

# Feats, Gear, Enhancement & Tiers v4.0

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## How It All Fits Together

*Pathfinder Online* uses a series of interrelated systems to determine character combat prowess. This guide will explain how all these systems work. First we're going to explore the basic math behind combat. Next we'll describe Keywords and how Feats interact with Keywords on Gear like weapons and armor.

## A Brief Introduction to Feats

Feats are character abilities learned from Feat Trainers. They cost Experience Points (XP) and often have various prerequisites. In the following text, when a Feat can be trained to affect the subject of a section that Feat is described.

Some Feats must be slotted before they affect the character. Slotting a Feat means dragging it from the Feat window onto the Paper Doll window to an appropriate slot, or dragging it from the Feat window onto the Action Bar to an appropriate slot. Appropriate slots become highlighted when the Feat is left-clicked on the Feat Window and during the dragging operation.

Feats that you do not need to slot manifest their effects persistently, as soon as you train them, with no further action required.

Both Active and Passive Feats may need to be slotted. Generally speaking, Active Feats go on the Action Bar, Passive Feats go on the Paper Doll.

The term "Activated Keyword" means that there is a synergistic match between a Keyword on an item of Gear being used and a Feat that has been slotted and is in use by the character. A more complete description of the Feat system follows this section.

## The Combat System

The combat system is designed to produce a wide variety of outcomes depending on the equipment being used by the attacker and the defender, the Feats being used by each character, and a wide variety of situational and conditional bonuses and penalties.

## Hit Points

Characters have a base number of hit points derived from the Feats they have trained and potentially extra hit points from temporary effects. Attacks against a character inflict hit point damage. When a character has 0 hit points remaining, the character becomes unconscious and collapses. While unconscious a character loses 10 hit points every 6 seconds. At -100 hit points the character dies and will be returned to play at a Shrine of Pharasma with base hit points restored.

All characters begin with 400 hit points. This total may be increased by training various Feats. You may gain additional hit points when you equip armor with Activated Keywords.

A character's max hit points can be viewed on the Character Sheet window.

**Feat to Train [increases Hit Points by +25 per rank, Unslotted]:** Hit Points.

**Feat to Train [increases Hit Points by +10 per rank, Slotted]:** Toughness.

## **Gear Tiers**

We divide all Gear (arms, armor, arcane and divine spellcasting items, etc.) into three Tiers. Tier 1 is the most common and least powerful, Tier 3 is the most rare and most powerful.

Weapons are treated as Tier 1 unless the character is using an Attack Action that Activates a Tier 2 or Tier 3 Keyword. Armor will have this same limitation in the future but currently an Activated Keyword is not needed and the Armor always behaves as per its Tier level.

The Tier of a character's Gear affects the combat system as follows:

### **Attacker**

When making an attack the system simulates the roll of 3 d20s. The Tier level of the weapon used in the attack determines which of these results is used. Tier 1 uses the lowest, Tier 2 uses the middle, and Tier 3 uses the highest.

### **Defender**

A constant value is applied to the Defender's Total Defense depending on the Tier of the armor being worn. The Tier 1 constant is 50, Tier 2 is 100 and Tier 3 is 150.

## **The Combat Mechanic**

When resolving an attack, the system compares the Total Attack value of the attacker to the Total Defense value of the target. If the Total Attack value is equal to or greater than the Total Defense value, the attack does full damage. If it is less, the attack does a reduced amount of damage depending on how much lower the Total Attack value was compared to the Total Defense value.

These values are computed as follows.

### **Total Attack Value**

#### ***Base Attack***

Characters have a Base Attack value.

The Base Attack value can be viewed on the Character Sheet window.

**Feat to Train [increases Base Attack by +2 per rank, Unslotted]:** Base Attack Bonus.

#### ***Specific Bonus***

A character's Specific Bonus value depends on the type of weapon being used to make the attack and the character's attack bonus with that weapon type. The types are: Arcane, Divine, Heavy Melee, Light Melee, and Ranged. Each of these attack bonus types corresponds to a Feat that can be trained to increase the character's Specific Bonus with that type of weapon.

The Attack Bonus for each type of weapon can be viewed on the Character Sheet window.

**Feats to Train [increases Specific Bonus by +4 per rank, Unslotted]:** Arcane Attack Bonus, Divine Attack Bonus, Heavy Melee Attack Bonus, Light Melee Attack Bonus, Ranged Attack Bonus.

#### ***Miscellaneous Bonuses***

A wide variety of bonuses and penalties can apply to an attack and those modifiers are derived from conditions affecting the attacker and conditions affecting the target, usually deriving from Feats the characters have slotted and the residual effects of previous actions.

### *Calculating Total Attack Value*

D200 (roll selected depending on Tier of Gear) + Base Attack + Specific Bonus + (Miscellaneous Bonuses and Penalties)

### **Total Defense Value**

#### *Specific Defense*

This value varies depending on the nature of the attack, and it corresponds to the three familiar “saving throws” from the tabletop game: Reflex, Fortitude, and Will.

The character’s Reflex bonus is used for most weapon and magical attacks that can be dodged.

The character’s Fortitude bonus is used if the attack cannot be dodged and for attacks that inflict disease or poison

The character’s Will bonus is used against magical attacks that automatically hit and must be mentally resisted and for attacks that inflict distraction or confusion.

The Reflex, Fortitude and Will values including the effects of Feats and Gear can be viewed on the Character Sheet window.

Each of these bonus types corresponds to a Feat that can be trained to increase its value. You can gain additional bonuses to these attributes when you equip armor with Activated Keywords.

**Feats to Train [Adds +2 per rank trained, Slotted]:** Great Fortitude, Iron Will, Lightning Reflexes

**Feats to Train [Adds +4 per rank, Unslotted]:** Fortitude Bonus, Reflex Bonus, Will Bonus

#### *Miscellaneous Bonuses*

A wide variety of bonuses and penalties can apply to a defense and those modifiers are derived from conditions affecting the attacker and conditions affecting the target, usually deriving from Feats the characters have slotted and the residual effects of previous actions.

### *Calculating Total Defense Value*

Armor Bonus (depending on Tier of Gear) + Specific Defense + (Miscellaneous Bonuses and Penalties)

### **Critical Hits**

If the Total Attack equals or exceeds the Total Defense the attack may inflict a Critical Hit. At this time Critical Hits have no effects except that certain Feats can inflict states on a Critical and some Attack Actions have effects when a Critical Hit occurs.

**Feats to Train [Various Effects on Critical Hit, Slotted]:** Deafening Critical, Exhausting Critical, Sickening Critical, Staggering Critical, Stunning Critical, and Tiring Critical.

### **Damage to Target**

#### **Base Damage**

The weapon has a base amount of damage it can inflict. This amount is equal to  $40 + (20 * \text{Activated Major Keywords}) + (5 * \text{Activated Minor Keywords})$ . Typically attacks inflict Physical damage. Some magical attacks deal Energy damage of one or more types.

#### **Resistance**

Armor has a set of typed Resistance values, for Physical Damage and for each Energy Type.

To gain the Resistance of a set of armor the character must have slotted a passive armor Feat that Activates the Keyword conveying that Resistance.

The total Resistance values including the effects of Feats and Gear for Physical Damage and the various Energy Types can be viewed on the Character Sheet window.

### **Hit Success Factor**

If the Total Attack equaled or exceeded the Total Defense the attack inflicts full damage. If less, the amount of damage is reduced based on the magnitude of the difference. The result is a Hit Success Factor.

For attacks that equal or exceed the defense, the Hit Success Factor is 100%.

For all other attacks, the Hit Success Factor is the result of the function  $[\text{Square Root}(\text{Miss Amount}) \times 6.3\%]$  subtracted from 100%. (For example, if the Total Attack was 100 and Total Defense was 150 (difference is 50, square root of 50 is 7.07), the Hit Success Factor is  $100\% - (7.07 \times 6.3\%) = 55.46\%$ .)

### **Damage Factor**

Each Feat that provides an Attack Action has a Damage Factor. The Damage Factor usually reflects the speed of the attack action – fast actions have smaller Damage Factors, and slow actions have larger Damage Factors.

### **Other Factors**

Many different bonuses and penalties that may be applied to a given damage event often the result of an Activated Keyword or the lingering effects of a previously inflicted condition.

### **Calculating Damage Inflicted**

$(\text{Base Damage} - \text{Resistance}) * \text{Hit Success Factor} * \text{Damage Factor} * \text{Other Factors} = \text{Damage Inflicted}$

The Damage Inflicted is applied to the target's Hit Points.

## **Additional Effects**

### **Effect Power and Effect Protection**

All attacks and many other Feats have an Effect Power that represents how good its secondary effects are. For any attack that uses Keywords, this value is equal to 1 per minor Keyword and 4 per major keyword (for a max of 12 on attacks that have all possible Keywords activated). For Expendable Feats, which have only 9 possible keywords, each keyword has a 1.4 value (drop fractions... e.g., an expendable matching 7 keywords has an Effect Power of 9 after rounding down 9.8).

Each character has an Effect Protection generated by armor and the character's armor Feat, and this is derived in the same way as the attack's Effect Power – 1 per minor Keyword and 4 per major Keyword.

When an attack is made against a target that has any kind of secondary effect that is timed or has stacks (see the following section for description of these types of effects), compare the attacker's Effect Power to the target's Effect Protection via the following Effect Modifier formula:  $(\text{Effect Power} - \text{Effect Protection}) \times 10\% + 100\%$  (minimum result 0%)

Multiply that result by the effect's stacks or duration similarly (and in addition to) modifying them by the Hit Success Factor (see below for more details).

### **Bufs & Debufs**

Effects that are generally bonuses are called “Bufs”. Effects that are generally penalties are called “Debufs”.

## *Stacks*

A Buff or Debuff may also deliver a “stack” of either a Buff or a Debuff. The number of units in the stack will be described by the Feat.

## *Timers*

A Buff or Debuff may be on a timer. The effect lasts until the timer expires. A reapplication of the same Buff or Debuff resets the timer but does not extend it. The length of the timer will be described by the Feat.

## *Hit Success Factor and Buffs and Debuffs*

When a Buff or Debuff is an additional effect of an attack and is delivered in a stack or a timer the magnitude of the Buff or Debuff stack or timer is calculated using the Hit Success Factor to proportionately scale the result. This calculation may not use the same variables as the standard combat mechanic, due to the interaction with the *Freedom* and *Mind Blank* Buffs as described in the “Action and Movement Blockers” section.

## *Effect Power and Buffs and Debuffs*

Stack size and timer length for Buffs and Debuffs are also modified by the Effect Modifier (see above). The Effect Modifier is applied after the Hit Success Factor (as described in the previous paragraph).

## *Channels*

Buffs and Debuffs are categorized by Channel. Buffs and Debuffs of the same Channel do not stack – the Buff or Debuff with the largest stack in a Channel the character only receives the effect from whichever Buff or Debuff in that channel has the most stacks. A group of Buffs and Debuffs can be manipulated as a group by effects that target their Channel, for example, a spell might remove all the effects of a given Channel rather than needing to target each individual Buff or Debuff in that Channel by name.

## *Recovery*

Stacks of Debuffs in each Channel are removed based on the target’s Recovery attribute, which starts at 10 per six seconds.

For example if an unmodified character with Recovery of 10 had acquired 20 stacks of Bleeding, after 6 seconds the character would suffer 2% of its maximum hit points of damage and would have a -20 penalty applied to Fortitude. Then the character would Recover and 10 of those stacks of Bleeding would be removed leaving 10 stacks of Bleeding. 6 seconds later the character would suffer 1% of its maximum hit points of damage and would have a -10 penalty applied to Fortitude. Then the character would Recover and the remaining 10 stacks would be removed. 6 seconds later the Fortitude penalty would be removed.

**Feat to Train [+1 to the Recovery attribute, Unslotted]:** Recovery.

**Keywords of Note:** Some Armor Feats may Activate Keywords on Armor that provide Typed Recovery bonuses as well. This interaction is described in more detail in the Keyword section.

## *Buff Channels*

*Alchemical:* These bonuses come from potions and other alchemical consumables.

*Extraordinary:* These bonuses come from martial abilities or magical buffs that enhance natural facilities.

*Supernatural:* These bonuses come from arcane or divine effects.

## *Debuff Channels*

*Intentional:* These effects are inflicted as a cost of using an Action and are a drawback associated with those Actions.

*Submission*: These effects are generated by effects that target "Will"; they're less effective if you're stronger of mind.

*Torment*: These effects are generated by effects that target "Reflex"; they're less effective if you're quick and agile.

*Weakness*: These effects are generated by effects that target "Fortitude"; they're less effective if you're stronger of body.

## States

A successful attack may inflict other types of effects on the target in addition to damage. The attack may impose a "State" on the target – "States" are like Keywords – they have no direct effect, but allow other game systems to interact with them in many ways.

### State Types

The currently implemented States (Channels in parenthesis) are:

*Dazed (Submission)*: This state represents a short lack of focus from being hit in the head or mentally affected. It leaves the target momentarily subject to side-effects of many attacks, particularly those with a mind-affecting, distracting, or intimidating component. Most common on attacks for Bludgeoning physical weapons, Psychic and Quickening arcane weapons, and Occult divine weapons.

*Disrupted*: This state is applied by having a beneficial magical effect Dispelled. It leaves the target momentarily subject to side-effects of many magical attacks.

*Distressed (Weakness)*: This state represents a short bout of debilitation, often from being cut or burned. It leaves the target in pain and with open wounds and, thus, momentarily subject to side-effects of many attacks, particularly those with an ability to exacerbate pain or infect wounds. Most common on attacks for Slashing and Piercing physical weapons, Charged arcane weapons, and Elemental divine weapons

*Flat-Footed*: This state is applied when first starting combat and by certain distracting attacks (like Feint). It leaves the target vulnerable to sneak attack and other Rogue-specific attacks.

*Opportunity*: This state is briefly applied by moving quickly in combat, making most ranged and magic attacks, and other similar sources to tabletop. It leaves the target vulnerable to side-effects of attacks that try to stop the target from moving or acting and other Fighter-specific attacks.

*Unbalanced (Torment)*: This state represents being knocked off balance. It leaves the target slightly unguarded and momentarily subject to side-effects of attacks that can capitalize on such an opening. Most common on attacks for two-handed physical weapons, Diminishing and Somatic arcane weapons, and Battle divine weapons.

## Bufs

### Buff Types

The current forms of Bufs (Channels in parenthesis) are:

*[Energy] Attuned (Supernatural) [Timed]*: +4 [Energy] Resistance. "[Energy]" is replaced with the specific type of energy in the effect, i.e. "Fire Attuned: +4 Fire Resistance".

*Aiming (Extraordinary) [Timed]*: +15 [Arcane, Divine, Ranged] Attack, expires immediately after making first qualifying attack (or when timer ends). Gained when hitting a *Stealthed* character while *Alert*.

*Alert (Extraordinary) [Timed]*: +15 Perception and +10 Sense Motive (Sense Motive currently unimplemented) and transforms into *Aiming* upon hitting a *Stealthed* character.

*Avoiding (Extraordinary) [Timed]:* +10 Reflex, doubled if the character also has *Opportunity*.

*Aware (Extraordinary) [Timed]:* +45 Perception and +20 Sense Motive and, transforms into *Striking* upon hitting a *Stealthed* character.

*Defending (Extraordinary) [Timed]:* +10 Reflex and transforms into *Replying* upon taking melee damage.

*Dodging (Extraordinary) [Timed]:* +20 Reflex, doubled if the character also has *Opportunity*.

*Empowered (Supernatural) [Timed]:* +30 Base Attack and Base Defense.

*Enduring (Supernatural) [Timed]:* +2% Hit Point Regeneration, +100 Max HP, and +10 Fortitude.

*Fast Healing (Supernatural) [Timed]:* +3% Hit Point Regeneration.

*Favored (Supernatural) [Timed]:* +10 Base Attack and Base Defense.

*Hasted (Supernatural) [Timed]:* +30% Speed and +15 Base Attack and Reflex.

*Mighty (Supernatural) [Timed]:* +30 Heavy Melee Attack, +9 Physical Damage.

*Parrying (Extraordinary) [Timed]:* +20 Reflex and transforms into *Riposting* upon taking melee damage.

*Quickened (Supernatural) [Timed]:* +10% Speed and +5 Base Attack and Reflex.

*Regenerating (Supernatural) [Timed]:* +10% Hit Point Regeneration.

*Replying (Extraordinary) [Timed]:* +15 [Heavy Melee and Light Melee] Attack, expires immediately after making first qualifying attack (or when timer ends).

*[Energy] Resistant (Supernatural) [Timed]:* +12 [Energy] Resistance. “[Energy]” is replaced with the specific type of energy in the effect, i.e. “Fire Resistant: +12 Fire Resistance”.

*Riposting (Extraordinary) [Timed]:* +30 [Heavy Melee and Light Melee] Attack, expires immediately after making first qualifying attack (or when timer ends).

*Strengthened (Supernatural) [Timed]:* +10 Heavy Melee Attack, +3 Physical Damage.

*Striking (Extraordinary) [Timed]:* +30 [Arcane, Divine, Ranged] Attack, expires immediately after making first qualifying attack (or when timer ends).

*Tenacious (Supernatural) [Timed]:* +5% Hit Point Regeneration, +300 Max HP, and +30 Fortitude.

## **Debuffs**

### **Penalties**

Some Debuffs apply an absolute penalty equal to the number of units in the stack. Others apply a percentage penalty at a rate of .1% per unit in the stack vs. the target attribute. Some apply both to different aspects of the targeted character. Generally speaking, “Damage over Time” effects use a percentage, and “damage to a statistic” effects are an absolute penalty.

### **Debuff Types**

The current forms of Debuffs (Channels in parenthesis) are:

*Afflicted (Submission) [Stacks]*: This is applied as a common Debuff by most poison and disease attacks. Deals [Stack Size] \* .1% of max HP damage per round (e.g., 10% of max HP at 100 stacks). Applies a Reflex penalty equal to [Stack Size].

*Bleeding (Weakness) [Stacks]*: This is applied primarily by physical, slashing weapons but may sometimes come from other sources. Deals [Stack Size] \* .1% of max HP damage per round (e.g., 10% of max HP at 100 stacks). Applies a Fortitude penalty equal to [Stack Size].

*Burning (Torment) [Stacks]*: This is applied by many fire attacks, and may also be applied by electrical or acid attacks. Deals [Stack Size] \* .1% of max HP damage per round (e.g., 10% of max HP at 100 stacks). Applies a Will penalty equal to [Stack Size].

*Drained (Weakness) [Stacks]*: This is applied primarily by negative energy attacks. Base Attack and Base Defense reduced by half of [Stack Size].

*Exhausted (Submission) [Stacks]*: This is applied by many electric attacks and attacks that would tire the target. Reduces max Stamina and Stamina regeneration by percentage equal to half of [Stack Size].

*Frightened (Submission) [Stacks]*: This is applied by many psychic attacks and attacks that are intimidating. Base Attack and Base Defense reduced by half of [Stack Size].

*Oblivious (Weakness) [Stacks]*: This is applied by many sonic attacks, blinding attacks, and attacks that distract. Base Attack and Perception – [Stack Size].

*Open (Intentional) [Timed]*: -30 Reflex.

*Razed (Torment) [Stacks]*: This is applied by many acid attacks and chopping physical attacks. Physical Resistance – ([Stack Size]/4) (e.g., -25 Physical Resistance at 100 stacks).

*Revealed (Torment) [Timed]*: The target is treated as not being in Stealth mode for the duration of the effect (and loses the *Stealthed* named state), no matter the target's stance.

*Slowed (Torment) [Stacks]*: This is applied by many cold attacks, sticky attacks, and physical attacks against the legs. Speed reduced by half of [Stack Size]%. Applies a Reflex penalty equal to [Stack Size].

*Unguarded (Intentional) [Timed]*: -10 Reflex

## **Action and Movement Blockers**

Some Debuffs can restrict the actions and movement of a target. To avoid a situation where a target becomes so overwhelmed by such effects that it becomes unusable for substantial amounts of time, a situation which we consider game-breaking (sometimes called “stunlock” in MMO terms), these kinds of effects apply one of two special Buffs that make subsequent applications of the same effect less effective.

### ***Freedom & Mind Blank***

*Freedom* helps to counteract movement blockers. *Mind Blank* helps to counteract action blockers.

Each of these Buffs has its own separate stack. Additional *Freedom* and *Mind Blank* Buffs are added to the stack – the magnitude of the stack of each of these Buffs increases with each additional *Freedom* or *Mind Blank* Buff applied.

Each of these stacks automatically reduces by 5 units every 6 seconds.



### *Hit Success Factor Effects*

The magnitude of the *Freedom* or *Mind Blank* stack is applied to the Total Defense Value as a Miscellaneous Bonus for the purpose of recalculating the Hit Success Factor to determine the magnitude of the Buff or Debuff being applied which required the recalculation.

### *Blocking Debuffs*

The Action and Movement Blocking Debuffs (Channels in parenthesis) are:

*Immobilize (Weakness)*: This effect prevents voluntary movement (and disables any Leap/Charge or Evade feats). It applies a 14 magnitude *Freedom* Buff.

*Interrupt (Special)*: This effect is usually part of another blocker (e.g., *Stun* automatically *Interrupts* if successful). The target immediately ceases the animation/activation for whatever action is in progress, the action fails, and the target loses any Stamina already invested in the action. Interrupt effects fail if the attack has 30% or more effect reduction (from margin of failure reduction and/or Effect Protection). It applies a 10 unit *Mind Blank* Buff.

*Knockdown (Torment)*: This effect knocks the target prone, functioning in most ways like *Stun* (the target cannot move or act while animating standing back up). Attacks made against the target from more than two meters away have a -20 Base Attack penalty. It applies a 17 unit *Freedom* Buff. If the attack has 30% or more effect reduction (from margin of failure reduction and/or Effect Protection), it is converted to *Immobilize*.

*Stun/Paralyze (Weakness)*: This effect prevents the target from moving or taking any actions, and *Interrupts* any actions in progress when it hits. If the attack has 30% or more effect reduction (from margin of failure reduction and/or Effect Protection), it is converted to *Immobilize* (but duration is still reduced). It applies a 20 magnitude *Freedom* Buff.

### **Miscellaneous Attack Effects**

Some Attack Actions can have various other effects, as follows:

*Beneficial (Restriction)*: This effect transforms an attack into a utility effect: it does not make an attack roll (or trigger attacker flags) and is totally beneficial to the target.

*Charge*: This effect immediately moves the attacker into melee range of the target before completing the attack.

*[Energy] Damage*: Without this effect, the attack is made against the target's Physical resistance. If this effect is present, it may target another resistance (Physical is included for consistency among similar attacks).

*Dispelling*: This effect reduces the duration of magical buff on the target with the longest remaining duration, and applies the Disrupted state if any buff was affected. Currently reduces longest duration supernatural buff by six seconds.

*Evade*: This effect immediately moves the attacker directly away from the target to a specified distance after completing the attack.

*Improved Critical*: This effect improves the attack's chance to get a critical hit by a specified amount (and has no effect if the attack total is under the defense total).

*Knockback*: This effect immediately moves the target directly away from the attacker to a specified distance after completing the attack. It is resisted by *Freedom*.

*Penetrating*: This effect deals a small amount of additional base damage proportional to the target's Resistance that is applied after Resistance is applied. Currently deals Extra Damage equal to 10% of target's resistance; likely to change to a % reduction in target's armor total once armor mitigation is tweaked.

*Precise*: This effect increases the attack's bonus by a specified amount, increasing the chance the attack will hit for full damage and increasing chance to crit (unlike Improved Critical, which only increases chance to crit).

*Provokes Opportunity*: This restriction applies the Opportunity state to the target for the duration of the attack animation. It is extremely common on ranged and magical attacks.

*Stationary*: This action *Immobilizes* the user for the length of the activation animation. Usually, actions allow the player to keep moving while activating. This effect is usually self-inflicted and is a drawback for using certain Attack Actions.

*Targets [Defense]*: Without this effect, the attack is made against the target's Reflex. If this effect is present, it may target another defense (Reflex is included for consistency among similar attacks).

*Tiring*: This effect applies points of Fatigue to the attacker (temporarily reducing max Stamina). This effect is usually self-inflicted and is a drawback for using certain Attack Actions.

## Attack Timing & Animations

When a character initiates an Attack Action, a number of processes are triggered. These take place during the total time of the attack. Currently, the in-game tool tips are displaying just the Cooldown time. The total attack time is the Cooldown time + Validation time. Total attack time is not currently displayed to the player. In this section we will use the full total attack time when we discuss the length of an attack.

### Animation

By design, the animation should start as soon as the action is initiated and end as the total attack time expires.

We do not currently have a system that can alter the animation in mid-playback based on conditions during the period of the attack. So currently each attack animation plays identically for every iteration of that Attack Action regardless of what might happen during any discrete instance of that attack. Our plan is that if an attack fails Validation or is interrupted the animation should blend to some kind of "I have been interrupted" animation, but that technology has not been fully implemented yet.

### Validation

The client and server require 300 milliseconds to determine if the action is "valid". During this time the server examines the request made by the client to execute the action and verifies that the client's assumptions about the game state are valid. This step is required to avoid client-side hacks and exploits. 300 milliseconds is enough time for the information to make the transit from client to server and for the server to perform the necessary validation of the game state with some allowance for lag and server congestion. If Validation fails the server tells the client and the client responds as able. If Validation is successful there is no notification to the client – the client doesn't have to wait to be told the attack was valid before continuing to process the Attack Action.

If Validation fails there is no effect on the character's Stamina. The Stamina bar does not change to reflect the cost of the action until after the Validation period has passed so there is a lag between initiating an attack and seeing the Stamina bar change of 300 milliseconds. If Validation fails the player is immediately free to attempt another attack (or other action).

## Interrupt & Followthrough Phases

Assuming the attack is valid, the attack may then present a window during which it can be interrupted, and a period of time when animations are playing but the mechanical effects of the attack have been resolved.

Assuming the attack is 1.3 seconds or longer, it will consist of an Interrupt phase and a Followthrough phase.

Attacks that have speeds less than 1.3 seconds cannot be interrupted. These fast attacks only have a Followthrough phase.

To determine the lengths of each phase, begin by calculating the Followthrough length.

### **Followthrough Phase Length**

The Followthrough Phase is at least 400 milliseconds, and may be longer. It is defined as 20% of the length of the attack, or 400 milliseconds, whichever is greater. In other words, it will be 400 milliseconds for any attack less than 2 seconds.

### **Interrupt Phase Length**

The Interrupt Phase is equal to the length of the attack minus the Validation time and minus the Followthrough Phase length.

For example, an attack that displays a Cooldown time of 1.4 seconds is actually an attack with a 1.7 second total length. That attack will have 300 milliseconds of Validation, 1 second of Interrupt phase and 400 milliseconds of Followthrough phase.

## **The Sequence of Events**

When you trigger an attack the client tells the server to process a Validation request and begins playing the Attack Action animation. After 300 milliseconds if the client has not been told that Validation failed, Stamina is adjusted and the Interrupt Phase (if any) begins. During the Interrupt phase if the character is hit by an effect that indicates that it Interrupts, or if the attacker and the target become separated by enough distance to be “out of range” of the attack, the attack is interrupted and cancelled. When the Interrupt Phase ends (or immediately after Validation if there is no Interrupt Phase), the mechanical effects of the attack are applied to the target. The Followthrough Phase begins and ends and then the animation ends.

**Note:** If you are using an attack with a total time of 1.3 seconds or longer that includes an Interrupt effect, you may find it very hard to time that action so that it actually interrupts your target. You have to deliver the attack such that the resolution moment happens within the target’s Interrupt Phase, and you’ll have to factor in your own Interrupt Phase length. Hitting targets with Interrupt effects using attacks with lengths less than 1.3 seconds is much easier.

## **Monster Attacks**

Currently, Monsters (any AI opponent) have an advantage over the players. The Monsters don’t have a Validation phase in their melee attacks. The instant a Monster makes a melee attack, if it has no Interrupt Phase, the effects of that attack are applied to the target. In this sense the monsters are much “faster” than the player characters. This can create visual anomalies. The mechanical effects of a Monster fast attack happen first, then the animation of the attack plays. Under certain circumstances this can create the visual illusion that the character has been struck even though they never see a Monster make an attack. It also means that if you are running away from a Monster, you might see your character suddenly take damage and/or be impacted by an Effect, then see the monster stop moving and play its attack animation as you apparently run out of range.

These are all visual artifacts rather than traditional “bugs” with the game mechanics. In time we’ll obfuscate things in ways that will hide some of these nuts & bolts from the players and create the illusion that monster attacks are working like player attacks.

## **Keywords**

The Keyword system is one of the innovative game mechanics in Pathfinder Online and it is designed to do several useful things.

We want to control the rate that a character becomes more powerful over realtime. The Keyword system enables us to allow characters to equip any Gear they acquire without becoming disproportionately more powerful than characters with roughly similar amounts of XP.

We want to be able to create many kinds of Gear using systems that are generalized rather than being a series of special exceptions. This allows us to produce a lot more items without adding a huge burden to programming or game design. Once a Keyword is implemented, it can be recycled numerous times.

We want the system to be self-guiding. A player should be able to consider the Feats that are available to a given character and determine the best match of Gear to configure the character for a variety of Roles and purposes. Discovery of interesting Feat/Gear combos should be possible for players who pay attention to details.

## Active Keywords

The core system mechanic is Activating a Keyword. A Keyword has no effect on a character until it is Activated. Activation happens when the character has slotted a Feat into the Paper Doll or the Action Bar and that Feat “looks for” a Keyword on Gear the character has equipped.

This requires that the character match Feats trained to Gear worn. Simply wearing Gear with a suite of Keywords provides no mechanical benefit. Until the character has trained Feats that can Activate the Gear’s Keywords, the Keywords are dormant.

Activation is automatic. When a Feat is Slotted that Activates a Keyword, the character immediately gains the benefits therefrom without any further action required by the player.

Keywords are divided into two types, major and minor. Activating a major Keyword is substantially better than Activating a minor keyword. Major Keywords are only available when crafting Tier 2 and Tier 3 gear.

The Keywords have no intrinsic mechanical effect. Instead, the Feat itself defines what the benefits of each Activated Keyword are. In other words, there is no mechanical difference between the armor Keyword “Military” and the armor Keyword “Flexible”. These terms are just used for flavor. The actual mechanical benefit is defined by the armor Feat that is Activating them.

## Passive Keywords

Sometimes a Keyword has no immediate mechanical effect but is instead referenced by some other game system. For example, a weapon with the “Silver” passive Keyword would not have any mechanical difference to the same weapon without the “Silver” passive Keyword. However, in combat with a lycanthrope, the “Silver” passive Keyword suppresses the lycanthrope’s accelerated healing power, making the “Silver” version of the weapon superior to the version without that passive Keyword.

At present the game implements only Active Keywords.

## Armor and Armor Feats

The following tables provide a guide to matching Armor Feats with various types of Armor.

The term “Best For” means that the armor Feat Activated all the possible Keywords of the armor for each Tier level (3 minor at Tier 1, 1 major and 3 minor at Tier 2, 2 major and 4 minor at Tier 3). “Decent” implies a Feat that Activates one fewer Keyword at Tier 1 or 2, two fewer Keywords at Tier 3.

Armor names have a Role indicated in parenthesis. This indicates that the armor activates the Role's signature Keyword for armor Feats associated with that Role, and it's a simplistic way of saying "these armors are good for these Roles".

## Tier 1 Armors

### Clothing

#### Runespun Robes (Wizard)

- **Best for:** Binder, Mage, Scholar, Guide
- **Decent for:** Outfitter

#### Peasant Clothes (Wizard)

- **Best for:** Guide, Outfitter
- **Decent for:** Binder, Mage, Scholar

### Light

#### Footpad's Leathers (Rogue)

- **Best for:** Chameleon, Rambler, Artisan
- **Decent for:** Scout, Swashbuckler

#### Quiet Iron Shirt (Rogue)

- **Best for:** Scout, Swashbuckler
- **Decent for:** Chameleon, Pioneer, Rambler, Artisan, Wright

#### Piecemeal Brigandine (Rogue)

- **Best for:** Scout, Swashbuckler
- **Decent for:** Chameleon, Rambler, Artisan

#### Stylish Padded Armor (Rogue)

- **Best for:**
- **Decent for:** Chameleon, Guide, Rambler, Artisan

#### Loose Warrior's Shirt (Fighter)

- **Best for:** Pioneer, Wright
- **Decent for:** Archer

### Medium

#### Novitiate's Scale (Cleric)

- **Best for:** Evangelist
- **Decent for:** Crusader, Healer

#### Novitiate's Chainmail (Cleric)

- **Best for:** Healer
- **Decent for:** Archer, Evangelist

#### Soldier's Chainmail (Fighter)

- **Best for:** Archer
- **Decent for:** Healer, Pioneer, Wright

#### Soldier's Scale (Fighter)

- **Best for:**
- **Decent for:** Archer, Unbreakable

### Heavy

#### Hide and Steel Banded (Fighter)

- **Best for:** Dragoon, Unbreakable
- **Decent for:** Crusader

#### Pot Steel Plate (Fighter)

- **Best for:** Unbreakable
- **Decent for:** Dragoon

#### Yew and Iron Splint (Cleric)

- **Best for:** Crusader
- **Decent for:** Dragoon, Unbreakable, Evangelist

## Tier 2 Armors

### Clothing

#### Embroidered Silk Robes (Wizard)

- **Best for:** Binder, Mage, Scholar
- **Decent for:** Guide, Outfitter
- **Best for (T3):** Binder, Mage, Scholar, Guide, Outfitter
- **Decent for (T3):**

#### Merchant Clothes (Wizard)

- **Best for:** Guide, Outfitter
- **Decent for:** Binder, Mage, Scholar
- **Best for (T3):** Binder, Mage, Scholar, Guide, Outfitter
- **Decent for (T3):** Chameleon, Rambler, Artisan

### Light

#### Muffled Steel Shirt (Rogue)

- **Best for:** Swashbuckler

- **Decent for:** Scout
- **Best for (T3):** Scout, Swashbuckler
- **Decent for (T3):** Archer, Pioneer, Wright

#### Boiled Leather (Rogue)

- **Best for:** Scout
- **Decent for:** Swashbuckler
- **Best for (T3):** Scout, Swashbuckler
- **Decent for (T3):** Archer, Pioneer, Wright

#### Strapped Leather (Rogue)

- **Best for:** Chameleon, Rambler, Artisan
- **Decent for:**
- **Best for (T3):** Chameleon, Guide, Rambler, Artisan
- **Decent for (T3):**

#### Fancy Padded Armor (Rogue)

- **Best for:**
- **Decent for:** Chameleon, Guide, Rambler, Artisan, Outfitter
- **Best for (T3):** Chameleon, Guide, Rambler, Artisan
- **Decent for (T3):** Binder, Mage, Scholar, Outfitter

#### Studded Leather (Fighter)

- **Best for:** Pioneer, Wright
- **Decent for:** Archer
- **Best for (T3):** Archer, Pioneer, Wright
- **Decent for (T3):** Scout, Swashbuckler

#### Ornate Steel Shirt (Fighter)

- **Best for:** Pioneer, Wright
- **Decent for:** Archer
- **Best for (T3):** Archer, Pioneer, Wright
- **Decent for (T3):** Scout, Swashbuckler

### Medium

#### Priest's Scale (Cleric)

- **Best for:** Evangelist
- **Decent for:** Crusader
- **Best for (T3):** Evangelist
- **Decent for (T3):** Dragoon, Unbreakable, Crusader

#### Priest's Chainmail (Cleric)

- **Best for:** Healer
- **Decent for:** Archer
- **Best for (T3):** Healer
- **Decent for (T3):** Archer, Pioneer, Wright

#### Captain's Chainmail (Fighter)

- **Best for:** Archer
- **Decent for:** Healer, Pioneer, Wright
- **Best for (T3):** Archer, Pioneer, Wright
- **Decent for (T3):** Healer

#### Captain's Scale (Fighter)

- **Best for:**
- **Decent for:** Unbreakable
- **Best for (T3):** Dragoon, Unbreakable
- **Decent for (T3):** Evangelist

### Heavy

#### Dwarven Steel Banded (Fighter)

- **Best for:** Dragoon
- **Decent for:** Unbreakable, Crusader
- **Best for (T3):** Dragoon, Unbreakable
- **Decent for (T3):** Crusader, Evangelist

#### Ornate Steel Plate (Fighter)

- **Best for:** Unbreakable
- **Decent for:** Dragoon
- **Best for (T3):** Dragoon, Unbreakable
- **Decent for (T3):** Crusader, Evangelist

#### Oak and Steel Splint (Cleric)

- **Best for:** Crusader
- **Decent for:** Dragoon, Evangelist
- **Best for (T3):** Crusader, Evangelist
- **Decent for (T3):** Dragoon, Unbreakable

### Tier 3 Armors

### Clothing

#### Robes of the Magi (Wizard, Sorcerer)

- **Best for:** Binder, Mage, Outfitter
- **Decent for:**

#### Robes of the Master (Wizard, Monk)

- **Best for:** Mage, Scholar, Guide, Outfitter
- **Decent for:**

#### Noble Clothes (Wizard, Monk)

- **Best for:** Mage, Scholar, Guide, Outfitter
- **Decent for:**

## Light

### Fine Truesilver Chain (Rogue)

- **Best for:** Chameleon, Rambler, Artisan
- **Decent for:** Scout, Swashbuckler

### Truesilver Shirt (Rogue)

- **Best for:** Archer, Scout, Swashbuckler
- **Decent for:** Chameleon, Healer, Rambler, Artisan

### Strapped Shadowskin (Ranger, Rogue)

- **Best for:** Chameleon, Rambler, Artisan
- **Decent for:** Scout, Swashbuckler

### Extravagant Padded Armor (Ranger, Rogue)

- **Best for:** Chameleon, Rambler, Artisan
- **Decent for:** Scout, Swashbuckler

### Studded Shadowskin (Ranger, Rogue)

- **Best for:** Scout, Swashbuckler
- **Decent for:** Chameleon, Rambler, Artisan

### Adamantine Shirt (Fighter)

- **Best for:** Pioneer, Wright
- **Decent for:**

## Medium

### Crusader's Scale (Cleric, Paladin)

- **Best for:** Crusader, Evangelist
- **Decent for:** Healer

### Crusader's Chainmail (Cleric, Paladin)

- **Best for:** Healer
- **Decent for:** Evangelist

### Conqueror's Scale (Cleric)

- **Best for:** Crusader, Evangelist
- **Decent for:** Healer

### Conqueror's Hide (Cleric)

- **Best for:** Healer
- **Decent for:** Evangelist

### Adamantine Chainmail (Fighter)

- **Best for:** Pioneer, Wright
- **Decent for:** Dragoon, Unbreakable

### Adamantine Scale (Fighter)

- **Best for:** Dragoon, Unbreakable
- **Decent for:** Crusader, Pioneer, Wright

### Shadowhide (Ranger, Rogue)

- **Best for:** Scout, Swashbuckler
- **Decent for:**

### Truesilver Chainmail (Rogue)

- **Best for:** Archer
- **Decent for:** Scout, Swashbuckler, Healer

## Heavy

### General's Banded (Fighter)

- **Best for:** Dragoon, Unbreakable, Crusader
- **Decent for:**

### Crusader's Plate (Cleric, Paladin)

- **Best for:** Crusader, Evangelist
- **Decent for:**

### Conqueror's Plate (Cleric)

- **Best for:** Crusader, Evangelist
- **Decent for:**

## By Armor Feat

### Fighter

#### Archer

Per Keyword (Minor/Major):

Hit Points: +55/+220, Fortitude: +1/+4, Reflex: +2/+8, Will: +0/+0, Recovery (Bleeding/Afflicted/Exhausted): +1/+4, Power: +21/+84

Ranks:

1. +1% speed, +7 Ranged Attack Bonus;

Keywords: Medium

2. +1% speed, +8 Ranged Attack Bonus;

Keywords: Medium, Military

3. +2% speed, +9 Ranged Attack Bonus;

Keywords: Medium, Military

4. +2% speed, +10 Ranged Attack Bonus;

Keywords: Medium, Military, Flexible

5. +2% speed, +11 Ranged Attack Bonus;

Keywords: Medium, Military, Flexible

6. +3% speed, +12 Ranged Attack Bonus;

Keywords: Masterwork, Medium, Military, Flexible



7. +3% speed, +13 Ranged Attack Bonus;  
Keywords: Masterwork, Medium, Military, Flexible
8. +3% speed, +14 Ranged Attack Bonus;  
Keywords: Masterwork, Medium, Military, Flexible, Supple
9. +4% speed, +15 Ranged Attack Bonus;  
Keywords: Masterwork, Medium, Military, Flexible, Supple
10. +4% speed, +16 Ranged Attack Bonus;  
Keywords: Mithral, Masterwork, Medium, Military, Flexible, Supple
11. +4% speed, +17 Ranged Attack Bonus;  
Keywords: Mithral, Masterwork, Medium, Military, Flexible, Supple
12. +5% speed, +18 Ranged Attack Bonus;  
Keywords: Mithral, Masterwork, Medium, Military, Flexible, Supple, Quiet
13. +5% speed, +19 Ranged Attack Bonus;  
Keywords: Mithral, Masterwork, Medium, Military, Flexible, Supple, Quiet
14. +5% speed, +20 Ranged Attack Bonus;  
Keywords: Mithral, Masterwork, Light, Medium, Military, Flexible, Supple, Quiet

#### Best Armor

**Tier 1:** Soldier's Chainmail

**Tier 2:** Captain's Chainmail, *Studded Leather*, *Ornate Steel Shirt*

**Tier 3:** Truesilver Shirt, Truesilver Chainmail

#### Dragoon

Hit Points: +58/+232, Fortitude: +2/+8, Reflex: +1/+4, Will: +0/+0, Recovery (Bleeding/Afflicted/Exhausted): +1/+4, Power: +18/+72

Ranks:

1. +5 Crit Chance, +7 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy
2. +7 Crit Chance, +8 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Military
3. +8 Crit Chance, +9 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Military
4. +10 Crit Chance, +10 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Military, Distributed
5. +11 Crit Chance, +11 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Military, Distributed
6. +13 Crit Chance, +12 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Military, Distributed

7. +14 Crit Chance, +13 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Military, Distributed
8. +16 Crit Chance, +14 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Military, Distributed, Strengthened
9. +17 Crit Chance, +15 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Military, Distributed, Strengthened
10. +19 Crit Chance, +16 Light and Heavy Melee Attack Bonus;  
Keywords: Adamantine, Masterwork, Heavy, Military, Distributed, Strengthened
11. +20 Crit Chance, +17 Light and Heavy Melee Attack Bonus;  
Keywords: Adamantine, Masterwork, Heavy, Military, Distributed, Strengthened
12. +22 Crit Chance, +18 Light and Heavy Melee Attack Bonus;  
Keywords: Adamantine, Masterwork, Heavy, Military, Distributed, Strengthened, Dense
13. +23 Crit Chance, +19 Light and Heavy Melee Attack Bonus;  
Keywords: Adamantine, Masterwork, Heavy, Military, Distributed, Strengthened, Dense
14. +25 Crit Chance, +20 Light and Heavy Melee Attack Bonus;  
Keywords: Adamantine, Masterwork, Medium, Heavy, Military, Distributed, Strengthened, Dense

#### Best Armor

**Tier 1:** Hide and Steel Banded

**Tier 2:** Dwarven Steel Banded, *Ornate Steel Plate*, *Captain's Scale*

**Tier 3:** Adamantine Scale, General's Banded

#### Unbreakable

Hit Points: +60/+240, Fortitude: +2/+8, Reflex: +1/+4, Will: +0/+0, Recovery (Bleeding/Afflicted/Exhausted): +1/+4, Power: +17/+68

Ranks:

1. +1 all Resistances;  
Keywords: Heavy
2. +1 all Resistances;  
Keywords: Heavy, Military
3. +1 all Resistances;  
Keywords: Heavy, Military
4. +1 all Resistances;  
Keywords: Heavy, Military, Strengthened
5. +1 all Resistances;



- Keywords: Heavy, Military, Strengthened
6. +2 all Resistances;  
Keywords: Masterwork, Heavy, Military, Strengthened
  7. +2 all Resistances;  
Keywords: Masterwork, Heavy, Military, Strengthened
  8. +2 all Resistances;  
Keywords: Masterwork, Heavy, Military, Strengthened, Dense
  9. +2 all Resistances;  
Keywords: Masterwork, Heavy, Military, Strengthened, Dense
  10. +2 all Resistances;  
Keywords: Adamantine, Masterwork, Heavy, Military, Strengthened, Dense
  11. +3 all Resistances;  
Keywords: Adamantine, Masterwork, Heavy, Military, Strengthened, Dense
  12. +3 all Resistances;  
Keywords: Adamantine, Masterwork, Heavy, Military, Strengthened, Dense, Distributed
  13. +3 all Resistances;  
Keywords: Adamantine, Masterwork, Heavy, Military, Strengthened, Dense, Distributed
  14. +3 all Resistances;  
Keywords: Adamantine, Masterwork, Medium, Heavy, Military, Strengthened, Dense, Distributed

### Best Armor

**Tier 1:** Hide and Steel Banded, Pot Steel Plate

**Tier 2:** Ornate Steel Plate, *Dwarven Steel Banded*, *Captain's Scale*

**Tier 3:** Adamantine Scale, General's Banded

## Rogue

### Chameleon

Hit Points: +35/+140, Fortitude: +1/+4, Reflex: +2/+8, Will: +2/+8, Recovery (Bleeding/Afflicted/Slowed): +1/+4, Power: +35/+140

Ranks:

1. +7 Stealth and Persuasion, +4 Crit Chance;  
Keywords: Light
2. +8 Stealth and Persuasion, +6 Crit Chance;  
Keywords: Light, Stealthy
3. +9 Stealth and Persuasion, +8 Crit Chance;  
Keywords: Light, Stealthy
4. +10 Stealth and Persuasion, +10 Crit Chance;  
Keywords: Light, Stealthy, Agile
5. +11 Stealth and Persuasion, +12 Crit Chance;  
Keywords: Light, Stealthy, Agile
6. +12 Stealth and Persuasion, +14 Crit Chance;  
Keywords: Masterwork, Light, Stealthy, Agile

7. +13 Stealth and Persuasion, +16 Crit Chance;  
Keywords: Masterwork, Light, Stealthy, Agile
8. +14 Stealth and Persuasion, +18 Crit Chance;  
Keywords: Masterwork, Light, Stealthy, Agile, Reinforced
9. +15 Stealth and Persuasion, +20 Crit Chance;  
Keywords: Masterwork, Light, Stealthy, Agile, Reinforced
10. +16 Stealth and Persuasion, +22 Crit Chance;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Agile, Reinforced
11. +17 Stealth and Persuasion, +24 Crit Chance;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Agile, Reinforced
12. +18 Stealth and Persuasion, +26 Crit Chance;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate
13. +19 Stealth and Persuasion, +28 Crit Chance;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate
14. +20 Stealth and Persuasion, +30 Crit Chance;  
Keywords: Shadowskin, Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate

### Best Armor

**Tier 1:** Footpad's Leathers

**Tier 2:** Strapped Leather, *Fancy Padded Armor*

**Tier 3:** Strapped Shadowskin, Extravagant Padded Armor, Fine Truesilver Chain

### Scout

Hit Points: +37/+148, Fortitude: +2/+8, Reflex: +2/+8, Will: +1/+4, Recovery (Bleeding/Afflicted/Slowed): +1/+4, Power: +33/+132

Ranks:

1. +1% Speed, +7 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Light
2. +1% Speed, +8 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Light, Stealthy
3. +2% Speed, +9 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Light, Stealthy
4. +2% Speed, +10 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Light, Stealthy, Quiet
5. +2% Speed, +11 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Light, Stealthy, Quiet

6. +3% Speed, +12 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Masterwork, Light, Stealthy, Quiet
7. +3% Speed, +13 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Masterwork, Light, Stealthy, Quiet
8. +3% Speed, +14 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Masterwork, Light, Stealthy, Quiet, Supple
9. +4% Speed, +15 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Masterwork, Light, Stealthy, Quiet, Supple
10. +4% Speed, +16 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Quiet, Supple
11. +4% Speed, +17 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Quiet, Supple
12. +5% Speed, +18 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Quiet, Supple, Flexible
13. +5% Speed, +19 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Shadowskin, Masterwork, Light, Stealthy, Quiet, Supple, Flexible
14. +5% Speed, +20 Ranged Attack Bonus, Perception, and Stealth;  
Keywords: Shadowskin, Truesilver, Masterwork, Light, Stealthy, Quiet, Supple, Flexible

#### Best Armor

**Tier 1:** Quiet Iron Shirt, Piecemeal Brigandine

**Tier 2:** Boiled Leather, *Muffled Steel Shirt*

**Tier 3:** Studded Shadowskin, Truesilver Shirt, Shadowhide

#### Swashbuckler

Hit Points: +40/+160, Fortitude: +1/+4, Reflex: +3/+12, Will: +0/+0, Recovery (Bleeding/Afflicted/Slowed): +1/+4, Power: +31/+124

Ranks:

1. +4 Light Melee Attack;  
Keywords: Light
2. +6 Light Melee Attack;  
Keywords: Light, Stealthy
3. +8 Light Melee Attack;  
Keywords: Light, Stealthy
4. +10 Light Melee Attack;  
Keywords: Light, Stealthy, Quiet
5. +12 Light Melee Attack;

Keywords: Light, Stealthy, Quiet

6. +14 Light Melee Attack;  
Keywords: Masterwork, Light, Stealthy, Quiet
7. +16 Light Melee Attack;  
Keywords: Masterwork, Light, Stealthy, Quiet
8. +18 Light Melee Attack;  
Keywords: Masterwork, Light, Stealthy, Quiet, Flexible
9. +20 Light Melee Attack;  
Keywords: Masterwork, Light, Stealthy, Quiet, Flexible
10. +22 Light Melee Attack;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Quiet, Flexible
11. +24 Light Melee Attack;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Quiet, Flexible
12. +26 Light Melee Attack;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Quiet, Flexible, Supple
13. +28 Light Melee Attack;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Quiet, Flexible, Supple
14. +30 Light Melee Attack;  
Keywords: Truesilver, Shadowskin, Masterwork, Light, Stealthy, Quiet, Flexible, Supple

#### Best Armor

**Tier 1:** Quiet Iron Shirt, Piecemeal Brigandine

**Tier 2:** Muffled Steel Shirt, *Boiled Leather*

**Tier 3:** Studded Shadowskin, Truesilver Shirt, Shadowhide

#### Wizard

#### Binder

Hit Points: +25/+100, Fortitude: +2/+8, Reflex: +1/+4, Will: +2/+8, Recovery (Burning/Slowed/Exhausted/Razed): +1/+4, Power: +40/+120

Ranks:

1. +1 all Energy Resistances;  
Keywords: Clothing
2. +1 all Energy Resistances;  
Keywords: Clothing, Inscribed
3. +1 all Energy Resistances;  
Keywords: Clothing, Inscribed
4. +1 all Energy Resistances;  
Keywords: Clothing, Inscribed, Intricate
5. +2 all Energy Resistances;  
Keywords: Clothing, Inscribed, Intricate
6. +2 all Energy Resistances;  
Keywords: Masterwork, Clothing, Inscribed, Intricate
7. +2 all Energy Resistances;  
Keywords: Masterwork, Clothing, Inscribed, Intricate
8. +2 all Energy Resistances;

Keywords: Masterwork, Clothing, Inscribed, Intricate, Reinforced

9. +3 all Energy Resistances;  
Keywords: Masterwork, Clothing, Inscribed, Intricate, Reinforced
10. +3 all Energy Resistances;  
Keywords: Empowered, Masterwork, Clothing, Inscribed, Intricate, Reinforced
11. +3 all Energy Resistances;  
Keywords: Empowered, Masterwork, Clothing, Inscribed, Intricate, Reinforced
12. +3 all Energy Resistances;  
Keywords: Empowered, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile
13. +4 all Energy Resistances;  
Keywords: Empowered, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile
14. +4 all Energy Resistances;  
Keywords: Empowered, Eldritch, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile

### Best Armor

**Tier 1:** Runespun Robes

**Tier 2:** Embroidered Silk Robes, *Merchant Clothes*

**Tier 3:** Robes of the Magi

### Mage

Hit Points: +25/+100, Fortitude: +1/+4, Reflex: +2/+8, Will: +2/+8, Recovery (Burning/Slowed/Exhausted/Razed): +1/+4, Power: +40/+120

Ranks:

1. +5 Physical Resistance;  
Keywords: Clothing
2. +6 Physical Resistance;  
Keywords: Clothing, Inscribed
3. +6 Physical Resistance;  
Keywords: Clothing, Inscribed
4. +7 Physical Resistance;  
Keywords: Clothing, Inscribed, Intricate
5. +7 Physical Resistance;  
Keywords: Clothing, Inscribed, Intricate
6. +8 Physical Resistance;  
Keywords: Masterwork, Clothing, Inscribed, Intricate
7. +8 Physical Resistance;  
Keywords: Masterwork, Clothing, Inscribed, Intricate
8. +9 Physical Resistance;  
Keywords: Masterwork, Clothing, Inscribed, Intricate, Reinforced
9. +9 Physical Resistance;  
Keywords: Masterwork, Clothing, Inscribed, Intricate, Reinforced
10. +10 Physical Resistance;

Keywords: Eldritch, Masterwork, Clothing, Inscribed, Intricate, Reinforced

11. +10 Physical Resistance;  
Keywords: Eldritch, Masterwork, Clothing, Inscribed, Intricate, Reinforced
12. +11 Physical Resistance;  
Keywords: Eldritch, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile
13. +11 Physical Resistance; Keywords: Eldritch, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile
14. +12 Physical Resistance;  
Keywords: Eldritch, Sage, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile

### Best Armor

**Tier 1:** Runespun Robes

**Tier 2:** Embroidered Silk Robes, *Merchant Clothes*

**Tier 3:** Robes of the Magi, Robes of the Master, Noble Clothes

### Scholar

Hit Points: +25/+100, Fortitude: +1/+4, Reflex: +1/+4, Will: +3/+12, Recovery (Burning/Slowed/Exhausted/Razed): +1/+4, Power: +40/+120

Ranks:

1. +1% Speed, +4 All Knowledge Skills;  
Keywords: Clothing
2. +1% Speed, +6 All Knowledge Skills;  
Keywords: Clothing, Inscribed
3. +2% Speed, +8 All Knowledge Skills;  
Keywords: Clothing, Inscribed
4. +2% Speed, +10 All Knowledge Skills;  
Keywords: Clothing, Inscribed, Intricate
5. +2% Speed, +12 All Knowledge Skills;  
Keywords: Clothing, Inscribed, Intricate
6. +3% Speed, +14 All Knowledge Skills;  
Keywords: Masterwork, Clothing, Inscribed, Intricate
7. +3% Speed, +16 All Knowledge Skills;  
Keywords: Masterwork, Clothing, Inscribed, Intricate
8. +3% Speed, +18 All Knowledge Skills;  
Keywords: Masterwork, Clothing, Inscribed, Intricate, Reinforced
9. +4% Speed, +20 All Knowledge Skills;  
Keywords: Masterwork, Clothing, Inscribed, Intricate, Reinforced
10. +4% Speed, +22 All Knowledge Skills;  
Keywords: Sage, Masterwork, Clothing, Inscribed, Intricate, Reinforced
11. +4% Speed, +24 All Knowledge Skills;  
Keywords: Sage, Masterwork, Clothing, Inscribed, Intricate, Reinforced

12. +5% Speed, +26 All Knowledge Skills;  
Keywords: Sage, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile
13. +5% Speed, +28 All Knowledge Skills;  
Keywords: Sage, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile
14. +5% Speed, +30 All Knowledge Skills;  
Keywords: Sage, Empowered, Masterwork, Clothing, Inscribed, Intricate, Reinforced, Agile

### Best Armor

**Tier 1:** Runespun Robes

**Tier 2:** Embroidered Silk Robes, *Merchant Clothes*

**Tier 3:** Robes of the Master, Noble Clothes

## Cleric

### Crusader

Hit Points: +50/+200, Fortitude: +2/+8, Reflex: +0/+0, Will: +1/+4, Recovery (Bleeding/Drained/Slowed): +1/+4, Power: +23/+92

Ranks:

1. +2 Base Defense, +7 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy
2. +3 Base Defense, +8 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Blessed
3. +4 Base Defense, +9 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Blessed
4. +5 Base Defense, +10 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Blessed, Distributed
5. +6 Base Defense, +11 Light and Heavy Melee Attack Bonus;  
Keywords: Heavy, Blessed, Distributed
6. +7 Base Defense, +12 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Blessed, Distributed
7. +8 Base Defense, +13 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Blessed, Distributed
8. +9 Base Defense, +14 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Blessed, Distributed, Strengthened
9. +10 Base Defense, +15 Light and Heavy Melee Attack Bonus;  
Keywords: Masterwork, Heavy, Blessed, Distributed, Strengthened

10. +11 Base Defense, +16 Light and Heavy Melee Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Heavy, Blessed, Distributed, Strengthened
11. +12 Base Defense, +17 Light and Heavy Melee Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Heavy, Blessed, Distributed, Strengthened
12. +13 Base Defense, +18 Light and Heavy Melee Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Heavy, Blessed, Distributed, Strengthened, Dense
13. +14 Base Defense, +19 Light and Heavy Melee Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Heavy, Blessed, Distributed, Strengthened, Dense
14. +15 Base Defense, +20 Light and Heavy Melee Attack Bonus;  
Keywords: Celestial, Fiendish, Adamantine, Masterwork, Heavy, Blessed, Distributed, Strengthened, Dense

### Best Armor

**Tier 1:** Yew and Iron Splint

**Tier 2:** Oak and Steel Splint

**Tier 3:** Crusader's Scale, Conquerer's Scale, General's Banded, Crusader's Plate, Conquerer's Plate

### Evangelist

Hit Points: +45/+180, Fortitude: +2/+8, Reflex: +0/+0, Will: +2/+8, Recovery (Oblivious/Drained/Frightened): +1/+4, Power: +27/+108

Ranks:

1. +1% Speed, +7 Ranged and Divine Attack Bonus;  
Keywords: Medium
2. +1% Speed, +8 Ranged and Divine Attack Bonus;  
Keywords: Medium, Blessed
3. +2% Speed, +9 Ranged and Divine Attack Bonus;  
Keywords: Medium, Blessed
4. +2% Speed, +10 Ranged and Divine Attack Bonus;  
Keywords: Medium, Blessed, Distributed
5. +2% Speed, +11 Ranged and Divine Attack Bonus;  
Keywords: Heavy, Military, Distributed
6. +3% Speed, +12 Ranged and Divine Attack Bonus;  
Keywords: Masterwork, Medium, Blessed, Distributed
7. +3% Speed, +13 Ranged and Divine Attack Bonus;  
Keywords: Masterwork, Medium, Blessed, Distributed
8. +3% Speed, +14 Ranged and Divine Attack Bonus;  
Keywords: Masterwork, Medium, Blessed, Distributed, Strengthened
9. +4% Speed, +15 Ranged and Divine Attack Bonus;

Keywords: Masterwork, Medium, Blessed , Distributed, Strengthened

10. +4% Speed, +16 Ranged and Divine Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed , Distributed, Strengthened
11. +4% Speed, +17 Ranged and Divine Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed , Distributed, Strengthened
12. +5% Speed, +18 Ranged and Divine Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed , Distributed, Strengthened, Dense
13. +5% Speed, +19 Ranged and Divine Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed , Distributed, Strengthened, Dense
14. +5% Speed, +20 Ranged and Divine Attack Bonus;  
Keywords: Celestial, Fiendish, Masterwork, Medium, Heavy, Blessed, Distributed, Strengthened, Dense

### Best Armor

**Tier 1:** Novitiate's Scale

**Tier 2:** Priest's Scale, *Oak and Steel Splint*

**Tier 3:** Crusader's Scale, Conquerer's Scale, Crusader's Plate, Conquerer's Plate

### Healer

Hit Points: +40/+160, Fortitude: +2/+8, Reflex: +1/+4, Will: +2/+8, Recovery (Bleeding/Afflicted/Burning): +1/+4, Power: +31/+124

Ranks:

1. +4 Reflex, +1% Regeneration;  
Keywords: Medium
2. +6 Reflex, +1% Regeneration;  
Keywords: Medium, Blessed
3. +8 Reflex, +1% Regeneration;  
Keywords: Medium, Blessed
4. +10 Reflex, +1% Regeneration;  
Keywords: Medium, Blessed, Supple
5. +12 Reflex, +2% Regeneration;  
Keywords: Medium, Blessed, Supple
6. +14 Reflex, +2% Regeneration;  
Keywords: Masterwork, Medium, Blessed, Supple
7. +16 Reflex, +2% Regeneration;  
Keywords: Masterwork, Medium, Blessed, Supple
8. +18 Reflex, +2% Regeneration;  
Keywords: Masterwork, Medium, Blessed, Supple, Flexible
9. +20 Reflex, +3% Regeneration;  
Keywords: Masterwork, Medium, Blessed, Supple, Flexible
10. +22 Reflex, +3% Regeneration;  
Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed, Supple, Flexible

11. +24 Reflex, +3% Regeneration;

Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed, Supple, Flexible

12. +26 Reflex, +3% Regeneration;

Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed, Supple, Flexible, Quiet

13. +28 Reflex, +4% Regeneration;

Keywords: Celestial, Fiendish, Masterwork, Medium, Blessed, Supple, Flexible, Quiet

14. +30 Reflex, +4% Regeneration;

Keywords: Celestial, Fiendish, Truesilver, Masterwork, Medium, Blessed, Supple, Flexible, Quiet

### Best Armor

**Tier 1:** Novitiate's Chainmail

**Tier 2:** Priest's Chainmail

**Tier 3:** Crusader's Chainmail, Conquerer's Hide

## Commoner

### Guide

Resistance: By armor type

Hit Points: +30/+120

Fortitude: +1/+4

Reflex: +3/+12

Will: +1/+4

Recovery (Bleeding/Burning/Afflicted): +1/+4

Power: +39/+156

Skills (Dowser, Sage, History, Local, Geography): +2/+8  
Levels:

+4 Perception; Keywords: Clothing

+6 Perception; Keywords: Clothing, Organic

+8 Perception; Keywords: Clothing, Organic

+10 Perception; Keywords: Clothing, Organic, Intricate

+12 Perception; Keywords: Clothing, Organic, Intricate

+14 Perception; Keywords: Masterwork, Clothing, Organic, Intricate

+16 Perception; Keywords: Masterwork, Clothing, Organic, Intricate

+18 Perception; Keywords: Masterwork, Clothing, Organic, Intricate, Agile

+20 Perception; Keywords: Masterwork, Clothing, Organic, Intricate, Agile

+22 Perception; Keywords: Sage, Masterwork, Clothing, Organic, Intricate, Agile

+24 Perception; Keywords: Sage, Masterwork, Clothing, Organic, Intricate, Agile

+26 Perception; Keywords: Sage, Masterwork, Clothing, Organic, Intricate, Agile, Reinforced

+28 Perception; Keywords: Sage, Masterwork, Clothing, Organic, Intricate, Agile, Reinforced

+30 Perception; Keywords: Sage, Masterwork, Clothing, Light, Organic, Intricate, Agile, Reinforced

**Tier 1:** Runespun Robes, Peasant Clothes

**Tier 2:** Merchant Clothes, *Embroidered Silk Robes*, *Fancy Padded Armor*, *Strapped Leather*

**Tier 3:** Robes of the Master, Noble Clothes

### Pioneer

Resistance: By armor type

Hit Points: +45/+180

Fortitude: +3/+12

Reflex: +1/+4

Will: +1/+4

Recovery (Slowed/Exhausted/Razed): +1/+4

Power: +28/+112

Skills (Forester, Miner, Sawyer, Smelter, Tanner): +2/+8  
Levels:

+1% Speed; Keywords: Light

+1% Speed; Keywords: Light, Military

+2% Speed; Keywords: Light, Military

+2% Speed; Keywords: Light, Military, Flexible

+2% Speed; Keywords: Light, Military, Flexible

+3% Speed; Keywords: Masterwork, Light, Military, Flexible

+3% Speed; Keywords: Masterwork, Light, Military, Flexible

+3% Speed; Keywords: Masterwork, Light, Military, Flexible, Supple

+4% Speed; Keywords: Masterwork, Light, Military, Flexible, Supple

+4% Speed; Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple

+4% Speed; Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple

+5% Speed; Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple, Quiet

+5% Speed; Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple, Quiet

+5% Speed; Keywords: Adamantine, Masterwork, Light, Medium, Military, Flexible, Supple, Quiet

**Tier 1:** Loose Warrior's Shirt

**Tier 2:** Studded Leather, Ornate Steel Shirt, *Captain's Chainmail*

**Tier 3:** Adamantine Shirt, Adamantine Chainmail

### Rambler

Resistance: By armor type

Hit Points: +36/+144

Fortitude: +1/+4

Reflex: +1/+4

Will: +3/+12

Recovery (Oblivious/Drained/Frightened): +1/+4

Power: +36/+144

Skills (Scavenger, Apothecary, Gemcutter, Weaver, Survival, Nature): +2/+8

Levels:

1. +4 Stealth;

Keywords: Light

2. +6 Stealth;

Keywords: Light, Stealthy

3. +8 Stealth;

Keywords: Light, Stealthy

4. +10 Stealth;

Keywords: Light, Stealthy, Agile

5. +12 Stealth;

Keywords: Light, Stealthy, Agile

6. +14 Stealth;

Keywords: Masterwork, Light, Stealthy, Agile

7. +16 Stealth;

Keywords: Masterwork, Light, Stealthy, Agile

8. +18 Stealth;

Keywords: Masterwork, Light, Stealthy, Agile, Reinforced

9. +20 Stealth;



Keywords: Masterwork, Light, Stealthy, Agile, Reinforced

10. +22 Stealth;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced
11. +24 Stealth;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced
12. +26 Stealth;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate
13. +28 Stealth;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate
14. +30 Stealth;  
Keywords: Truesilver, Shadowskin, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate

### Best Armor

**Tier 1:** Footpad's Leathers

**Tier 2:** Strapped Leather, *Fancy Padded Armor*

**Tier 3:** Strapped Shadowskin, Extravagant Padded Armor, Fine Truesilver Chain

## Expert

### Outfitter

Hit Points: +30/+120, Fortitude: +4/+16, Reflex: +2/+8, Will: +2/+8, Recovery (Burning/Slowed/Drained): +1/+4, Power: +38/+152, Skills (Tailor, Artificer, Spellcraft, Arcana, Architect): +2/+8

Ranks:

1. +1% Speed;  
Keywords: Clothing
2. +1% Speed;  
Keywords: Clothing, Intricate
3. +2% Speed;  
Keywords: Clothing, Intricate
4. +2% Speed;  
Keywords: Clothing, Intricate, Agile
5. +2% Speed;  
Keywords: Clothing, Intricate, Agile
6. +3% Speed;  
Keywords: Masterwork, Clothing, Intricate, Agile
7. +3% Speed;  
Keywords: Masterwork, Clothing, Intricate, Agile
8. +3% Speed;  
Keywords: Masterwork, Clothing, Intricate, Agile, Reinforced
9. +4% Speed;  
Keywords: Masterwork, Clothing, Intricate, Agile, Reinforced

10. +4% Speed;  
Keywords: Eldritch, Masterwork, Clothing, Intricate, Agile, Reinforced
11. +4% Speed;  
Keywords: Eldritch, Masterwork, Clothing, Intricate, Agile, Reinforced
12. +5% Speed;  
Keywords: Eldritch, Masterwork, Clothing, Inscribed, Intricate, Agile, Reinforced
13. +5% Speed;  
Keywords: Eldritch, Masterwork, Clothing, Inscribed, Intricate, Agile, Reinforced
14. +5% Speed;  
Keywords: Eldritch, Sage, Masterwork, Clothing, Inscribed, Intricate, Agile, Reinforced

### Best Armor

**Tier 1:** Peasant Clothes

**Tier 2:** Merchant Clothes, *Embroidered Silk Robes*

**Tier 3:** Robes of the Magi, Robes of the Master, Noble Clothes

### Artisan

Hit Points: +40/+120, Fortitude: +1/+4, Reflex: +3/+12, Will: +1/+4, Recovery (Afflicted, Oblivious, Frightened): +1/+4, Power: +31/+124, Skills (Bowyer, Jeweler, Alchemist, Leatherworker, Carpenter): +2/+8

Ranks:

1. +4 Ranged Attack;  
Keywords: Light
2. +6 Ranged Attack;  
Keywords: Light, Stealthy
3. +8 Ranged Attack;  
Keywords: Light, Stealthy
4. +10 Ranged Attack;  
Keywords: Light, Stealthy, Agile
5. +12 Ranged Attack;  
Keywords: Light, Stealthy, Agile
6. +14 Ranged Attack;  
Keywords: Masterwork, Light, Stealthy, Agile
7. +16 Ranged Attack;  
Keywords: Masterwork, Light, Stealthy, Agile
8. +18 Ranged Attack;  
Keywords: Masterwork, Light, Stealthy, Agile, Reinforced
9. +20 Ranged Attack;  
Keywords: Masterwork, Light, Stealthy, Agile, Reinforced
10. +22 Ranged Attack;  
Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced
11. +24 Ranged Attack;

Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced

12. +26 Ranged Attack;

Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate

13. +28 Ranged Attack;

Keywords: Truesilver, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate

14. +30 Ranged Attack;

Keywords: Truesilver, Shadowskin, Masterwork, Light, Stealthy, Agile, Reinforced, Intricate

Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple, Quiet

14. +30 Light Melee And Heavy Melee Attack;

Keywords: Adamantine, Masterwork, Light, Medium, Military, Flexible, Supple, Quiet

**Best Armor**

**Tier 1:** Loose Warrior's Shirt

**Tier 2:** Studded Leather, Ornate Steel Shirt, *Captain's Chainmail*

**Tier 3:** Adamantine Shirt, Adamantine Chainmail

**Best Armor**

**Tier 1:** Footpad's Leathers

**Tier 2:** Strapped Leather, *Fancy Padded Armor*

**Tier 3:** Strapped Shadowskin, Extravagant Padded Armor, Fine Truesilver Chain

**Wright**

Hit Points: +50/+200, Fortitude: +3/+12, Reflex: +1/+4, Will: +1/+4, Recovery (Bleeding, Exhausted, Razed): +1/+4, Power: +22/+88, Skills (Armorsmith, Engineer, Weaponsmith, Iconographer, Stonemason): +2/+8

Ranks:

1. +4 Light Melee And Heavy Melee Attack;

Keywords: Light

2. +6 Light Melee And Heavy Melee Attack;

Keywords: Light, Military

3. +8 Light Melee And Heavy Melee Attack;

Keywords: Light, Military

4. +10 Light Melee And Heavy Melee Attack;

Keywords: Light, Military, Flexible

5. +12 Light Melee And Heavy Melee Attack;

Keywords: Light, Military, Flexible

6. +14 Light Melee And Heavy Melee Attack;

Keywords: Masterwork, Light, Military, Flexible

7. +16 Light Melee And Heavy Melee Attack;

Keywords: Masterwork, Light, Military, Flexible

8. +18 Light Melee And Heavy Melee Attack;

Keywords: Masterwork, Light, Military, Flexible, Supple

9. +20 Light Melee And Heavy Melee Attack;

Keywords: Masterwork, Light, Military, Flexible, Supple

10. +22 Light Melee And Heavy Melee Attack;

Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple

11. +24 Light Melee And Heavy Melee Attack;

Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple

12. +26 Light Melee And Heavy Melee Attack;

Keywords: Adamantine, Masterwork, Light, Military, Flexible, Supple, Quiet

13. +28 Light Melee And Heavy Melee Attack;



