored the threat, with all the attacker's usual bonuses, and add the rolls together to get total damage.

Exception: Bonus damage represented as extra dice is not multiplied when a character score a critical hit.

### *Increased Threat Range*

Sometimes a character's threat range is greater than 20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

### *Increased Critical Multiplier*

Some weapons, deal better than double damage with a critical hit.

### *Multiplying Damage*

Sometimes a character multiplies damage by some factor, such as when a character scores a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

## COVER AND CONCEALMENT

Depending on the situation, a character may gain bonuses or suffer penalties due to cover. The DM judges what bonuses and penalties apply.

### *Cover*

Cover provides a bonus to a character's AC. The more cover a character has, the bigger the bonus.

Table: Cover

<i>Degree of Cover</i>	<i>Cover AC Bonus</i>	<i>Cover Reflex Save Bonus</i>
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	-	-

\*Half damage if save is failed; no damage if successful.

### *Cover and Attacks of Opportunity*

An attacker can't execute an attack of opportunity against a character with one-half or better cover.

### *Cover and Reach Weapons*

If a character is using a reach weapon, another character standing between the attacker and the target provides cover to the target. Generally, if both of the other characters are the same size, the one furthest from the attacker has one-half cover (+4 AC).

### *Degree of Cover*

Cover is assessed in subjective measurements of how much protection it offers a character. The DM determines the value of cover.

### *Cover Reflex Save Bonus*

Add this bonus to Reflex saves against attacks that affect an area. For nine-tenths cover, a character also effectively has improved evasion. These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

### *Striking the Cover Instead of a Missed Target*

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the DM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases where a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the AC of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to AC or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his Dexterity bonus to AC and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered character from being hit.

### *Concealment*

Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

<i>Concealment</i>	<i>Example</i>	<i>Miss Chance</i>
One-Quarter	Light fog; moderate darkness; light foliage	10%
One-Half	Dense fog at 5ft.	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Attacker blind; target invisible; total darkness; dense fog at 10 ft.	50%

Concealment is subjectively measured as to how well concealed the defender is. Concealment always depends on the point of view of the attacker.

#### *Concealment Miss Chance*

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.