
Tome Reference Document

« For that game we all known and love »

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Chapter 1:

Introduction

1.1 What is a Role-playing Game?

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1.2 What You Need To Play

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1.3 The Core Mechanic

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1.4 Creating a Character

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Chapter 2:

Races

2.1 Race Basics

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2.2 Drow

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Chapter 3:

Classes

3.1 Class Basics

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3.2 Assassin

"I kill people. Individually, you are a person. Collectively, I think you count as people."

An assassin is a master of the art of killing, a vicious weapon honed by experience and inclination to learn the myriad ways to end a life. Unlike common warriors or rogues, an Assassin does not study various fighting arts or muddle his training with martial dirty tricks, he instead studies the anatomy of the various creatures of wildly different anatomies and forms of existence, and he uses this knowledge to place his blows in areas vital for biological or mystical reasons. Stealth and sudden violence are his hallmarks, and various exotic tools and killing methods become his tools.

While most societies consider assassination to be a vile art, or at best a dishonorable or unvalorous one, the reasons that drive these killers vary. Cold-hearted mercenaries share a skill set with dedicated demon-hunters, differing only in the application of their skills. Only the most naïve student of ethics believes that all killing is evil, or that nobility cannot be found in a mercifully quick death.

Alignment: An Assassin may be of any alignment.

Races: Any

Starting Gold: 6d4x10 gp (150 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points per Level: 6 + Intelligence Bonus

Level	Base Attack	Fort.	Ref.	Will	Special	Death Attack
1st	+0	+2	+2	+0	Poison Use, Personal Immunity, Spellcasting	+3d6
2nd	+1	+3	+3	+0	Uncanny Dodge	+4d6
3rd	+2	+3	+3	+1	Hide in Plain Sight	+5d6
4th	+3	+4	+4	+1	Cloak of Discretion	+6d6
5th	+3	+4	+4	+1	Traps, Trapmaking	+7d6
6th	+4	+5	+5	+2	Palm Weapon	+8d6
7th	+5	+5	+5	+2	Full Death Attack	+9d6
8th	+6/+1	+6	+6	+2	Nerve of the Assassin	+10d6
9th	+6/+1	+6	+6	+3	Improved Uncanny Dodge	+11d6
10th	+7/+2	+7	+7	+3	Skill Mastery	+12d6
11th	+8/+3	+7	+7	+3	Poisonmaster	+13d6
12th	+9/+4	+8	+8	+4	Personal Immunity	+14d6
13th	+9/+4	+8	+8	+4	Exotic Method	+15d6
14th	+10/+5	+9	+9	+4	Personal Immunity	+16d6
15th	+11/+6/+6	+9	+9	+5	Killer's Proof	+17d6
16th	+12/+7/+7	+10	+10	+5	Exotic Method	+18d6
17th	+12/+7/+7	+10	+10	+5	Death by a Thousand Cuts	+19d6
18th	+13/+8/+8	+11	+11	+6	Mind Blank	+20d6
19th	+14/+9/+9	+11	+11	+6	Exotic Method	+21d6
20th	+15/+10/+10	+12	+12	+6	Killing Strike	+22d6

All of the following are class features of the Assassin class.

Weapon and Armor Proficiencies: The Assassin is proficient with Light Weapons, as well as simple weapons, repeating crossbows, and hand crossbows. At first level, an Assassin gains proficiency with one Exotic Weapon of her choice. Assassins are proficient with Light Armor but not with shields.

Spellcasting: The Assassin is an Arcane Spellcaster with the same spells per day and spells known progression as a Bard, except that he gains no more than three spell slots per level. An Assassin's spells known may be chosen from the Sorcerer/Wizard list, and must be from the schools of Divination, Illusion, or Necromancy. To cast an Assassin spell, she must have an Intelligence at least equal to 10 + the Spell level. The DC of the Assassin's spells is Intelligence based and the bonus spells are Intelligence based.

Poison Use (Ex): An Assassin may prepare, apply, and use poison without any chance of poisoning herself.

Death Attack (Ex): An Assassin may spend a full-round action to study an opponent who would be denied their Dexterity bonus if she instead attacked that target. If she does so, her next attack is a Death Attack if she makes it within 1 round. A Death Attack inflicts a number of extra dice of damage equal to her Assassin level plus two dice, but only if the target is denied its Dexterity Bonus to AC against that attack. Special attacks such as a coup de grace may be a Death Attack. Assassins are well trained in eliminating magical or distant opponents, and do not have to meet the stringent requirements of a sneak attack, though if a character has both sneak attack and death attack, they stack if the character meets the requirements of both. As long as the victim is denied their dexterity against attacks from the assassin during the study action and the attack itself, it counts as a death attack. An Assassin may load a crossbow simultaneously with his action to study his target if he has a Base Attack Bonus of +1 or more.

Assassin Spells Per Day								Assassin Spells Known							
	0	1	2	3	4	5	6		0	1	2	3	4	5	6
1	2	-	-	-	-	-	-	1	4	-	-	-	-	-	-
2	3	0	-	-	-	-	-	2	5	2	-	-	-	-	-
3	3	1	-	-	-	-	-	3	6	3	-	-	-	-	-
4	3	2	0	-	-	-	-	4	6	3	2	-	-	-	-
5	3	3	1	-	-	-	-	5	6	4	3	-	-	-	-
6	3	3	2	-	-	-	-	6	6	4	3	-	-	-	-
7	3	3	2	0	-	-	-	7	6	4	4	2	-	-	-
8	3	3	3	1	-	-	-	8	6	4	4	3	-	-	-
9	3	3	3	2	-	-	-	9	6	4	4	3	-	-	-
10	3	3	3	2	0	-	-	10	6	4	4	4	2	-	-
11	3	3	3	3	1	-	-	11	6	4	4	4	3	-	-
12	3	3	3	3	2	-	-	12	6	4	4	4	3	-	-
13	3	3	3	3	2	0	-	13	6	4	4	4	4	2	-
14	3	3	3	3	3	1	-	14	6	4	4	4	4	3	-
15	3	3	3	3	3	2	-	15	6	4	4	4	4	3	-
16	3	3	3	3	3	2	0	16	6	5	4	4	4	4	2
17	3	3	3	3	3	3	1	17	6	5	5	4	4	4	3
18	3	3	3	3	3	3	2	18	6	5	5	5	4	4	3
19	3	3	3	3	3	3	3	19	6	5	5	5	5	4	4
20	3	3	3	3	3	3	3	20	6	5	5	5	5	5	4

Personal Immunity (Ex): Choose four poisons, an Assassin is immune to all four of those poisons, even if they are made available in a stronger strength. At levels 5, 7, and 12 the Assassin may choose one more type of poison to become immune to. At level 14, an Assassin becomes immune to all poisons.

Uncanny Dodge (Ex): Starting at 2nd level, an Assassin can react to danger before his senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized. If an Assassin already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Hide in Plain Sight (Ex): A 3rd level Assassin can hide in unusual locations, and may hide in areas without cover or concealment without penalty. An Assassin may even hide while being observed. This ability does not remove the -10 penalty for moving at full speed, or the -20 penalty for running or fighting.

Cloak of Discretion (Su): At 4th level, an Assassin is protected by a constant *nondetection* effect, with a caster level equal to his character level.

Trapfinding: At 5th level, Assassins 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, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Assassins 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. An Assassin who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trapmaking: At 5th level, the Assassin learns to build simple mechanical traps in out of common materials. As long as has access to ropes, flexible material like green wood, and weapon-grade materials like sharpened wooden sticks or steel weapons, he can build an improvised trap in 10 minutes. He can build any non-magical trap on the "CR 1" trap list that doesn't involve a pit. These traps have a Search DC equal to 20 + the Assassin's level, have a BAB equal to his own, and are always single-use traps. He may add poison to these traps, if he has access to it, but it will dry out in an hour.

Palm Weapon (Su): At 6th level, the Assassin learns to conceal weapons with supernatural skill. Any weapon successfully concealed with Sleight of Hand cannot be found with divination magic.

Full Death Attack: At 7th level, if the Assassin studies an opponent to perform a Death Attack, she can make a full attack during the next round where every attack inflicts Death Attack damage as long as the target was denied their Dexterity bonus to AC against the first attack in the full attack action.

Nerve of the Killer: At 8th level, an Assassin gains a limited immunity to compulsion and charm effects. While studying a target for a Death Attack, and for one round afterward, he counts as if he were within a *protection from evil* effect. This does not confer a deflection bonus to AC.

Improved Uncanny Dodge (Ex): An Assassin of 9th level or higher can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking him, unless the attacker has at least

four more levels in a class that provides sneak attack than the target. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Skill Mastery (Ex): At 10th level, an Assassin becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. When making a skill check with Climb, Disable Device, Hide, Move Silently, Search, Spellcraft, Use Magic Device, Use Rope, or Swim, she may take 10 even if stress and distractions would normally prevent her from doing so.

Poisonmaster: At 11th level, the Assassin learns alchemic secrets for creating short-term poisons. By expending an entire healer's kit worth of materials and an hour of time, he can synthesize one dose of any poison in the DMG. This poison degrades to uselessness in one week.

Exotic Method: At 13th, 16th, and 19th level the Assassin learns an exotic form of killing from the list below. Once chosen, this ability does not change:

- **Carrier:** Three times per day, the Assassin can cast *contagion* as a swift action spell-like ability.
- **Poison of the Cockatrice:** Twice per day, the Assassin can cast *flesh to stone* as a swift action spell-like ability.
- **Killer Faerie Arts:** Twice per day, the Assassin can cast *polymorph other* as a swift action spell-like ability.
- **Proxy Assassin:** Twice per day, the Assassin can cast *summon monster vii* as a spell-like ability. This effect lasts 10 minutes.
- **Death By Plane:** Once per day, the Assassin can cast *plane shift* as a spell-like ability.
- **Dimesional Rip:** Once per day, the Assassin can cast *implosion* as a spell-like ability. The duration of this effect is three rounds.
- **New School:** The Assassin may now choose spells known from a new school.

Killer's Proof (Su): At 15th level, the Assassin learns to steal the souls of those he kills. If he is holding an onyx worth at least 100 GP when he kills an enemy, he may place their soul within the gem as if he has cast *soul bind* on them at the moment of their death.

Death by a Thousand Cuts: At 17th level, the assassin has learned to kill even the hardest of foes by reducing their physical form to shambles. Every successful Death attack inflicts a cumulative -2 Dexterity penalty to the Assassin's victim. These penalties last one day.

Mind Blank (Su): At 18th level, the Assassin is protected by a constant *mind blank* effect.

Killing Strike (Su): At 20th level, the Assassin's Death Attacks bypass his victim's DR and hardness.

3.3 Barbarian

"My name is Sharptooth of the Wolf Tribe. Your women, lands, and riches are mine."

Playing a Barbarian: Playing a Barbarian is actually very easy. In general, you hit things, and they fall down. A Barbarian's action in almost any circumstance can plausibly be "I hit it with my great axe!" As such, a Barbarian character can be a good method to introduce a new player to the game or kill some orcs when you've had a few glasses of brew.

Alignment: Every alignment has its share of Barbarians, however more Barbarians are of Chaotic alignment than of Lawful Alignment.

Races: Anybody can become a barbarian, and in areas with little in the way of civilization, a lot of people do.

Starting Gold: 4d6x10 gp (140 gold)

Hit Die: d12

Class Skills: The Barbarian's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge: Nature (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points per Level: 4 + Intelligence Bonus

Level	Base Attack	Fort.	Ref.	Will	Special
1st	+1	+2	+0	+0	Rage, Fast Healing 1
2nd	+2	+3	+0	+0	Rage Dice +1d6, Combat Movement +5'
3rd	+3	+3	+1	+1	Battle Hardened
4th	+4	+4	+1	+1	Rage Dice +2d6, Combat Movement +10'
5th	+5	+4	+1	+1	Sidestep Hazards, Fast Healing 5
6th	+6/+1	+5	+2	+2	Rage Dice +3d6, Combat Movement +15'
7th	+7/+2	+5	+2	+2	Great Blows
8th	+8/+3	+6	+2	+2	Rage Dice +4d6, Combat Movement +20'
9th	+9/+4	+6	+3	+3	Great Life
10th	+10/+5	+7	+3	+3	Rage Dice +5d6, Combat Movement +25', Fast Healing 10
11th	+11/+6/+6	+7	+3	+3	Call the Horde
12th	+12/+7/+7	+8	+4	+4	Rage Dice +6d6, Combat Movement +30'
13th	+13/+8/+8	+8	+4	+4	Watched by Totems
14th	+14/+9/+9	+9	+4	+4	Rage Dice +7d6, Combat Movement +35'
15th	+15/+10/+10	+9	+5	+5	Primal Assault, Fast Healing 15
16th	+16/+11/+11/+11	+10	+5	+5	Rage Dice +8d6, Combat Movement +40'
17th	+17/+12/+12/+12	+10	+5	+5	Savagery
18th	+18/+13/+13/+13	+11	+6	+6	Rage Dice +9d6, Combat Movement +45'
19th	+19/+14/+14/+14	+11	+6	+6	One With The Beast
20th	+20/+15/+15/+15	+12	+6	+6	Rage Dice +10d6, Combat Movement +50', Fast Healing 20

All of the following are class features of the Barbarian class.

Weapon and Armor Proficiencies: The Barbarian is proficient with simple weapons, martial weapons, light armor, medium armor and with shields.

Rage (Ex): When doing melee damage to a foe or being struck by a foe, a Barbarian may choose to enter a Rage as an immediate action. While Raging, a Barbarian gains a +2 morale bonus to hit and damage in melee combat and may apply any Rage Dice he has to his melee damage rolls. He also gains a +2 to saves, a -2 to AC, and he gains DR X/- with "X" being equal to half his Barbarian level +2 (rounded down). For example, a 1st level Barbarian has DR 3/- while Raging and a 10th level Barbarian has DR 7/- while Raging. While Raging, a Barbarian may not cast spells, activate magic items, use spell-like abilities, or drop his weapons or shield. Rage lasts until he has neither struck an enemy for three consecutive rounds nor suffered damage from an enemy for three consecutive rounds. He may voluntarily end a Rage as a full-round action.

Fast Healing: Barbarians shrug off wounds that would cripple a lesser man, and have learned to draw upon deep reserves of energy and stamina. At 1st level, they gain Fast Healing 1. At 5th level this becomes Fast Healing 5, Fast Healing 10 at 10th level, Fast Healing 15 at 15th level, and Fast Healing 20 at 20th level. This healing only applies while he is not raging.

If a Barbarian ever multiclassed, he permanently loses this ability. A multiclass character does not gain this ability. A character with 4 or more levels of Barbarian gains this ability even if multiclassed.

Rage Dice: While Raging, a Barbarian may add these dice of damage to each of his melee attacks. These dice are not multiplied by damage multipliers, and are not applied to any bonus attacks beyond those granted by Base Attack Bonus. These dice are not sneak attack dice, and do not count as sneak attack dice for the prerequisites of prestige classes or feats.

Combat Movement: While Raging, a Barbarian moves faster in combat, and may add his Combat Movement to his speed when he takes a move action to move.

Battle Hardened: At 3th level, a Raging Barbarian's mind has been closed off from distractions by the depths of his bloodlust and battle fury. While Raging, he may use his Fortitude Save in place of his Will Save. If he is under the effects of a compulsion or fear effect, he may act normally while Raging as if he was inside a *protection from evil* effect.

Sidestep Hazards (Ex): At 5th level, a Raging Barbarian learns to sidestep hazards with an intuitive and primal danger sense. While Raging, he may use his Fortitude Save in place of his Reflex Save.

Great Blows (Ex): At 7th level, a Raging Barbarian's melee attacks are Great Blows. Any enemy struck by the Barbarian's melee or thrown weapon attacks must make a Fort Save or be stunned for one round. No enemy can be targeted by this ability more than once a round, and the save DC for this ability is 10 + half the Barbarian's HD + his Constitution modifier.

Great Life (Ex): While Raging, a 9th level Barbarian is immune to nonlethal damage, death effects, stunning, critical hits, negative levels, and ability damage (but not ability drain).

Call the Horde (Ex): An 11th level Barbarian becomes a hero of his people. He gains the Command feat as a bonus feat, but his followers must be Barbarians. In campaigns that do not use Leadership feats, he instead gains a +2 unnamed bonus to all saves.

Watched by Totems (Ex): At 13th level, a Barbarian may immediately reroll any failed save. He may do this no more than once per failed save.

Primal Assault (Ex): At 15th level, a Raging Barbarian may choose to radiate an effect similar to an *antimagic field* when he enters a Rage, with a caster level equal to his HD. Unlike a normal antimagic field, this effect does not suppress magic effects on him or the effects of magic items he is wearing or holding.

Savagery (Ex): At 17th level, a Raging Barbarian may take a full round action to make a normal melee attack that has an additional effect similar to a *mordenkainen's disjunction*. Unlike a normal *mordenkainen's disjunction*, this effect only targets a single item or creature struck.

One With The Beast: At 19th level, a Barbarian no longer needs to be in a Rage to use any Barbarian ability.

3.4 Bard

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3.5 Cleric

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3.6 Druid

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3.7 Fighter

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3.8 Knight

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3.9 Monk

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3.10 Paladin

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3.11 Ranger

foo

3.12 Rogue

foo

3.13 Samurai

foo

3.14 Sorcerer

foo

3.15 Templar

"Nobody is more dangerous than he who imagines himself pure in heart, for his purity, by definition, is unassailable."

Every religion has clerics, those tasked with performing the duties of the religion. Many also have faithful members who leave their homes to travel distant lands, spreading the word of their god or pantheon. Templars are ordained warriors tasked with spreading the faith and defending the faithful, while also beating down the foes of a deity. Templars are the militant arm of their church and/or cause. They are often guards of sacred places, dispatched away from the temples as agents of higher powers, or simply wander to share the virtues of their philosophy and ideal with others. Initially able and zealous warriors combining martial abilities with the power of their deity, they eventually become an active sword or shield for their deity, with high levels of offensive prowess and devastating crowd control. Whether as a bodyguard or a support character, they often find themselves in the ranks of adventuring parties who can make use of the talents.

A templar generally exemplifies a particular ideology of life, and associated nomenclature may depend on the side with which he aligns himself. A good templar, for instance, might assume the title of paladin while those who embrace evil are often known as blackguards and those who serve neutrality are called gray wardens. What truly differentiates these characters are the vows that they swear to uphold.

Playing a Templar: Templars value Charisma greatly, as it allows them to better convince those they encounter of the importance of their deity and provides force to their spells. They also value Strength as it allows them to beat up those who steadfastly refuse to believe and get in the way of the templar's work. Constitution is often the third most important ability for a templar, as it allows them to stand longer in the fray.

Alignment: Any, though a templar may only select a deity who allows worshipers of the templar's alignment. Conversely, a templar of a specific deity is limited to only those alignments which would be allowed by the deity for a follower. Templars without a patron deity may select any alignment they like.

Races: Any. Every race that has deities has templars to spread their teachings.

Starting Gold: 3d10x10 gp (165 gp).

Hit Die: d10

Class Skills: The Templar's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty) (religion) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Swim (Str).

Skill Points per Level: 4 + Intelligence Bonus

All of the following are class features of the Templar class.

Weapon and Armor Proficiencies: The Templar is proficient with simple and martial weapons, all forms of armor, and all shields.

Spells: A templar cast divine spells, which are drawn from the list below and supplemented by their deity's domains (see Vow of Piety). His caster level for these spells is equal to his class level. The save DCs for these spells are equal to 10 + the spell's level + his Charisma modifier. A templar must have a charisma score of at least 10 + the spell's level in order to cast the spell.

A Templar know all of the spells on his class list, and may cast any of them without preparation so long as he has an appropriate spell slot available and an charisma score of at least 10 + the spell's level. His maximum available slots per day are determined by his class level (as seen on Table: The Templar), and he gains bonus slots from his charisma score.

In order to receive their spell slots, the templar must pray for 1 hour without interruption in a place free from distractions or noise. At the end of this time, he receives his spell slots. After praying, the templar cannot pray again until one whole day (24 hours) has passed. A templar's spells are more for utility than combat efficacy, either allowing him to better solve problems through non-violent means or enhancing his combat abilities past even their already formidable limits.

Code of Conduct (Ex): Like any other character, a templar does what he must to uphold the duties given to him by an organization of which he is a part, even if that organization is as loose as his alignment group. But let's face it; sometimes even the good and honorable knight may want to lie about his identity or consort with unscrupulous characters in order to root out the evil, demonic cult. And evil knights can be obsessed with battle, honor, and battling with honor. A templar is not specifically prohibited from acts that lie outside of their alignment or run counter to their deity's wishes. Many aspire to these things and most follow them, but not all do so and no templar is punished for being found slightly wanting. Templars who actively displease or betray their deity may still be stripped of their powers and dismissed, however.

Level	Base Attack	Fort.	Ref.	Will	Special	Spells Per Day (By Level)						
						0	1	2	3	4	5	6
1st	+1	+2	+0	+2	Divine Vow (Once Vowed), Vow of Piety (Once Vowed)	2	-	-	-	-	-	-
2nd	+2	+3	+0	+3	Avenger of the Faith (Primary)	3	-	-	-	-	-	-
3rd	+3	+3	+1	+3	Divine Vow (Once Vowed)	3	2	-	-	-	-	-
4th	+4	+4	+1	+4	Avenger of the Faith (Secondary)	3	2	-	-	-	-	-
5th	+5	+4	+1	+4	Divine Vow (Once Vowed)	3	3	2	-	-	-	-
6th	+6/+1	+5	+2	+5	Avenger of the Faith (Primary), Arms of the Faithful	3	3	2	-	-	-	-
7th	+7/+2	+5	+2	+5	Divine Vow (Twice Vowed), Vow of Piety (Twice Vowed)	3	3	3	2	-	-	-
8th	+8/+3	+6	+2	+6	Avenger of the Faith (Secondary), Inquisitor	3	3	3	2	-	-	-
9th	+9/+4	+6	+3	+6	Divine Vow (Twice Vowed)	3	3	3	2	-	-	-
10th	+10/+5	+7	+3	+7	Avenger of the Faith (Primary)	3	3	3	3	2	-	-
11th	+11/+6/+6	+7	+3	+7	Divine Vow (Twice Vowed)	3	3	3	3	2	-	-
12th	+12/+7/+7	+8	+4	+8	Avenger of the Faith (Secondary), Sustained by Faith	3	3	3	3	2	-	-
13th	+13/+8/+8	+8	+4	+8	Divine Vow (Thrice Vowed)	3	3	3	3	3	2	-
14th	+14/+9/+9	+9	+4	+9	Avenger of the Faith (Primary)	4	3	3	3	3	2	-
15th	+15/+10/+10	+9	+5	+9	Divine Vow (Thrice Vowed), Undying Faith (as raise dead)	4	4	3	3	3	2	-
16th	+16/+11/+11/+11	+10	+5	+10	Avenger of the Faith (Secondary)	4	4	4	3	3	3	2
17th	+17/+12/+12/+12	+10	+5	+10	Divine Vow (Thrice Vowed)	4	4	4	4	3	3	2
18th	+18/+13/+13/+13	+11	+6	+11	Avenger of the Faith (Primary), Undying Faith (as resurrection)	4	4	4	4	4	3	3
19th	+19/+14/+14/+14	+11	+6	+11	Divine Vow (Thrice Vowed)	4	4	4	4	4	4	3
20th	+20/+15/+15/+15	+12	+6	+12	Avenger of the Faith (Secondary), All Things Are Possible	4	4	4	4	4	4	4

Divine Vow (Su): A templar's code is somewhat variable; different deities and philosophies extol different virtues that a templar must try to uphold. But more than that, each templar is permitted to extol these virtues in slightly different ways. The vows a templar makes are a representation of his personal or religious code, and determine which aspects he attempts to uphold most strongly. These vows grant him extraordinary powers (the nature of which vary based on the vows he takes). These are detailed in the section on divine vows below.

- At 1st level the templar gains the Vow of Piety and one other rank 1 vow of their choice. At every odd-numbered class level thereafter the templar may take a new vow, but he may not advance one of his existing vows beyond rank 1 at this time.
- At 7th level, he reaffirms his Vow of Piety and gains a second domain. He may also reaffirm any other vow which he already possesses to gain the rank 2 ability. A vow that has been reaffirmed in this way is known as "twice vowed." Instead of reaffirming a rank 1 vow, he may instead select two new vows at rank 1. He may not advance a vow beyond rank 2 at this time.
- At 13th level, he may reaffirm any other vow in which he already possesses the rank 2 ability to gain the rank 3 ability. A vow that has been reaffirmed in this way is known as "thrice vowed." Instead of reaffirming a rank 2 vow, he may instead select two rank 1 vows at advance to rank 2, or may select a new vow to gain both the rank 1 and rank 2 benefits.

Avenger of the Faith: A templar trains himself in multiple forms of combat, so as to serve as both the weapon and shield of their church or ideals. Starting at second level, he chooses a primary combat form (see Avenger of the Faith Styles) for which he gains the corresponding abilities at 2nd level and every four class levels thereafter. At 4th level, he chooses his secondary style, and gains the benefits thereof at each 4 class levels.

Arms of the Faithful (Ex): At sixth level a templar gains Craft Magic Arms and Armor as a bonus feat. When crafting any magic items with this feat, they are treated as having access to the spells of the war domain in addition to those on their class list. If they already possess Craft Magic Arms and Armor, they may select another item creation feat for which they qualify.

Inquisitor (Su): An eighth level templar can detect the alignments of any creature that he can see as a swift action. He instantly gains all information about their alignment as if he had spent three rounds concentrating on them with the appropriate spells. If the creature is warded, the templar may make a caster level check against the warding spell to gain the information if such a check is allowed by the ward. In addition, all the templar's attacks

are automatically considered aligned (good or evil, lawful or chaotic, etc. based on his alignment) for the purposes of overcoming damage reduction.

Sustained by Faith (Ex): An eleventh level templar gains everything they need to live from their relationship with their deity. They no longer need to eat, drink, breathe, or sleep. They can still do these things if they want to of course.

Undying Faith (Su): Fifteenth level templars are extremely difficult to kill. The templar may elect to gain the benefit of a raise dead spell at any time within 1 minute of being killed. If they do, their return is announced by a powerful flash of light (as a daylight spell) for 1 round. Instead of the normal level loss, they instead suffer 2 points of Charisma burn. Once used, they may not return from the dead in this way for 24 hours; a templar who dies twice in a day will need someone else to bring them back to continue their work. At eighteenth level, this ability improves to offer the benefit of a resurrection spell instead, though the templar only returns with half of their maximum hit points.

All Things Are Possible (Sp): The prayers of a twentieth level templar are taken very seriously. Once per day they may cast miracle as a spell-like ability, though they must still spend experience points if the effect would require them from a spellcaster casting it.

Ex-Templars A templar who wishes to pursue other classes is welcome to do so. There are no multiclassing restrictions against the templar. A templar who willingly leaves his faith or who is cast out loses all spells, spell-like, and supernatural abilities, as well as any ability stemming from one of their vows. They may return to the faith if a ranking member casts an atonement for them. They may also pursue a new faith entirely. They must still find a member of the faith to atone them, however. When joining a new faith in this way, the templar loses all of their old vows. They may swear a new one each day until they have reached the level allotted them based on their level.

Vows

"So many vows, they make you swear and swear. Defend the King, obey the King. Obey your father. Protect the innocent. Defend the weak. What if your father despises the King? What if the King massacres the innocent? It's too much. No matter what you do, you're forsaking one vow or another."

Vow of Charity

"A bone to the dog is not charity. Charity is the bone shared with the dog, when you are just as hungry as the dog. "

- **First:** Once per round on your turn you may aid another as a free action.
- **Second:** Once per round when you are targeted by a spell with an effect beneficial to you, you may allow another creature within Close Range to also gain the benefits of that spell. The spell must also be beneficial to the creature you wish to share it with (interpreted at the DM's discretion), or the sharing fails.
- **Third:** An ally within Close range of you may use your spell slots to cast a spell of an equivalent or lower spell level, so long as you possess the minimum charisma score to use the slot yourself. Your ally may use this slot to cast any spell that they have prepared or that they know (in the case of spontaneous casters), using your slot instead of their own. Your ally may also cast spells from your spell list, even if they would not normally be capable of casting divine spells. Anyone casting a spell in this fashion uses their own attributes, feats, and character level to determine the effects and DC of the spell. They do not need to meet the minimum charisma score requirement for a particular spell level cast from your list, but they must be of a sufficient level that they would be able to use the spell slot were they a templar of the same level.

Roleplaying Ideas: Perhaps your church decrees that its members must give aid to others, or maybe you give out of the goodness of your heart. You are the quintessential selfless knight, giving to others without necessarily thinking of your own gains. There are times when you may give up more important things than money; the truest sacrifice a templar can make is to offer their own life in the service of their cause.

Avenger of the Faith Styles

As there are many different vows that a templar can swear, so to are there different combat styles that they may practice. A templar selects one of these styles as their primary style and another as a secondary. They are both then advanced as the templar gains levels.

Charger

A charger is a very straightforward templar. They see their foes, and they run or ride out to meet them. This generally leads to the defeat of their foes.

- 1: **Knight Errant (Ex):** A charger needs to work around the limitations of the bulky armor that is so often

part of his attire. You no longer suffer penalties to your base speed from wearing medium or heavy armor. You also gain additional benefits while charging. You may make 1 turn up to 90 degrees as part of your charge action, though you must still travel at least 10 feet in a straight line immediately before you attack a target. Additionally, you are not required to move to the closest space to your opponent during a charge, and may make your charge attack when your opponent is in any of your threatened spaces. This would allow you to take a charge attack while running past an opponent, but this movement would provoke attacks of opportunity as normal.

2: Cataphract (Ex): When charging you gain a +4 bonus to your attack roll instead of the normal +2 and you may make a full attack on a charge. You also may charge up to three times your normal base speed when you make a charge as a full-round action. If you would only be limited to a partial charge, you may move twice your base speed as part of that action. You may not make a full-attack when you perform a partial charge, however. This benefit also applies while you are mounted.

3: Charge of Necessity (Su): While charging or running, you gain the benefit of air walk for the round, until the start of your next turn. If you do not continue running or charging at the start of the next round, you instead fall to the ground under the effect of feather fall. If you begin a fall from other circumstances you do not benefit from this effect. This benefit also applies while you are mounted.

4: Charge of Glory (Ex): You can trample over those who fall before your charge, continuing to seek more blood. If you destroy an effect in your path, render a charged opponent unconscious or dead, or otherwise clear the way forward while charging you may continue the charge along the same path (following all normal restrictions as they apply) up to your full allowed distance. You may make additional attacks against those in your way along this additional distance as if they were your intended charge target. This benefit also applies while you are mounted.

5: Charge of Destruction (Su): When a foe is struck with your charge attack and killed, they are destroyed utterly as if they had been immolated or disintegrated. Further, while charging or running you may leave behind a blade barrier as you leaves each space. The wall need not be continuous, and may have as many or as few breaks in it as you desire. This wall deals 15d6 points of damage, has a save DC of 16 + the templar's Charisma modifier, and dissipates at the start of your next turn. This benefit also applies while you are mounted.

3.16 Wizard

foo

Chapter 4:

Skills

4.1 How Skills Work

foo

4.2 Appraise

foo

4.3 Athletics

foo

4.4 Balance

foo

4.5 Bluff

foo

4.6 Concentration

foo

4.7 Craft

foo

4.8 Decipher Script

foo

4.9 Diplomacy

foo

4.10 Disable Device

foo

4.11 Disguise

foo

4.12 Escape Artist

foo

4.13 Forgery

foo

4.14 Gather Information

foo

4.15 Handle Animal

foo

4.16 Heal

foo

4.17 Intimidate

foo

4.18 Knowledge

foo

4.19 Perception

foo

4.20 Perform

foo

4.21 Profession

foo

4.22 Ride

foo

4.23 Search

foo

4.24 Sense Motive

foo

4.25 Sleight of Hand

foo

4.26 Speak Language

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4.27 Spellcraft

foo

4.28 Stealth

foo

4.29 Survival

foo

4.30 Tumble

foo

4.31 Use Magic Device

foo

Chapter 5:

Feats

5.1 How Feats Work

foo

5.2 General Feats

foo

5.3 Combat Feats

foo

5.4 Skill Feats

foo

5.5 Metamagic Feats

foo

Chapter 6:

Goods and Services

6.1 The Three Economies

foo

6.2 Armor

foo

6.3 Weapons

At their core, a weapon is just an object of a particular size and complexity that you wield against a foe in an attempt to disable them. The size, and complexity of that object are not negligible parts of it though, and are in fact the basis of an effective weapon.

Weapon Size: Every weapon, like every object and creature, has a size category that indicates how different sized creatures can interact with it. A light weapon is an object two or more size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Two-Handed: A two-handed weapon, one the same size category as the wielder, must be wielded with both the primary and off hand to be effective. Attacks with a two-handed melee weapon add 1-1/2 times the character's Strength bonus to damage rolls.

One-Handed: A one-handed weapon, one one size category smaller than the wielder, can be used in either the primary hand or the off hand. Attacks with a one-handed melee weapon add the wielder's Strength bonus to damage rolls if it's used in the primary hand, or 1/2 their Strength bonus if it's used in the off hand. If a one-handed melee weapon is wielded with two hands during combat, 1-1/2 times the character's Strength bonus is added to damage rolls.

Light: A light weapon, one two or more size categories smaller than the wielder, can be used in either the primary hand or the off hand. It is even easier to use in one's off hand than a one-handed weapon is, however, and light melee weapons can be used while grappling. Attacks with a light weapon add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

Inappropriately Sized Weapons: A creature can't use weapons larger than itself.

Simple, Martial, and Exotic Weapons: In addition to their size, every weapon is grouped according to their complexity into one of three broad categories: simple, martial, and exotic. Martial weapons that are three sizes smaller than the wielder are always treated as simple weapons for the wielder.

Melee and Ranged Weapons: Melee weapons are used for making attacks against nearby foes, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons for making attacks against more distant foes, though they are not effective in melee. These weapons may have additional properties as well.

Reach Weapons: A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away. There may be limits on how you can use a reach weapon, consult each weapons individual entry.

Double Weapons: A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon. The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons: In order to use a thrown weapon properly, it must be small enough for the wielder to use one handed. Ranged weapons the same size as the wielder can be thrown with two hands, but doing so incurs a -4 penalty

on the attack roll. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet. Any weapon three sizes smaller than the wielder can be thrown with a 10 foot range increment without penalty.

Projectile Weapons: Crossbows, repeating crossbows, bows, compound bows, and slings are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character does not add their Strength bonus on damage rolls with a projectile weapon unless it's a composite bow or sling. If the character has a penalty for low Strength, it is added to damage rolls when they use a projectile weapon.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Arrows and Bolts: Attempting to use an arrow or bolt as a melee weapon incurs a -4 non-proficiency penalty, and deals damage equal to the bow or crossbow it was designed for.

Ranged weapons and Mounts: Thrown weapons can be used from mounts fine (aside from the normal penalties for using ranged weapons from mounts). Crossbows can be two handed. Bows must be at least one size category smaller than the wielder to be used on a mount.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet. Objects heavier than a character's light load cannot be used as weapons.

Weapon Qualities

Here is the format for weapon entries.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: Each type of weapon deals smaller or larger damage based on its size.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together. Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

- **20x2:** The weapon deals double damage on a critical hit.
- **20x3:** 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.
- **20x4:** The weapon deals quadruple damage on a critical hit.
- **19-20/x2:** The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19-20.)
- **18-20/x2:** The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18-20.)
- **19-20/x3:** The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals triple damage on a critical hit. (The weapon has a threat range of 19-20.)

Range: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Simple Weapons									
Weapon	Critical	Type	Range	Fine	Dimin.	Tiny	Small	Medium	Large
Club	20x2	Bludgeoning	Melee	1d2	1d3	1d4	1d6	1d8	2d6
Crowssbow	19-20x2	Piercing	120 ft.	-	1d4	1d6	1d8	1d10	2d8
Gauntlet ¹	20x2	Bludgeoning	Melee	-	-	1	1d2	1d3	1d4
Hammer	20x2	Bludgeoning	Melee	1d2	1d3	1d4	1d6	1d8	2d6
Longspear	20x3	Piercing	Reach	1d2	1d3	1d4	1d6	1d8	2d6
Morning Star	20x2	Bludgeoning & Piercing	Melee	1d3	1d4	1d6	1d8	2d6	3d6
Sling	20x2	Bludgeoning	50 ft. Melee	-	1	1d2	1d3	1d4	1d6
Spear	20x3	Piercing	or 20 ft. Melee	1d2	1d3	1d4	1d6	1d8	2d6
Staff	20x2	Bludgeoning	Melee	1/1	1d2/1d2	1d3/1d3	1d4/1d4	1d6/1d6	1d8/1d8
Spiked Gauntlet ¹	20x2	Piercing and Bludgeoning	Melee	-	1	1d2	1d3	1d4	1d6
Unarmed ¹	20x2	Bludgeoning	Melee	-	-	1	1d2	1d3	1d4
Martial Weapons									
Weapon	Critical	Type	Range	Fine	Dimin.	Tiny	Small	Medium	Large
Axe	20x3	Slashing & Bludgeoning	Melee	1d3	1d4	1d6	1d8	1d12	3d6
Bastard Sword	19-20x2	Slashing or Piercing	Melee	1d3	1d4	1d6	1d8	1d10	2d8
Bow	20x3	Piercing	100 ft.	-	1d3	1d4	1d6	1d8	2d6
Composite Bow	20x3	Piercing	110 ft.	-	1d3	1d4	1d6	1d8	2d6
Curved Sword	18-20x2	Slashing	Melee	1d2	1d3	1d4	1d6	2d4	2d6
Dwarven Axe	20x3	Bludgeoning and Slashing	Melee	1d3	1d4	1d6	1d8	1d10	1d12
Flail	19-20x2	Bludgeoning	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Glaive	20x3	Slashing	Reach	1d3	1d4	1d6	1d8	1d10	2d6
Greatclub	20x2	Bludgeoning	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Guisarme	20x3	Slashing	Reach	1d2	1d3	1d4	1d6	2d4	2d6
Halberd	20x3	Piercing or Slashing	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Pick	20x4	Piercing	Melee	1	1d2	1d4	1d6	1d8	1d10
Ranseur	20x3	Piercing	Reach	1d2	1d3	1d4	1d6	2d4	2d6
Sap	20x2	Bludgeoning	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Scythe	20x4	Piercing or Slashing	Melee	1d2	1d3	1d4	1d6	2d4	2d6
Shield	20x2	Bludgeoning	Melee	1	1d2	1d3	1d4	1d6	1d8
Spiked Armor ¹	20x2	Piercing	Melee	1	1d2	1d3	1d4	1d6	1d8
Spiked Shield	20x2	Piercing and Bludgeoning	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Sword	19-20x2	Slashing or Piercing	Melee	1d3	1d4	1d6	1d8	2d6	3d6
Thinblade	19-20x3	Piercing	Melee	1d2	1d3	1d4	1d6	2d4	2d6
Throwing Axe	20x2	Slashing	10 ft. Melee	1d2	1d3	1d4	1d6	1d8	1d10
Throwing Hammer	20x2	Bludgeoning	20 ft. Melee	1d2	1d3	1d4	1d6	1d8	1d10
Trident	20x2	Piercing	or 10 ft. Melee	1d3	1d4	1d6	1d8	1d10	2d6
Warhammer	20x3 or 20x4	Bludgeoning or Piercing	Melee	1d3 or 1d2	1d4 or 1d3	1d6 or 1d4	1d8 or 1d6	2d6 or 1d8	3d6 or 2d6
Exotic Weapons									
Weapon	Critical	Type	Range	Fine	Dimin.	Tiny	Small	Medium	Large
Bolas	20x2	Bludgeoning	10 ft.	-	1	1d2	1d3	1d4	1d6
Dire Flail	19-20x2	Bludgeoning	Melee	1d2/1d3	1d3/1d4	1d4/1d6	1d6/1d8	1d8/1d10	1d10/1d12
Double Axe	20x3	Bludgeoning and Slashing	Melee	1d3/1d3	1d3/1d4	1d4/1d6	1d6/1d8	1d8/1d10	1d10/1d12
Double Sword	19-20x2	Piercing or Slashing	Melee	1d2/1d2	1d3/1d3	1d4/1d6	1d6/1d8	1d8/1d10	1d10/1d12
Hook-Hammer	x3/x4	Bludgeoning/Piercing	Melee	-	1d2/ 1	1d3/1d2	1d4/1d3	1d6/1d4	1d8/1d6
Kama	20x2	Slashing	Melee	1d3	1d4	1d6	1d8	1d10	2d6

¹The size and damage for this weapon indicates the size of the creature using it, instead of the actual size of the weapon. These weapons are always considered light weapons.

Kasurigama	20x2	Slashing	Melee or Reach	1	1d2	1d3	1d4	1d6	2d4
Net	N/A	N/A	Reach	-	-	-	-	-	-
Nunchaku	20x2	Bludgeoning	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Repeating Crossbow	19-20x2	Piercing	120 ft.	1d3	1d4	1d6	1d8	1d10	2d6
Sai	20x2	Bludgeoning	Melee or 10 ft.	1d2	1d3	1d4	1d6	1d8	1d10
Shuriken	20x2	Piercing	10 ft	1	1d2	1d3	1d4	1d6	1d8
Siangham	20x2	Piercing	Melee	1d3	1d4	1d6	1d8	1d10	2d6
Spiked Chain	20x2	Piercing	Melee and Reach	1d2	1d3	1d4	1d6	2d4	
Urgrosh	20x3	Slashing/Piercing	Melee	1d2/ 1	1d3/ 1d2	1d4/ 1d3	1d6/ 1d4	1d8/ 1d6	1d10/ 1d8
Whip	20x2	Slashing	Special	-	1	1d2	1d3	1d4	1d6

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons. Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon. In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Individual Weapon Rules

Bastard Sword: A character with exotic weapon proficiency can wield a bastard sword as if they were one size larger than they are.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas. As a thrown weapon, bolas must be one size smaller than you to be used effectively.

Bow: Bows are projectile weapons, the range given is for a medium sized bow. For every size category larger or smaller than medium, add or subtract 30 feet from the bows range. You need at least two hands to use a bow, regardless of its size. A bow the same size as you is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a Bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite bow (see below) but not a regular bow.

Composite Bow: You need at least two hands to use a composite bow, regardless of its size. You can use a composite bow up to your size while mounted. All composite bows are made with a particular minimum strength rating (that is, each requires a minimum Strength score to use with proficiency). If your Strength score is less than the strength rating of the composite bow, you can't use it. The default composite longbow requires a Strength score of 10 or higher to use. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, as long as you meet the strength rating for the bow you can add either your Strength bonus, or the strength bonus that would be derived from the bows strength rating +4, to your damage rolls, whichever is lower.

Crossbow: Crossbows are ranged weapons that use bolts. The range listed for the crossbow is for one of medium size, for every size category larger or smaller than medium increase or decrease the range by 40 ft. Reloading a crossbow provokes an attack of opportunity, Reloading a light and one-handed crossbows is a move action, two-handed crossbows require a full round action to reload. Reloading a crossbow requires two hands.

Dire Flail: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. When using a dire flail, you get a +2 bonus on attack rolls made to disarm an enemy. You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Double Axe: A double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Double Sword: A double sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a

one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon-only one end of the weapon can be used in any given round.

Dwarven Axe:A character with exotic proficiency with a Dwarven Axe can wield one as if they were one size category larger than they are. Dwarves only need martial proficiency with them to do this.

Flail:With a flail, you get a +2 bonus on attack rolls made to disarm an enemy. You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet:This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. Medium and heavy armors (except breastplate) come with gauntlets. The damage listings given are for a gauntlet made for a creature of the indicated size, instead of for a gauntlet of the indicated size. You may not wear gauntlets made for a creature of a different size than you.

Glaive:A glaive has reach. The glaives reach property can only be used when it is a two-handed weapon. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Guisarme:A guisarme has reach. The guisarmes reach property can only be used when it is a two-handed weapon. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd:If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character. You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hook-Hammer:A hook-hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. On a medium sized hook-hammer the hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit $\times 3$) and its hook is a piercing weapon that deals 1d4 points of damage (crit $\times 4$). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hook-hammer in one hand can't use it as a double weapon-only one end of the weapon can be used in any given round. You can use a hook-hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped. Gnomes treat hook-hammers as martial weapons.

Kusarigama:A kusarigama has reach, so you can strike opponents 10 feet away with it. The kusarigamas reach property can only be used when it is wielded in two hands (though not necessarily a two-handed weapon). In addition, unlike most other weapons with reach, it can be used against an adjacent foe. You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Longspear:A longspear has reach. The longspear's reach property can only be used when it is a two-handed weapon. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character. While mounted, you can wield a lance with one hand. A longspear couched in a military saddle deals double damage on a charge.

Net:A net is a reach weapon used to entangle enemies. Unlike other reach weapons, a net the same size as you can be used with one hand. When you use a net, you make a ranged touch attack against your target. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take 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:The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on attack rolls made to disarm an enemy. Nunchakus only count as monk weapons if they are light.

Ranseur:A ranseur has reach. The ranseur's reach property can only be used when it is a two-handed weapon. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. With a ranseur, you get a +2 bonus on attack rolls made to disarm an opponent.

Repeating Crossbow:The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. A repeating crossbow functions identically to a crossbow in all other ways.

Sai:With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy. The sai is a special monk weapon. This designation gives a monk wielding a sai special options. Sais only count as monk weapons if they are light.

Shield:You can bash with a shield instead of using it for defense. Doing so incurs all the normal penalties for two weapon fighting. Great Shields are one size smaller than the size of creature it was designed for, normal shields are two sizes smaller.

Shuriken:A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them as long as they are three size categories smaller than you.

Siangham:The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options. Siangham must be light to be used as a monk weapon.

Sickle:A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling:Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling the same size as you with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls. The range given is for a sling of medium size, for every size larger or smaller than medium increase or decrease the range by 15 feet.

Spear:If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character. A spear one size smaller than you can be used as a thrown weapon with a 20 foot range increment.

Spiked Armor:You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. The damage listed is for armor made for a creature of the given size. Spiked armor is a light weapon.

Spiked Chain:A spiked chain has reach, so you can strike opponents 10 feet away with it. The spiked chains reach property can only be used when it is wielded in two hands (though not necessarily a two-handed weapon). In addition, unlike most other weapons with reach, it can be used against an adjacent foe. You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Spiked Gauntlet:Your opponent cannot use a disarm action to disarm you of spiked gauntlets. An attack with a spiked gauntlet is considered an armed attack. The damage listings given are for a spiked gauntlet made for a creature of the indicated size, instead of for a spiked gauntlet of the indicated size. You may not wear gauntlets made for a creature of a different size than you.

Spiked Shield:You can bash with a spiked shield instead of using it for defense. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Staff:A staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon-only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a staff special options.

Trident:This weapon can be thrown as long as it is one size category smaller than you. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Unarmed Strike:The damage listed for each size of unarmed strike is the size of the creature using unarmed strike. You can deal lethal or non-lethal damage at your option with an unarmed strike. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls. An unarmed strike is always considered a light weapon.

Urgrosh:An urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding an urgrosh in one hand can't use it as a double weapon-only one end of the weapon can be used in any given round. If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage. Dwarves treat urgroshes as martial weapons.

Warhammer:A warhammer has two sides that can be used interchangeably. One side deals bludgeoning and has a critical range of 20x3, the other deals piercing damage and has a critical range of 20x4. As a medium weapon the hammer side deals 2d6 damage and the pick side deals 1d8 damage. You can choose which side you make an attack with at the beginning of each attack. It is not a double weapon, and cannot be wielded as one. Enhancements to the weapon effect both sides.

Whip:A whip has a 15 foot reach and can be used to attack any creature within range, including adjacent foes. The whips reach property can only be used when it is a one-handed or light weapon. A whip deals nonlethal damage. It also deals no damage to any creature with an armor bonus of +1 or higher, or a natural armor bonus of +3 or higher. Using a whip provokes an attack of opportunity as if you had used a ranged weapon. You cannot use a whip as a

two-handed weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

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