
Tome Reference Document

« For that game we all known and love »

Table of Contents

Table of Contents	2		
1 Introduction	4		
1.1 What is a Role-playing Game?	4	4.10 Disable Device	11
1.2 What You Need To Play	4	4.11 Disguise	11
1.3 The Core Mechanic	4	4.12 Escape Artist	11
1.4 Creating a Character	4	4.13 Forgery	12
		4.14 Gather Information	12
		4.15 Handle Animal	12
		4.16 Heal	12
		4.17 Intimidate	12
2 Races	5	4.18 Knowledge	12
2.1 Race Basics	5	4.19 Perception	12
2.2 Drow	5	4.20 Perform	12
2.3 Dwarf	5	4.21 Profession	12
2.4 Elf	5	4.22 Ride	12
2.5 Gnome	5	4.23 Search	12
2.6 Goblin	5	4.24 Sense Motive	12
2.7 Half-Elf	5	4.25 Sleight of Hand	12
2.8 Halfling	5	4.26 Speak Language	12
2.9 Hobgoblin	5	4.27 Spellcraft	13
2.10 Human	5	4.28 Stealth	13
2.11 Kobold	5	4.29 Survival	13
2.12 Orc	5	4.30 Tumble	13
		4.31 Use Magic Device	13
3 Classes	6		
3.1 Class Basics	6	5 Feats	14
3.2 Assassin	7	5.1 How Feats Work	14
3.3 Barbarian	9	5.2 General Feats	14
3.4 Bard	9	5.3 Combat Feats	14
3.5 Cleric	9	5.4 Skill Feats	14
3.6 Druid	9	5.5 Metamagic Feats	14
3.7 Fighter	9		
3.8 Knight	9	6 Goods and Services	15
3.9 Monk	10	6.1 The Three Economies	15
3.10 Paladin	10	6.2 Armor	15
3.11 Ranger	10	6.3 Weapons	15
3.12 Rogue	10	6.4 Gear	22
3.13 Samurai	10	6.5 Animals	22
3.14 Sorcerer	10	6.6 Services	22
3.15 Wizard	10		
4 Skills	11	7 Description	23
4.1 How Skills Work	11	7.1 Physical Appearance	23
4.2 Appraise	11	7.2 Personality	23
4.3 Athletics	11	7.3 Alignment	23
4.4 Balance	11	7.4 Religion	23
4.5 Bluff	11		
4.6 Concentration	11	8 Adventuring	24
4.7 Craft	11	8.1 Overland Travel	24
4.8 Decipher Script	11	8.2 Exploration	24
4.9 Diplomacy	11	8.3 Traps	24
		8.4 Encounters	24

9 Combat	25	11.4 Major Magical Items	28
9.1 How Combat Works	25	12 Running The Game	29
9.2 Combat Statistics	25	12.1 Writing GM Advice Is Hard	29
9.3 Initiative and Actions	25	Appendices	30
9.4 Standard Actions	25	A Spells	31
9.5 Move Actions	25	A.1 Spells, A through Z	31
9.6 Swift and Free Actions	25	B Prestige Classes	32
9.7 Full-Round Actions	25	B.1 Prestige Class Basics	32
9.8 Movement, Position, and Distance	25	B.2 ?WhatClasses?	32
9.9 Injury and Death	25	C Monsters	33
9.10 Combat Modifiers	25	C.1 Reading a Monster Entry	33
9.11 Special Attacks	25	C.2 Monsters, A though Z	33
9.12 Special Abilities	25	D NPC Classes	34
9.13 Conditions	26	D.1 Adept	34
10 Magic	27	D.2 Aristocrat	34
10.1 Casting Spells	27	D.3 Commoner	34
10.2 How To Read A Spell Description	27	D.4 Expert	34
10.3 Arcane Spells	27	D.5 Warrior	34
10.4 Divine Spells	27	E The Open Game License	35
10.5 Special Abilities and Spells	27	List of Tables	37
10.6 Spell Lists	27		
11 Magic Items	28		
11.1 Magic Item Basics	28		
11.2 Minor Magical Items	28		
11.3 Moderate Magical Items	28		

Chapter 1:

Introduction

1.1 What is a Role-playing Game?

foo

1.2 What You Need To Play

foo

1.3 The Core Mechanic

foo

1.4 Creating a Character

foo

Chapter 2:

Races

2.1 Race Basics

foo

2.2 Drow

foo

2.3 Dwarf

foo

2.4 Elf

foo

2.5 Gnome

foo

2.6 Goblin

foo

2.7 Half-Elf

foo

2.8 Halfling

foo

2.9 Hobgoblin

foo

2.10 Human

foo

2.11 Kobold

foo

2.12 Orc

foo

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
17	3	3	3	3	3	3	1	17	6	5	5	4	4	4
18	3	3	3	3	3	3	2	18	6	5	5	5	4	4
19	3	3	3	3	3	3	3	19	6	5	5	5	5	4
20	3	3	3	3	3	3	3	20	6	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

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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

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3.13 Samurai

foo

3.14 Sorcerer

foo

3.15 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

foo

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.

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.

Table 6.1: 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.	-	1	1d2	1d3	1d4	1d6
Spear	20x3	Piercing	Melee or 20 ft.	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

¹ The 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.

Table 6.2: 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.	1d2	1d3	1d4	1d6	1d8	1d10
Throwing Hammer	20x2	Bludgeoning	20 ft.	1d2	1d3	1d4	1d6	1d8	1d10
Trident	20x2	Piercing	Melee or 10 ft.	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
¹ The 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.									

Table 6.3: 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	1d2/1d2	1d3/1d3	1d4/1d4	1d6/1d6	1d8/1d8	1d10/1d10
Double Axe	20x3	Bludgeoning and Slashing	Melee	1d3/1d3	1d3/1d3	1d4/1d4	1d6/1d6	1d8/1d8	1d10/1d10
Double Sword	19-20x2	Piercing or Slashing	Melee	1d2/1d2	1d3/1d3	1d4/1d4	1d6/1d6	1d8/1d8	1d10/1d10
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
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

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 ×3) and its hook is a piercing weapon that deals 1d4 points of damage (crit ×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 chain's 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.

6.4 Gear

foo

6.5 Animals

foo

6.6 Services

foo

Chapter 7:

Description

7.1 Physical Appearance

foo

7.2 Personality

foo

7.3 Alignment

foo

7.4 Religion

foo

Chapter 8:

Adventuring

8.1 Overland Travel

foo

8.2 Exploration

foo

8.3 Traps

foo

8.4 Encounters

foo

Chapter 9:

Combat

9.1 How Combat Works

foo

9.2 Combat Statistics

foo

9.3 Initiative and Actions

foo

9.4 Standard Actions

foo

9.5 Move Actions

foo

9.6 Swift and Free Actions

foo

9.7 Full-Round Actions

foo

9.8 Movement, Position, and Distance

foo

9.9 Injury and Death

foo

9.10 Combat Modifiers

foo

9.11 Special Attacks

foo

9.12 Special Abilities

foo

9.13 Conditions

foo

Chapter 10:

Magic

10.1 Casting Spells

foo

10.2 How To Read A Spell Description

foo

10.3 Arcane Spells

foo

10.4 Divine Spells

foo

10.5 Special Abilities and Spells

foo

10.6 Spell Lists

foo

Chapter 11:

Magic Items

11.1 Magic Item Basics

Scaling, 8 Item Limit, etc

11.2 Minor Magical Items

foo

11.3 Moderate Magical Items

foo

11.4 Major Magical Items

foo

Chapter 12:

Running The Game

12.1 Writing GM Advice Is Hard

foo

Appendices

Appendix A:

Spells

A.1 Spells, A through Z

foo

Appendix B:

Prestige Classes

B.1 Prestige Class Basics

B.2 ?WhatClasses?

Appendix C:

Monsters

C.1 Reading a Monster Entry

C.2 Monsters, A through Z

Appendix D:

NPC Classes

D.1 Adept

D.2 Aristocrat

D.3 Commoner

D.4 Expert

D.5 Warrior

Appendix E:

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List of Tables

6.1	Simple Weapons	17	6.3	Exotic Weapons	19
6.2	Martial Weapons	18			