

Orcus Player Options

A retroclone of 4th Edition

Version 0.4 (Alpha)

Dedicated to the hobbyists, designers, developers and publishers that have released their work under the Open Game License.

Orcus is a work in progress. All feedback is welcome.



Ancestries

Ancestry Traits

The description of each ancestry includes traits that are common to members of that ancestry. The following entries appear among the traits of most ancestries.

Ability Score Increase(s)

Every ancestry increases one or more of a character's ability scores.

Size

Characters of most ancestries are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few ancestries are Small (between 2 and 4 feet tall).

Small characters have trouble wielding two-handed weapons. Small characters cannot wield a two-handed weapon unless the weapon has the Small property.

Medium characters who wield a one-handed weapon in two hands (other than one-handed weapons with the Side Weapon property) get a +1 bonus to damage.

Speed

Your speed determines how far you can move.

Languages

By virtue of your ancestry, your character can speak, read, and write certain languages.

Dwarf

Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years. Dwarves stand between 4 and 5 feet tall and average about 150 pounds.

Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increases: Pick two of:

- +2 Constitution
- +2 Strength
- +2 Wisdom

Size: Your size is Medium.

Speed: Your base walking speed is 5 squares. Your speed is not reduced by wearing heavy armor or carrying a heavy load.

Low-Light Vision: You can see in dim light as if it were bright light.

Skills: Pick two of:

- +2 Dungeoneering
- +2 Endure
- +2 Diplomacy
- +2 Religion

Dwarven Resilience: Pick one of:

- +5 ancestry bonus on saving throws against poison.
- +5 ancestry bonus on saving throws against persistent psychic damage.

Dwarven Combat Training: Pick one of:

- You have proficiency with martial weapons in the Hammers and Picks group.
- You have proficiency with martial weapons in the Axes group.
- You have proficiency with light shields.

Unmoved: Reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw—on a success, you do not fall.

Languages: You can speak, read, and write Common and Dwarvish.

Tough as Nails: You have the *tough as nails* power.

Tough as Nails

Encounter Swift Action

Dwarf Utility Ancestry

Self

Effect: You rally.

Elf

Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old. Elves range from under 5 to over 6 feet tall and have slender builds.

Elf Traits

Ability Score Increases: Pick two of:

- +2 Dexterity
- +2 Intelligence
- +2 Wisdom
- +2 Charisma

Size: Your size is Medium.

Low-Light Vision: You can see in dim light as if it were bright light.

Elven Senses: Pick two of:

- +2 Nature
- +2 Perception
- +2 Arcana
- +2 History
- +2 Insight
- +2 Streetwise
- +2 Bluff

Fey Ancestry: You count as a fey creature for all purposes.

Languages: You can speak, read, and write Common and Elvish.

Elf Training: Pick two of:

- You have proficiency with martial weapons in the Bows group.
- You have proficiency with martial weapons in the Heavy Blades group.
- You have proficiency with simple and martial weapons in the Spears group.

- Allies within 5 gain a +1 ancestry bonus to Perception.
- You have proficiency with orbs, staves and wands.
- You are trained in an extra skill of your choice.

Heritage: Pick either wood elf or high elf.

Wood Elf: Wood elf hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

- **Speed:** Your base walking speed is 7 squares.
- **Versatile Stride:** You ignore difficult terrain.

High Elf: As a high elf, you have a keen mind and a mastery of at least the basics of magic. Some high elves are haughty and reclusive, believing themselves to be superior to non-elves and even other elves. Others are more common and more friendly, and often encountered among humans and other ancestries.

- **Speed:** Your base walking speed is 6 squares.
- **Trance:** High elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. Your 4-hour trance has the same effect as a 6-hour long rest.
- **High Elf Mettle:** +1 ancestry bonus to Will defense. +5 ancestry bonus to saving throws against charm effects.

Elven Powers: Pick one:

- You have the *careful focus* power.
- You have the *farstrider* power.
- You have the *highblood teleport* power.

Careful Focus

Encounter Free Action

Elf Utility Ancestry

Self

Trigger: You just made an attack roll.

Effect: Reroll the attack roll and take the new result.

Farstrider

Encounter Move Action

Elf Utility Ancestry

Self

Effect: Shift up to your speed.

Highblood Teleport

Encounter Move Action

Elf Utility Ancestry • Teleport

Self

Effect: Teleport up to 5.

Halfling

A halfling reaches adulthood at the age of 20 and generally lives into the middle of their second century. Halflings average about 3 feet tall and weigh about 40 pounds.

Halfling Traits

Your halfling character has a number of traits in common with all other halflings.

Ability Score Increases: Pick two of:

- +2 Dexterity
- +2 Constitution
- +2 Charisma

Size: Your size is Small.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and one other language of your choice.

Brave: +5 ancestry bonus to saving throws versus fear.

Halfling Nimbleness: +2 ancestry bonus to AC against attacks of opportunity.

Naturally Stealthy:

- +2 Acrobatics
- +2 Thievery

Lucky: You have the *lucky* power.

Lucky

Encounter Immediate (Counter) Action

Halfling Utility Ancestry

Self

Trigger: An attack hits you.

Effect: Reroll the attack roll and take the second result.

Human

Human Traits

It's hard to make generalizations about humans.

Humans reach adulthood in their late teens and live less than a century. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall.

Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Giant curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Ability Score Increases:

- +2 to one ability score of your choice

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Bonus Feat: Choose one feat. You gain that feat.

Bonus Skill: Choose one class skill. You become trained in that skill.

Hardy Stock: +1 ancestry bonus to Fortitude, Reflex and Will defenses.

Human Power: You have a third level 1 at-will attack power from your class.

Variant: True Grit

Instead of giving humans a third level 1 at-will attack power from their class, GMs may want to offer them the *true grit* power instead - especially if they are taking a class that does not have at-will attack powers. However, GMs should note that *true grit* is unusually powerful for an ancestry power and it overlaps with the elf's *careful focus* power.

Human Power: You have the *true grit* power.

True Grit

Encounter No Action

Human Utility Ancestry

Self

Trigger: You fail a saving throw or miss with an attack roll

Effect: Add a +4 Ancestry bonus to the roll/throw.

Dragonborn

Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds.

Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increases: Pick two of:

- +2 Charisma
- +2 Strength
- +2 Constitution

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Draconic Ancestry: Pick two of:

- +2 History
- +2 Intimidate
- +2 Diplomacy
- +2 Endure

Draconic Vigor: Add your Constitution modifier to your recovery value.

Injured Rage: +1 ancestry bonus on attack rolls while staggered.

Languages: You can speak, read, and write Common and Draconic.

Breath Weapon: You have the *breath weapon* power.

Which type of damage you do (and what tag the power has) depends on which type of dragon you are descended from: acid (black dragon), cold (white dragon), fire (red dragon), lightning (blue dragon) or poison (green dragon).

Breath Weapon

Encounter Swift Action

Dragonborn Attack Ancestry • [Energy]

Near arc 3, targets all

Attack: (Highest of Strength, Constitution, Dexterity) +2 vs Reflex

Hit: 1d6 + Constitution modifier.

Level 11: 2d6 + Constitution modifier.

Level 21: 3d6 + Constitution modifier.

Gnome

Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years. Gnomes are between 3 and 4 feet tall and average about 40 pounds.

Gnome Traits

Your gnome character has certain characteristics in common with all other gnomes.

Ability Score Increases: Pick two of:

- +2 Intelligence
- +2 Charisma
- +2 Dexterity

Size: Your size is Small.

Speed: Your base walking speed is 5 squares.

Languages: You can speak, read, and write Common and Elvish.

Low-Light Vision: You can see in dim light as if it were bright light.

Gnome Cunning: Pick two of:

- +2 Arcana
- +2 Stealth
- +2 Sleight of Hand

Fey Ancestry: You count as a fey creature for all purposes.

Hide in a Flash: When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Gnomish Skepticism: +5 ancestry bonus on saving throws against illusions.

Ancestry Powers: You have the *ghost sound* and *disappearing act* powers.

Disappearing Act

Encounter Immediate (React) Action

Gnome Utility Ancestry

Self

Trigger: You take damage.

Effect: Become invisible until the end of your next turn, or until you make an attack (whichever comes sooner).

Ghost Sound

At-Will Standard Action

Cantrips Utility Feature • Illusion

Ranged 10, one object or empty square

Effect: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. You can produce as much noise as a person. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit.

Half-Elf

Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall.

Half-Elf Traits

Your half-elf character has some qualities in common with elves and some that are unique to half-elves.

Ability Score Increases: Pick two of:

- +2 Constitution
- +2 Wisdom
- +2 Charisma

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common, Elvish, and one extra language of your choice.

Low-Light Vision: You can see in dim light as if it were bright light.

Skill Bonuses: Pick two of:

- +2 Diplomacy
- +2 Insight
- +2 Perception

Elven Blood, Human Blood: For the purpose of taking feats, you count as an elf and as a human.

Follow My Lead: Allies within 10 receive a +1 ancestry bonus to Diplomacy.

Half-Elven Power: Choose one at character creation:

- You have the *half-elven ingenuity* power.
- Choose a level 1 at-will attack power from any class. It is an encounter power for you.

Half-Elven Ingenuity

Encounter Swift Action

Half-Elf Utility Ancestry

Near burst 5, self or one ally

Effect: Choose one: target shifts up to 2 as a free action, target makes a saving throw, target gets +2 power bonus to next attack roll or target gets +4 power bonus to next skill check. Power bonuses expire at the end of your next turn if not already used.

Half-Orc

Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall.

Half-Orc Traits

Your half-orc character has certain traits deriving from human and orc ancestry.

Ability Score Increases: Pick two of:

- +2 Dexterity
- +2 Strength
- +2 Constitution
- +2 Wisdom

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and Giant.

Low-Light Vision: You can see in dim light as if it were bright light.

Relentless Endurance (1/encounter): When you are staggered, gain temporary HP equal to your level.

Savage Attacks: Your speed increases by +2 squares when you charge.

Orcish Heritage: Pick two of:

- +2 Endurance
- +2 Intimidate
- +2 Athletics
- +2 Nature

Orcish Rush: You have the *orcish rush* power.

Orcish Rush

Encounter Free Action

Half-Orc Utility Ancestry

Self

Trigger: You hit with an attack.

Effect: Attack does +1dW. If attack was not with a weapon, +1d8 instead.

Tiefling

Tieflings mature at the same rate as humans but live a few years longer. Tieflings are about the same size and build as humans.

Tiefling Traits

Tieflings share certain ancestry traits as a result of their infernal descent.

Ability Score Increases: Pick two of:

- +2 Charisma
- +2 Constitution
- +2 Intelligence

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and one other language of your choice.

Tiefling Skills: Pick two of:

- +2 Bluff
- +2 Stealth
- +2 Arcana
- +2 Sleight of Hand

Low-Light Vision: You can see in dim light as if it were bright light.

Hellish Resistance: Resistance to fire 5 + half your level.

Infernal Legacy: +1 ancestry bonus on attacks against staggered enemies.

Vengeance of the Pits: You have the *vengeance of the pits* power.

Vengeance of the Pits

Encounter Free Action

Tiefling Attack Ancestry • Fire

Near burst 10, one enemy

Trigger: An attack by that enemy hits you.

Effect: The target takes 1d6 + Intelligence OR Charisma modifier fire damage.

Level 11: 2d6 + Intelligence OR Charisma modifier.

Level 21: 3d6 + Intelligence OR Charisma modifier.

Vishyas

Vishyas are graceful humanoids with venomous fangs and serpentine eyes. Their supple skin is covered with tiny scales, often of a light green, which are sometimes arrayed in patterns not unlike those of a serpent.

Vishya Traits

Ability Score Increases: Pick two of:

- +2 Dexterity
- +2 Constitution
- +2 Wisdom

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and Draconic.

Low-Light Vision: You can see in dim light as if it were bright light.

Skill Bonuses:

- +2 Acrobatics
- +2 Bluff

Reptile Ancestry: You have the reptile tag.

Hold Breath: +5 ancestry bonus to Endure checks to hold your breath.

Swamp Stride: Mud, marsh and shallows are not difficult terrain for you.

Whistle: Vishya can communicate using high-pitch whistles that adults cannot hear but dogs and children can.

Poisonous Nip: You have the *poisonous nip* power.

Poisonous Nip

Your fangs excrete a mild poison.

Encounter Swift Action

Vishya Attack Ancestry • Poison

Melee 1, one target

Attack: Dexterity or Constitution +2 vs AC

Hit: 1d8 + your Dexterity or Constitution modifier poison damage.

Level 11: Attack bonus increases to +4. 2d8 + modifier damage.

Level 21: Attack bonus increases to +6. 3d8 + modifier damage.

Whoms

Whoms are humanoid wombats who live in burrows underground.

Whom Traits

Ability Score Increases: Pick two of:

- +2 Wisdom
- +2 Constitution
- +2 Strength

Size: Your size is Small.

Speed: Your base walking speed is 5 squares.

Burrow: You have a burrow speed of 1 square. Your burrow cannot extend too far or it risks caving in; you must double back to the surface after burrowing for 5 squares.

Languages: You can speak, read, and write Common and Dwarvish.

Low-Light Vision: You can see in dim light as if it were bright light.

Skill Bonuses:

- +2 Dungeoneering
- +2 Insight

Whom Weapon Proficiencies: You have proficiency with martial weapons of the Pick group.

Just Keep Digging: When you make Endure checks as part of a group check or extended challenge, or to Aid Another, roll twice and take the higher result.

Barrel Along: You have the *barrel along* power.

Barrel Along

Encounter Swift Action

Whom Utility Ancestry

Self

Trigger: You are staggered.

Effect: You have a +2 bonus to speed and to damage rolls until the end of the encounter.

Variant: No Weapon Limitations for Small Characters

While officially Small characters are limited in which weapons they can use, this can be frustrating for players and is not very important for game balance. GMs may prefer to let Small characters use any weapon they like.

Skills

A skill check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for a skill check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

Using Skills: To make a skill check, roll:

1d20 + skill modifier (Skill modifier = +5 if you are trained in the skill + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll - the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include ancestry bonuses, armor check penalties, and bonuses provided by feats, among others.

Using Skills

When your character uses a skill, you make a skill check to see how well they do. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise they would fail.

Skill Checks

A skill check takes into account a character's training (skill training), natural talent (ability modifier), and luck (the die roll). It may also take into account their ancestry's knack for doing certain things (ancestry bonus) or what armor they are wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including ancestry bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Table - Recommended Difficulty Classes by Level

Level	Easy	Moderate	Hard
1	8	12	18
2	9	13	19
3	9	14	20
4	10	14	21
5	10	15	22
6	11	16	22
7	11	16	23
8	12	17	24
9	12	18	25
10	13	19	26
11	13	19	26
12	14	20	27
13	14	21	28
14	15	21	29
15	15	22	30
16	16	23	30
17	16	23	31
18	17	24	32
19	17	25	33
20	18	26	34
21	18	26	34
22	19	27	35
23	19	28	36
24	20	28	37
25	20	29	38
26	21	30	38
27	21	30	39
28	22	31	40
29	22	32	41
30	23	33	42

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill they do not possess, you make a skill check as normal. The skill modifier doesn't have a skill training bonus added. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Certain uses of some skills are only available to someone who is trained in that skill.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions or move actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure - you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Ability Checks: The normal take 10 rules apply for ability checks.

Passive Checks: A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and training in Perception, they have a passive Perception score of 17.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group check, everyone in the group makes the skill check (or, in rare cases, the ability check). If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a Nature group check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Aid Another

You can help another character achieve success on their skill or ability check by making the same kind of check in a cooperative effort. The DC is 10 + half the level of the ally you are aiding. If you succeed, the character you are helping gets a +2 bonus to their check. If you fail, the character you are helping gets a -1 penalty to their check.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

In some cases, what is needed is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

Extended Challenges

With most skill checks, a single die roll immediately determines whether or not a character succeeds. If a character wants to jump across a chasm or recall a specific piece of information, his success or failure is apparent after a single check.

For complicated and time-consuming tasks (such as disabling a very complex trap, crafting a powerful artifact or researching an obscure bit of knowledge), or at times when the Game Master wants to build tension and suspense, an extended challenge might be called for. An extended challenge is a series of interconnected skill checks, in which the player characters try to succeed on some number of checks before failing three checks, in order to achieve an objective.

In such a case, a specific number of successful skill checks must be achieved to complete the task. The complexity of the task is reflected in the number of successful rolls required to complete the task, and the maximum number of failed rolls that can occur before the attempt fails. In most cases, one or two failed rolls does not mean that an extended challenge has failed, but if three failed rolls occur before the character makes the required number of successful rolls, the attempt fails. Although three failures is a common baseline, Game Masters are encouraged to change the number if the situation warrants it.

Extended challenges allow the Game Master to build suspense in critical situations, add tension to multiple-round tasks during combat, enhance special adventure-specific tasks, and resolve complex activities more quickly.

Succeeding or failing the challenge typically determines whether achieving the objective comes at a cost, not whether the objective is achieved. In some cases, each success represents progress towards the objective, and failing the challenge just means missing out on all the available progress.

Every extended challenge has a level, which determines the check DCs (different skills may attract Easy, Moderate or Hard DCs as appropriate for that level). Usually the level is set to the level of the PCs. Typically group checks use the Easy DC, the first check with a particular skill uses the Moderate DC and subsequent checks with that skill use the Hard DC.

Whether they succeed or fail, PCs earn the XP specified for the extended challenge, often equivalent to each PC defeating one standard monster of that level.

All PCs should participate, but not necessarily by making skill checks. They can also Aid Another to assist an ally's check. A failed Aid Another check does not count as a failure.

Some special rules may apply to a particular challenge, e.g.:

- on a failed challenge, each PC loses a recovery
- certain skills can only be attempted once or twice
- use of an encounter or daily power can serve as a success by itself
- use of a consumable item or payment of gold pieces can serve as a success by itself
- the outcome depends on which specific skills were used
- a successful check removes a failure instead of adding a success
- a successful check adds a bonus or reroll to another check instead of adding a success
- the challenge has multiple stages, with different checks and outcomes in each one
- missing a check DC causes a complication rather than a failure that counts towards the three
- the threshold is greater or fewer than three failures
- the challenge takes place during a combat (only 4-6 successes should be required in this case, replacing 1-2 standard monsters)

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Example Uses: Suggestions for how the skill can be used.

Trained Only: If this notation is included for an example use, you must be trained in the skill to use it. If it is omitted, the skill can be used untrained.

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Skills

- Acrobatics
- Arcana
- Athletics
- Bluff
- Diplomacy
- Dungeoneering
- Endure
- Heal
- History
- Insight
- Intimidate
- Perception
- Religion
- Stealth
- Streetwise
- Sleight of Hand

Variant: Skills with Different Abilities

Normally, a set ability modifier applies to all checks with a particular skill. For example, Athletics checks add your Strength modifier.

In some situations, though, a different ability might reasonably apply. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a different modifier.

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In contests like these, the outcome is determined by an opposed check.

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher check modifier wins. If these scores are the same, roll again to break the tie.

Knowledge

Five skills - Arcana, Dungeoneering, History, Nature and Religion - can be used to test a character's knowledge about a particular topic. General knowledge should have an Easy DC, knowledge that is based on specialization in a field a Moderate DC and obscure, hidden or secret knowledge a Hard DC.

Monster Knowledge

To test what you know about a monster, make a skill check against a Moderate DC (using the level of the monster, not the player character, to determine the DC). On a success, you learn:

- name
- ancestry
- type
- tags
- standard temperament

If you also beat the Hard DC, you also learn:

- its powers
- its resistances
- its vulnerabilities

Which skill to use?

- Use Arcana for elemental and fey creatures, and creatures with the construct or shadow tag.
- Use Dungeoneering for aberration creatures.
- Use Religion for outsider creatures, and creatures with the undead tag.
- Use Nature for natural creatures.

Acrobatics (Dex, Armor Check Penalty)

Acrobatics covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Balance

You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for the rest of the action. A failure by 5 or more means you fall. The difficulty varies with the surface.

Being Attacked while Balancing: If you take damage while balancing, you must make another Acrobatics check against the same DC to remain standing.

Escape Restraints

Your Acrobatics check is opposed by a DC based on the type of restraint. It takes five minutes, or a standard action if you take a -10 penalty on the check. If you fail the check, you can only try again if someone is in a position to assist you with Aid Another.

Escape a Grapple

See the Escape action.

Fall with Style (Trained Only)

Make an Acrobatics check while falling to reduce damage. You take less damage equal to half the Acrobatics check result (for example, if your result is 23, you take 11 less damage). If you take no damage, you land on your feet (i.e., not prone).

Arcana (Int)

Your Arcana check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

Detect Magic (Trained Only)

You sense the presence of magic.

Identify Persistent Power

Make an Arcana check against a power you can see with the Conjuration, Summon or Zone tags (DC 15 + 1/2 power's level). On a success, you learn the power's name, tags and tradition. On a failure, you must take a short rest before trying to identify that particular power again.

Identify Magical Things

Make an Arcana check against an environmental magical effect or the results of an incantation (hard DC). On a success, you identify the name of the phenomenon, any tags it might have or tradition it comes from, and its general purpose. If it is the result of an incantation, you learn the incantation's names and the basics of its effects. On a failure, you must take a long rest before trying to identify that particular thing again.

Sense Magic

As a standard action, you attempt to sense the presence of magic within 5 + your level squares.

For each magical thing in range:

- If its level is your level -5 or less, you automatically learn its tradition and location.
- If its level is greater than your level -5, make an Arcana check (hard DC) to learn its tradition and location.

Athletics (Str, Armor Check Penalty)

Athletics covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Climb

With a successful Athletics check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at half your normal speed.

An Athletics check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

Each square climbed costs one extra square of movement (so if you have a speed of 6, with a move action you can climb 3).

Any time you take damage while climbing, make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Catching Yourself When Falling: It's difficult to catch yourself while falling. Make an Athletics check (DC = wall's DC + 5) to do so.

Escape a Grapple

See the Escape action.

Jump

Your Strength determines how far you can jump.

Long Jump: When you make a long jump, you cover a number of *squares* equal to the check result divided by 10 (standing long jump) or divided by 5 (if you move at least 2 squares immediately before the jump). If the jump is successful, you land in the square beyond the square you jumped over.

Either way, each square you clear on the jump costs a square of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. If you clear at least one square, the vertical height of your jump is 2 feet + the number of squares you could clear. E.g. if your jump could clear a 4-square gap, the vertical height is 6 feet.

High Jump: When you make a high jump, you leap into the air a number of *feet* equal to the check result divided by 10 (standing high jump) or divided by 5 (if you move at least 2 squares immediately before the jump). Either way, every five feet costs a square of movement.

You can extend your arms a third of your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1-1/3 times your height.

Swim

Make an Athletics check once per round while you are in the water. Success means you may swim at up to one-half your speed. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you sink 1 square.

The DC for the Swim check depends on the water (calm, rough or stormy).

Bluff (Cha)

Your Bluff check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Feinting in Combat

You can also use Bluff as a standard action once per encounter to mislead an opponent in melee combat, giving you combat advantage until the end of your next turn. The DC is the target's passive Insight score.

Creating a Diversion to Hide

You can use the Bluff skill to help you hide once per encounter as a standard action. A successful Bluff check gives you the momentary diversion you need to attempt a Stealth check while people are aware of you. The DC is the target or targets' passive Insight score (you can target any creatures that can see you).

Diplomacy (Cha)

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Diplomacy check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring nations, or inspiring a crowd of townsfolk.

Dungeoneering (Wis)

Knowledge of aberrations, caverns, oozes and spelunking.

Subterranean Hunting and Foraging

Hunting and foraging takes one hour. On a successful check against DC 15, you find a day's worth of food and water for one creature. DC 25, you find a day's worth of food and water for five creatures.

If you fail, you cannot attempt the check again for 24 hours.

Endure (Con, Armor Check Penalty)

Harsh conditions or long exertions do not easily tire you. The GM might call for an Endure check when you:

- March or labor for hours without rest
- Go without sleep
- Survive without food or water

Swim for Long Periods

Each hour that you swim, you must make an Endurance check (use the DC of the Athletics check you've been using, +2 for every hour). If you fail, you cannot swim any more and begin to sink.

Heal (Wis)

A Heal check lets you try to stabilize a dying companion or diagnose an illness.

First Aid (standard action, DC 15): An adjacent dying character is stabilised. A stable character stops making death saves.

Additional Saving Throw (DC 15): A successful Heal check allows an adjacent ally to either (their choice) make a new saving throw right away or take a +2 bonus on a saving throw of their choice at the end of their next turn.

Treat Wound (standard action, DC 10): A successful Heal check allows an adjacent ally to use their second wind without spending a standard action. They don't get the standard bonus to defense if they choose to use it this way.

Treat Disease: To treat a disease means to tend a single diseased character. Every time the character makes an Endure or other check against disease effects, you make a Heal check. The diseased character uses your check result or their check result, whichever is higher.

History (Int)

Your History check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Insight (Wis)

Your Insight check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Intimidate (Cha)

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make an Intimidate check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Nature (Wis)

Your Nature check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Nature check. You also make a Nature check to control your mount when you attempt a risky maneuver.

The GM might ask you to make a Nature check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Wilderness Hunting and Foraging

Hunting and foraging takes one hour. On a successful check against DC 15, you find a day's worth of food and water for one creature. DC 25, you find a day's worth of food and water for five creatures.

If you fail, you cannot attempt the check again for 24 hours.

Soothe Beast

To calm or soothe a natural beast, for example so you can ride it or because it has been startled, make a Nature check (hard DC, use the creature's level to calculate DC).

Teach an Animal a Trick

You can teach a natural beast a specific trick, like attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track or work. This may take an extended challenge to complete.

Perception (Wis)

Your Perception check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether

they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Notice

Most of the time, whether you notice something will be determined by the GM rolling against your passive Perception score. When you deliberately turn your attention to something, you can take a swift action to see if you notice something.

Search

When you spend a minute or more searching an area, you can cover a 3 square by 3 square space.

Notice Hiding Creature

Make an opposed Perception vs Stealth check. On a success, you know where they are and, unless they are hidden from you for some other reason (e.g. they are invisible), you can see them.

Religion (Int)

Your Religion check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

Sleight of Hand (Dex, Armor Check Penalty)

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Sleight of Hand check. The GM might also call for a Sleight of Hand check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Disable Device

Make a Sleight of Hand check as a standard action.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it.

Open Lock

Opening a lock is a standard action.

Pick Pockets

If you try to take something from another creature, you must make a Sleight of Hand check against a hard DC (target's level, not player character's) to obtain it.

If the check succeeds, you get the item. If it fails by 4 or less, you have failed but are not caught. If you fail by 5 or more, you have failed and the target catches you doing it.

An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

Stealth (Dex, Armor Check Penalty)

Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Hiding

You can hide at the end of any action where you moved.

When you try to hide, make a Stealth check. Until you are discovered or you stop hiding, that check's total is contested by the Perception check of any creature that actively searches for signs of your presence.

You must have superior cover or total concealment to hide from a target.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you attack a creature or come out of hiding and approach a creature, it sees you at the end of that action. This means you still get combat advantage on that action.

Movement: If you moved 3 squares or more, take a -5 penalty on the check to hide. If you took the Dash action, take a -10 penalty instead.

While hidden, if you move 3 squares or more, you must make another Stealth check vs passive Perception score with a -5 penalty (-10 if running).

Passive Perception: When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Stealth check with that creature's passive Perception score (see Passive skills, above).

Streetsmarts (Cha)

You know about life on the streets and feel the pulse of your local settlement.

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

Alertness

Benefit: You get a +2 bonus on all Perception checks and you cannot be caught surprised.

Armor Focus

Benefit: Armor does not inflict an armor check penalty on you.

Armor Grace

Prerequisite: Armor Focus.

Benefit: You can move at full speed when wearing heavy armor or carrying a heavy load.

Armor Proficiency

Prerequisite: Depends on the armor you wish to gain proficiency with:

Chainmail: Str 13, Con 13, Armor Proficiency (leather) or Armor Proficiency (hide).

Hide: Str 13, Con 13, Armor Proficiency (leather).

Full plate: Str 15, Con 15, Armor Proficiency (scale mail)

Scale mail: Str 13, Con 13, Armor Proficiency (chainmail)

Benefit: Choose a type of armor you meet the prerequisites for. You are proficient with that type of armor.

Special: You can gain Armor Proficiency multiple times. Each time you take the feat, it applies to a new type of armor.

Athame

Prerequisite: Proficiency with one or more focuses.

Benefit: Choose one weapon type (longsword, longbow, etc). You can use a weapon of that type, including a magic weapon, as your focus. Add its enhancement bonus, if any, to attack and damage rolls, and any properties that apply to powers to powers you use with the weapon as your focus. Your weapon's proficiency bonus, however, is *not* applied to focus powers even if you use the weapon as a focus.

Avoidance

Benefit: Attacks of opportunity suffer a -2 penalty on attack rolls against you.

Awareness

Benefit: You may use your Wisdom bonus instead of your Dexterity bonus to determine your initiative bonus.

Cantrip Master

Benefit: You learn three powers from the Cantrips discipline.

Crossbow-Something-Something

Benefit: You treat one-handed ranged weapons as melee weapons when firing into adjacent squares.

Crossfire

Benefit: You can flank from two squares away from an enemy as long as you and an ally are in a straight line through the center of the target and are wielding ranged weapons.

Crossfire, Improved

Prerequisite: 21st level, Crossfire

Benefit: You can flank three squares away from an enemy as long as you and an ally are in a straight line through the center of the target. You both must be using Ranged weapons and use them with attack powers to employ this feat.

Deck Fire

Benefit: You do not suffer the attack penalties with ranged attacks while prone.

Deflecting Shot

Benefit: You reduce the penalty for firing ranged weapons against an enemy in cover by 1.

Easy Target

Benefit: When targeting a Large or larger creature with an arc, burst, or wall attack, you gain a +2 bonus to damage rolls against the target for every square beyond the first that it occupies.

Energy Resistance

Benefit: You gains resistance to [damage type] equal to your level.

Choose one from the below damage types:

- Acid
- Cold
- Fire
- Force
- Lightning
- Necrotic
- Poison
- Psychic
- Radiant
- Thunder

Special: You can gain Energy Resistance multiple times. Each time you take the feat, it applies to a new type of energy.

Great Fortitude

Benefit: You get a +2 bonus on all Fortitude saving throws. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Improved Blind-Fight

Benefit: On a melee attack, you may ignore the chance to miss a target because of concealment.

Improved Initiative

Benefit: You get a +4 bonus on initiative checks.

Incantation Caster

Prerequisite: Training in Arcana or Religion.

Benefit: You can cast incantations, and record them in a spellbook.

Iron Will

Benefit: You get a +2 bonus on all Will saving throws. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Lightning Reflexes

Benefit: You get a +2 bonus on all Reflex saving throws. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Linguistic Savant

You are talented at learning languages.

Benefit: You may speak three new languages that are available for you to learn. If you are not illiterate, you can also read and write in these languages.

Special: You can gain Linguistic Savant multiple times. Each time you take the feat, it applies to three new languages.

Melee Finesse

Benefit: Choose an ability. Use that ability modifier for your basic melee attack's attack rolls, instead of Strength. You may also add half that ability modifier to damage in lieu of your Strength modifier, if you like.

Monster Expert

Prerequisites: 11th level

Benefit: You can take 10 on knowledge and monster knowledge checks with skills you are trained in, and you can take 10 with these skills during an encounter as a standard action.

Night Sight

Benefit: You gain low-light vision. If you already had low-light vision, you gain darkvision up to 2 squares distance.

Special: You can gain this feat twice, once for low-light vision and once for darkvision.

Rapid Reload

Benefit: If you could normally reload your crossbow as a swift action, the time required for you to reload a crossbow is reduced to a free action.

Resilience

Benefit: Your recovery value increases by +3.

Level 11: By +1 further, to +4.

Level 21: By +1 further, to +5.

Rolling Kip

Prerequisite: 11th level

Benefit: If you fall prone but don't suffer any other effects, you can make a DC 20 Acrobatics roll as an immediate reaction to immediately stand up.

Sign of Weakness

Benefit: The first time a creature is staggered in an encounter, your next hit against that creature gains a bonus to the damage roll equal to your Wisdom modifier. This may only occur once per target per encounter.

Shield Focus

Benefit: Shields do not inflict an armor check penalty on you.

Shield Proficiency

Prerequisite: Depends on the shield you wish to gain proficiency with:

Light: Str 13.

Heavy: Str 15, Shield Proficiency (light).

Benefit: Choose a type of shield you meet the prerequisites for. You are proficient with that type of shield.

Special: You can gain Shield Proficiency multiple times. Each time you take the feat, it applies to a new type of shield.

Skill Critical

Benefit: If you roll a natural 20 with any Intelligence- or Wisdom-based skill check, you gain a +5 bonus to the final result.

Skill Focus

Choose a skill.

Prerequisite: You must have at least one rank in the chosen skill.

Benefit: You get a +3 feat bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Skill Training

Benefit: Each time you take this feat, you gain training in an additional skill.

Tactical Rearrangement

Benefit: When you would push or pull a target, you can shunt them instead.

Talented Healer

Benefit: You can provide first aid as a swift action. You also get a +2 bonus on all Heal checks.

The Presence

Prerequisite: 11th level, Charisma 16

Benefit: Anytime any ally spends a recovery within 5 squares of you, they recover additional hit points equal to your Charisma modifier.

Touch of Grace

Fate is looking out for you.

Benefit: You get a +1 bonus on all saving throws. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Toughness

Benefit: You gain additional hit points equal to your level.

Two-Weapon Defense

Prerequisite: Dex 13, Two-Weapon Fighting

Benefit: When wielding a double weapon or two melee weapons, you gain a +1 shield bonus to your AC and Reflex saves.

Weapon Proficiency

Choose one type of weapon, like "longsword" or "hand crossbow". You understand how to use that type of weapon in combat.

Benefit: You are proficient with that type of weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialisation

Choose one weapon group, like "axes" or "spears and lances".

Benefit: You gain a +1 bonus on all damage rolls you make using the selected weapons. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group of weapons.

Martial Training Feats

These feats represent expanded possibilities for unarmed combat. Many of these feats employ a special critical effect, which is in addition to the normal effects of a critical hit but cannot be combined with any other special critical effects from martial training feats. If you have several critical effects at your disposal via martial training feats, you must decide which one will be applied. You can decide the critical effect after the attack roll. These critical effects cannot be inflicted upon vehicles or opponents larger than you.

Balance and Direction

You are trained in a martial art focused on pure foot and fist fighting.

Prerequisite: Unarmed Combat

Benefit: If you are unarmed or wielding only natural weapons, you gain a +1 feat bonus to all defenses against melee attacks.

Critical: If you score a critical hit with an unarmed attack, the target is weakened and grants you combat advantage until the end of your next turn.

Best on the Mat

Prerequisite: Evolution of Pankration

Benefit: You gain a +1 feat bonus to grapples and attack powers involving grapples while prone. You gain a +2 feat bonus to damage against grappled opponents while you are prone.

Bouncing Combo

Prerequisite: 21st level, Unarmed Combat

Benefit: If you stagger or drop an enemy with an unarmed attack, you can take a move action that must be used before the end of your turn. You can only gain one move action this way per round, and you can only use it to walk, run, or shift.

Deep in a Clinch

Prerequisite: Evolution of Pankration

Benefit: You do not release an opponent from a grapple if you are dazed.

Earned the Belt

Prerequisite: 11th level, Evolution of Pankration

Benefit: You can sustain two grapples with only a single swift action. You can move a grappled target one square with a move action without requiring a Strength attack.

Evolution of Pankration

You are trained in a martial art involving pinning or submission.

Prerequisite: Unarmed Combat

Benefit: You do not grant combat advantage if prone. If you grapple a prone opponent, they are restrained instead of immobile (you are still capable of forcing movement on the target) and cannot stand until he escapes.

Critical: If you roll a natural 20 on a grapple attempt or attack power that involves a grapple, the target cannot attempt to escape from the grapple on its next turn.

Game Of Sticks

You are trained in a stick-based martial art.

Prerequisite: Unarmed Combat

Benefit: When wielding a quarterstaff, it gains the reach property.

Critical: If you score a critical hit with a quarterstaff, the target drops one held item and is dazed until the start of your next turn.

Ham Hands

Prerequisite: 21st level, Unarmed Combat

Benefit: If you hit a target one size larger than you or smaller with an unarmed attack, you can spend a move action to immobilize that target until the start of your next turn. This takes up a hand.

Jumping Knee

Prerequisite: Unarmed Expanded Profile

Benefit: When you hit with an unarmed attack as part of a charge, the target also suffers the effects of a bull rush as well the damage from the hit. If the target cannot be pushed because of an obstruction, it takes an additional +2 damage.

Kayfabe Maneuver

Prerequisite: Superior Position

Benefit: You can move a target you have grappled with a move action instead of a standard action.

Master Degree Martial Artist

Prerequisite: 21st level, Unarmed Combat, at least one other martial training feat

Benefit: With unarmed attacks, you score a critical hit on a natural roll of 19 or 20.

Non-Lethal Intent

Benefit: If you inflict damage with a melee attack equal to half the target's staggered value in a single turn, you can elect to inflict no damage for that entire turn and instead stun the target until the start of your next turn. In addition, if the damage equals or exceeds the target's staggered value, you can elect to inflict no damage for that entire turn and instead knock the target prone and render it unconscious for five minutes. Any further damage wakes the target up.

Swords of Grace

You are trained in a defensive weapon-based martial arts.

Prerequisite: Unarmed Combat

Benefit: When wielding a one-handed light blade, you do not grant combat advantage when flanked.

Critical: Once per round, if you score a critical hit while wielding a one-handed light blade, you can immediately make a melee basic attack against the same target.

Superior Position

Benefit: When an enemy attempts to escape from a grapple you are sustaining, regardless if the target uses Acrobatics or Athletics, it rolls against the higher of your Fortitude or Reflex defenses.

Tag Team

Prerequisite: 11th level, Unarmed Combat

Benefit: If an ally hits an enemy adjacent to you with a melee attack, you can deal damage to that enemy equal to your Strength or Dexterity modifier as an immediate reaction.

The Ritual of Dance and Damage

Your combat style has become flamboyant and entertaining when not directly involved in the harming of another.

Prerequisite: Unarmed Combat, Unarmed Expanded Profile

Benefit: While you are unarmed or wielding only natural weapons and are in reach of an enemy, you can shift two squares as a move action instead of one as long as you remain in reach of that enemy.

Critical: If you score a critical hit with an unarmed attack, you can shift up to your speed as free action and gain combat advantage against all adjacent enemies until the end of your next turn.

Think Big

Prerequisite: 11th level

Benefit: You can gain the benefits of martial combat feat critical effects against targets one size larger than you.

True Enlightenment of the Art

Prerequisite: Unarmed Combat

Benefit: As a minor action, you can spend a recovery to gain resistance to all damage 5 until the end of your next turn.

Critical: If you score a critical hit and you have spent a recovery on this feat since the start of your last turn, you gain a bonus equal to half your recovery value to your next melee damage roll.

Unarmed Combat

Benefit: You are proficient with your fists in combat. Your unarmed attack gains a +3 proficiency bonus and the off-hand property. The base damage die of your unarmed attack improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d10). If you gain a natural enhancement bonus with unarmed attacks, they deal 1d6 critical damage per plus.

Unarmed Combat, Improved

Prerequisite: Unarmed Combat

Benefit: Your damage die with all unarmed attacks improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Unarmed Combat, Master

Prerequisite: 11th level, Improved Unarmed Combat

Benefit: Your damage die with all unarmed attacks improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Unarmed Expanded Profile

Your legs become part of your unarmed attack profile.

Prerequisite: Unarmed Combat

Benefit: You can spend a move action before making an unarmed melee attack to gain a +2 bonus to all damage rolls with that attack. At 11th level, this bonus increases to +3 and at 21st level, it increases to +4.

Way Of The Turn

You specialize in a martial art specializing in redirecting an opponent's momentum or throwing them to the ground.

Prerequisite: Unarmed Combat

Benefit: When you hit with a melee attack that inflicts at least 1dW damage, you can choose to inflict half damage and knock your opponent prone.

Critical: If you score a critical and choose to use this feat, the target is stunned until the start of your next turn.

Dualclassing

You can also take feats to take some of the class features and powers of other classes. Once you take any Dualclassing feat, you count as that class (your "secondary class") as well as your base class for the purpose of prerequisites.

Retraining: Each level, you can retrain one power selection from your Battle Adaptation, Functional Adaptation or Daily Adaptation feats. This could involve swapping a power for a secondary class power, swapping a secondary class power for a power from your base class, or swapping a secondary class power for a different one of the same level.

Dualclass Recruit (Dualclass)

As you take this feat, choose a class of which you are not already a member.

Benefit: You count as the chosen class (sometimes called your "secondary class") in addition to any classes of which you are already a member. In addition, you gain the benefits described in the chosen class's "Dualclass" section.

Battle Adaptation (Dualclass)

Prerequisite: Dualclass Recruit

Benefit: When you gain this feat, choose one encounter attack power. You lose that power and may select one encounter attack power of the same level from your secondary class.

Functional Adaptation (Dualclass)

Prerequisite: Dualclass Recruit

Benefit: When you gain this feat, choose one utility power. You lose that power and may select one utility power of the same level from your secondary class.

Daily Adaptation (Dualclass)

Prerequisite: You have a secondary class

Benefit: When you gain this feat, choose one daily attack power. You lose that power and may select one daily attack power of the same level from your secondary class.

Equipment

First-level characters begin with 100 gold pieces to spend. Assume a character owns at least one outfit of normal clothes.

Characters at higher levels start with one permanent magic item of their level +1, one permanent magic item of their level, one permanent magic item of their level -1, and gold pieces equivalent to the cost of a magic item of their level -1.

Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The platinum piece (pp) originates from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. A platinum piece is worth one hundred gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Table - Exchange Rates

Coin	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/10,000
Silver (sp)	10	1	1/10	1/1,000
Gold (gp)	100	10	1	1/100
Platinum (pp)	10,000	1,000	100	1

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment: As a general rule, undamaged weapons, armor, and other equipment fetch one-fifth their cost when sold in a market.

Magic Items: As a general rule, magic items fetch one-fifth their cost when sold in a market.

Gems, Jewelry, and Art Objects: These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

Trade Goods: On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods - bars of iron, bags of salt, livestock, and so on - retain their full value in the market and can be used as currency.

Armor

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from cloth (lightly padded armor or regular clothing) to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into two categories: light armor and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

Armor Proficiency: Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you suffer a -2 penalty to attack rolls and Reflex defense.

Armor Class (AC): Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor: Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. Do not add an ability modifier to your Armor Class while wearing heavy armor.

Armor Check Penalty: If the Armor table shows "ACP", the wearer suffers that penalty to skills that identify that they come with an Armor Check Penalty.

Shields: A shield is made from wood or metal and is carried in one hand.

You can benefit from only one shield at a time.

Light shields are strapped to your arm, you can still use your hand (e.g. to hold things or climb, but not to wield a weapon). Heavy shields are strapped to your arm and held in your hand, so you cannot use your hand for anything else.

A shield's bonus applies to Armor Class and Reflex defenses.

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity or Intelligence modifier to the base number from your armor type to determine your Armor Class.

Cloth: Cloth armor is padded armor, or just regular clothes or a robe.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Hide: This armor consists of thick furs and pelts.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Intelligence or Dexterity modifier to your Armor Class.

Chain Mail: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows.

Scale: This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Plate: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Table - Armor and Shields

Name	Type	Base AC	ACP	Speed Penalty	Cost	Weight
Cloth armor	Light	10			1	4 lb.
Leather armor	Light	12			25	15 lb.
Hide armor	Light	13	-1		30	25 lb.
Chainmail	Heavy	16	-1	-1	40	40 lb.
Scale armor	Heavy	17		-1	45	45 lb.
Plate armor	Heavy	18	-2	-1	50	50 lb.

Name	Type	Shield Bonus	ACP	Speed Penalty	Cost	Weight
Light shield	Shield	+1			5 gp	6 lb.
Heavy shield	Shield	+2	-2		10 gp	15 lb.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's approach and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess.

Every weapon is classified as either melee or ranged. A **melee weapon** is typically used to attack a target in an adjacent square to you, whereas a **ranged weapon** is used to attack a target at a distance. Some melee weapons, called **thrown weapons**, can be used at a range. Other melee weapons, called **reach weapons**, are still held in the hands for an attack but can attack creatures further away than just adjacent squares.

Weapon Proficiency

Your ancestry, class, and feats can grant you proficiency with certain weapons or categories of weapons. The three categories are **simple**, **martial** and **exotic**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use. Typically, proficiency in an exotic weapon only comes with specialized training.

Proficiency with a weapon allows you to add the weapon's proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add the proficiency bonus to the attack roll.

Weapon Groups

A weapon group describes the category that a weapon belongs to. Handaxes, battleaxes and greataxes all belong to the Axes category, for example.

Weapon group has no rules of its own, but other powers and features might depend on the player character using a weapon from a particular group.

- Axes
- Bows
- Crossbows
- Slings
- Maces and Clubs
- Light Blades
- Spears and Lances
- Staffs
- Heavy Blades
- Picks and Hammers
- Polearms
- Flails and Chains

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Execution #: Reroll damage die results of # or lower. For example, if you roll 2d6 with an execution 1 weapon, reroll any d6s that come up 1 until they come up a different number.

Improved Critical: *Level 1:* +1dW damage on a critical hit. *Level 11:* +2dW damage on a critical hit. *Level 21:* +3dW damage on a critical hit.

Loading: You can use a weapon that requires loading with ammunition to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container takes either a free or swift action, as specified in the table. At the end of the encounter, you can recover half your expended ammunition by taking a minute to search the battlefield.

Loading (free): It takes two hands to reload this weapon.

Loading (swift): It takes two hands to reload this weapon. Because of the time required to load this weapon, after making a basic attack or attack power with this weapon, you must spend a swift action before attacking with it again.

Range: A weapon that can be used to make a ranged attack has a range. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have a -2 penalty on the attack roll. You can't attack a target beyond the weapon's long range.

Reach: This weapon adds 1 square to your reach when you attack with it. You can only flank or opportunity attack adjacent enemies, however.

Thrown: You can throw the weapon to make a ranged attack.

Thrown (light): Use Dexterity for attack and damage rolls when you make a basic ranged attack with a heavy thrown weapon.

Thrown (heavy): Use Strength instead of Dexterity for attack and damage rolls when you make a basic ranged attack with a heavy thrown weapon.

Two-Handed: This weapon requires two hands when you attack with it.

Side Weapon: You can hold a side weapon in your off hand. You can wield a one-handed weapon in one hand and a side weapon in your other. Each time you make a weapon attack (including a weapon power), you choose which weapon you attack with.

Small: Small characters cannot use a two-handed weapon unless it also has the Small property.

Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon, 10 crossbow bolts, 20 sling bullets or 30 arrows for 500 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Improvised Weapons

An improvised weapon, including an unarmed strike, does 1d4 damage (one-handed) or 1d8 damage (two-handed), with no proficiency bonus on the attack.

Designing Your Own Weapons

Only a small selection of weapons are presented.

However, you can design your own melee weapons by selecting one of the generic options in square brackets, and assigning a Weapon Group to them.

Certain weapons get an additional property or benefit based on their Group (if [group] is written under Properties):

- **Maces and Clubs; Spears and Lances; Staffs:** Weapon die increases by one (see Increased Weapon Die table below).
- **Spears and Lances:** Weapon die increases by one (see Increased Weapon Die table below).
- **Light Blades:** Proficiency bonus increases by +1.
- **Heavy Blades:** Proficiency bonus increases by +1.
- **Axes:** Execution 1.
- **Picks and Hammers; Flails and Chains:** Improved Critical.

You can design an exotic melee weapon by taking a martial weapon and adding another Group to it, along with the Group-based benefit or property listed above. For example, a khopesh could be a one-handed weapon in the Heavy Blades and Axes Groups, making it a proficiency +3, damage 1d8, Execution 1 weapon.

You can design an exotic ranged weapon by taking a martial weapon and increasing either its proficiency bonus by +1 or its damage die by one step.

Table - Increased Weapon Die

Die	Increases to
1d4	1d6
1d6	1d8
1d8	2d4 or 1d10
2d4 or 1d10	2d6 or 1d12

Table - Weapon Templates

Type	Examples	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Cost (gp)	Weight (lb)	Range	Properties
Simple side weapon	Knife (light blade), dart (spear)	Melee	Simple	1	+2	1d4	2	2	5/10	Side Weapon, Thrown (Light)
Simple one-handed weapon	Light mace (mace), sickle (light blade), shortspear (spear), club (mace)	Melee	Simple	1	+2	1d8	5	5		
Simple two-handed weapon	Greatclub (mace), morningstar (mace), quarterstaff (staff), scythe (heavy blade)	Melee	Simple	2	+2	1d10	5	10		
Martial side weapon	Throwing hammer (hammer), handaxe (axe), hatchet (axe), shortsword (light blade), juggling club (mace), combat grapnel (flail), fork (spear)	Melee	Martial	1	+2	1d6	5	1	5/10	Side Weapon, Thrown (Heavy)
Martial one-handed weapon	Rapier (light blade), scimitar (light blade), heavy mace (mace), longsword (heavy blade), warhammer (hammer), adze (axe), war pick (pick), battleaxe (axe), bladed scarf (flail), fighting fan (light blade)	Melee	Martial	1	+2	1d8	10	4		[group]

Type	Examples	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Cost (gp)	Weight (lb)	Range	Properties
Martial two-handed weapon	Greataxe (axe), greatsword (heavy blade), maul (hammer), heavy flail (flail), falchion (heavy blade), greatpick (pick), hooked hammer (pick)	Melee	Martial	2	+2	1d10	25	8		[group]
Martial reach weapon	Longspear (polearm, spear), halberd (axe, polearm), glaive (heavy blade, polearm), bo staff (staff, polearm), pike (spear, polearm)	Melee	Martial	2	+2	1d8	25	8		Reach 1, [group]

Default Weapons

Ranged Weapons

Table - Simple Ranged Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Bufs	Group
Light Crossbow	Ranged	Simple	1	+2	1d6	10/20	35	4	Loading (Free)	Crossbows
Sling	Ranged	Simple	1	+2	1d6	10/20		0	Loading (Free)	Slings
Heavy Crossbow	Ranged	Simple	2	+2	1d8	15/30	50	8	Loading (Swift)	Crossbows

Table - Martial Ranged Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Bufs	Group
Longbow	Ranged	Martial	2	+2	1d10	20/40	50	4	Loading (Free)	Bows
Shortbow	Ranged	Martial	2	+2	1d8	15/30	35	3	Loading (Free), Small	Bows

Exotic Weapons

Only a small number of special exotic weapons are presented here.

Garrote: A simple wire, when used properly, can disable or kill an opponent in seconds.

Requirement: You can only use a garrote against a target granting you combat advantage which is not aware of you. You can only use the garrote with a melee basic attack or specific powers which utilize the garrote.

Property: When you hit with a garrote, you grapple the target. The target cannot speak while grappled. The target is dazed while the grapple is in effect. The target also suffers a -2 penalty to escape attempts.

Table - Exotic Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Bufs	Group
Garrote	Melee	Exotic	1	+2	1d4		1	0	Special (Garrote)	Special

Focuses

Most arcane, divine and natural powers, and some martial powers, have the Focus tag, meaning that they benefit from a magic focus if you use one while you use the power. Each power can only benefit from one magic focus at most.

Arcane Focus: An arcane focus is a special item - typically an orb, rod, staff, wand or book, although a crystal or a pouch of spell components would also be thematically appropriate - designed to channel the power of arcane spells.

A quarterstaff can be used as both an arcane focus and a weapon.

Unless otherwise mentioned, arcane focuses require a hand to use.

Druidic Focus: A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Unless otherwise mentioned, druidic focuses require a hand to use.

Holy Symbol: A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

Unless otherwise mentioned, a holy symbol does not require a hand to use. It is enough that you have it on your person (perhaps emblazoned on a shield or hung around your neck).

Martial Focus: A martial focus is an item that inspires or reminds when seen or studied. It might be a short scroll describing a meditation that sharpens the mind for battle, or a book of strategies that can be reviewed quickly before bed, or a blunt sword that can be practiced with, or bindings wrapped around your hands while bareknuckle boxing, or a banner you carry on your back.

Unless otherwise mentioned, a martial focus does not require a hand to use. It is enough that you have it on your person.

Adventuring Gear

This section describes items that have special rules or require further explanation.

Climber's Kit: A climber's kit includes a grappling hook, a small hammer and 10 pitons. Gain a +2 bonus on Athletics checks to climb when you use a climber's kit.

Candle: Illuminates a 2-square radius with dim light. Burns for one hour.

Dungeoneer's Pack (15 gp): Includes a backpack, a bedroll, a flint and steel, a belt pouch, 10 days of rations, a waterskin and two sunrods. The pack also has 50 feet of hempen rope strapped to the side of it.

Lantern: Burns for 8 hours per pint of oil and casts bright light in a 10-square radius.

Rations: Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Spellbook: Essential for wizards, a spellbook is a leather-bound tome with 128 blank vellum pages suitable for recording spells. It is also used to record incantations by those who can cast them.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates (bright light) a 20-square radius. It glows for 4 hours, after which the gold tip is burned out and worthless.

Tent: A simple and portable canvas shelter.

Torch: A torch burns for 1 hour, providing bright light in a 5-square radius.

Torch, Everburning: This otherwise normal torch has a *continual flame* incantation cast upon it. Casts bright light in a 5-square radius.

Thieves' tools: This kit contains the tools you need to disable traps and open locks, and gives you a +2 bonus on Thievery checks to do so.

Waybread: 10 days' worth of food in a light but expensive form. Impractically wrapped in flaky leaves.

Table - Ammunition

Item	Cost	Weight
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.

Table - Focuses

Item	Cost	Weight
Holy symbol	10 gp	1 lb.
Druidic focus	5 gp	2 lb.
Orb (arcane focus)	15 gp	2 lb.
Rod (arcane focus)	12 gp	2 lb.
Staff (arcane focus)	5 gp	4 lb.
Wand (arcane focus)	7 gp	-
Book (arcane focus)	7 gp	1 lb.
Martial focus	5 gp	1 lb.

Table - Adventuring Gear

Item	Cost	Weight
Backpack	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Flint and steel	1 gp	-
Candle	1 cp	-
Chain (10 feet)	30 gp	2 lb.
Chest	2 gp	25 lb.
Climber's kit	2 gp	11 lb.
Flask	3 cp	1 lb.
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Lantern	10 gp	2 lb.
Oil (flask)	1 sp	1 lb.
Piton	1 sp	1/2 lb.
Pole (10-foot)	5 cp	7 lb.
Pouch	1 gp	1/2 lb.
Rations (10 days)	5 gp	10 lb.
Good clothes	30 gp	6 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Tent, two-person	10 gp	20 lb.
Torch	1 cp	1 lb.
Waterskin	1 gp	4 lb. (full)
Sunrod	4 gp	2 lb.
Everburning torch	50 gp	1 lb.
Thieves' tools	20 gp	1 lb.
Waybread (10 days)	50 gp	1 lb.

Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

Table - Mounts and Other Animals

Item	Cost	Carrying Capacity
Horse, riding	75 gp	237/475/1,187 lb.
Warhorse	680 gp	262/525/1,312 lb.

Table - Vehicles

Item	Cost	Carrying Capacity
Cart	20 gp	2,000 lb.
Rowboat	50 gp	600 lb.

Magic Items

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Magic Items on the Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as 10 magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups (two items from the ring group), keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the **head**
- One amulet, brooch, medallion, necklace, periapt, or scarab around the **neck**, or one cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One robe or suit of **armor** on the body (over a vest, vestment, or shirt)
- One belt around the **waist** (over a robe or suit of armor)
- One shield, pair of bracers or set of bracelets on the **arms** or wrists
- One glove, pair of gloves, or pair of gauntlets on the **hands**
- One **ring** on each hand (or two rings on one hand)
- One pair of boots or shoes on the **feet**

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Wondrous items can be worn or carried without taking up space on a character's body.

Distributing Magic Items

GMs can decide for themselves how to distribute magic items in their games, but for a balanced game there are a variety of options.

Steady Progression

A player character should get a new permanent magic item every 12 encounters or so, and that item should be of a level equal to their own level +1 to +4 (roughly 25% chance of each). Since there are roughly 10 encounters to a level, other ways of thinking about this is that:

1. each level a player character should get 0.8 of a permanent item *or*
2. each level, a five-adventurer team should get four permanent items *or*
3. over the course of five levels, a player character should get four permanent magic items.

In addition, a player character should get gold pieces, trade goods, precious items, consumable magic items and so on equivalent in value to a permanent magic item of their level roughly every 25 encounters or so. Another way of saying that is that every level a player character should get 0.4 of a permanent item in gold pieces, etc.

Keep in mind that a consumable magic item costs 1/25th as much as a permanent magic item of the same level.

Assuming a rate of 10 encounters per level, that results in the following average treasure per player character per level (not including permanent magic items).

Table - Magic Item Prices and Treasure per Encounter

	Permanent Magic Item Price (gp)	Consumable Item Price (gp)	Treasure per Player per 10 Encounters (gp)
1	360	14	144
2	520	21	208
3	680	27	272
4	840	34	336
5	1,000	40	400
6	1,800	72	720
7	2,600	104	1,040
8	3,400	136	1,360
9	4,200	168	1,680
10	5,000	200	2,000
11	9,000	360	3,600
12	13,000	520	5,200
13	17,000	680	6,800
14	21,000	840	8,400
15	25,000	1,000	10,000
16	45,000	1,800	18,000
17	65,000	2,600	26,000
18	85,000	3,400	34,000
19	105,000	4,200	42,000
20	125,000	5,000	50,000
21	225,000	9,000	90,000
22	325,000	13,000	130,000
23	425,000	17,000	170,000
24	525,000	21,000	210,000
25	625,000	25,000	250,000
26	1,125,000	45,000	450,000
27	1,625,000	65,000	650,000
28	2,125,000	85,000	850,000
29	2,625,000	105,000	1,050,000
30	3,125,000	125,000	1,250,000

Magic Item Only

Each level, each character receives one magic item of level +2 or two magic items of level +0. They do not receive any other treasure.

Treasure Troves

Each level, the party should discover about 10 treasure troves of their level. Each treasure trove is randomly generated by rolling 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20, with each result helping to determine the contents of the treasure trove.

1d4: This is the magic item level bonus, see 1d12 below.

1d6: This is the coin multiplier, see 1d20 below.

1d8: On a 5, 6 or 7, the trove contains a number of art objects, see 1d10 below. On an 8, it contains a gemstone. On any other result, it contains nothing. See the table below for the value of the art objects or gemstone by level.

1d10: If the trove contains art objects, this is how many it contains.

Add 1 to the d10 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

1d12: On a 6 or less, the trove contains a personal item or something of significance to the story or adventure but not of monetary value. For example, it could be a note with the evil faction's watchword scribbled on it, a key to a door deeper in the dungeon, the mayor's missing spectacles, a clue to the disappearances by the docks, or just a kobold's pet toad.

On a 5, 6 or 7, the trove contains a consumable item of the party's level.

On an 8 or higher, the trove contains a permanent magic item of the party's level plus the 1d4 result.

Add 1 to the d12 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

1d20: On an 11 or more, the trove contains coins. Multiply the 1d6 result by the number of coins shown in the table below for the total number of coins in the trove.

Add 2 to the d20 roll for every additional player character in the party beyond 5, and subtract 2 for every player character that the party is missing below 5 PCs.

Table - Treasure Troves by Level

Average Party Level	Coin Multiplier	Gem Value	Art Object Value
1	10 gp	100 gp	20 gp
2	25 gp	100 gp	20 gp
3	25 gp	200 gp	30 gp
4	40 gp	200 gp	30 gp
5	40 gp	300 gp	40 gp
6	125 gp	300 gp	40 gp
7	125 gp	750 gp	90 gp
8	210 gp	750 gp	90 gp
9	210 gp	1,500 gp	120 gp
10	300 gp	1,500 gp	120 gp
11	300 gp	5,500 gp	240 gp
12	750 gp	5,500 gp	240 gp
13	750 gp	10,000 gp	325 gp
14	12 pp	10,000 gp	325 gp
15	12 pp	12,500 gp	525 gp
16	34 pp	12,500 gp	525 gp
17	34 pp	25,000 gp	1,500 gp
18	56 pp	25,000 gp	1,500 gp
19	56 pp	50,000 gp	1,900 gp
20	78 pp	50,000 gp	1,900 gp
21	78 pp	100,000 gp	8,000 gp
22	185 pp	100,000 gp	8,000 gp
23	185 pp	125,000 gp	16,000 gp
24	290 pp	125,000 gp	16,000 gp
25	290 pp	200,000 gp	21,000 gp
26	830 pp	200,000 gp	21,000 gp
27	830 pp	300,000 gp	60,000 gp
28	1,400 pp	300,000 gp	60,000 gp
29	1,400 pp	600,000 gp	86,000 gp
30	1,950 pp	600,000 gp	86,000 gp

Table - Art Objects

Art Object Value	Examples
20 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
30 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
40 gp	Large well-done wool tapestry; brass mug with jade inlays
90 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
120 gp	Carved harp of exotic wood with ivory inlay and zircon gems; gilt gold idol (10 lb.)
240 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
325 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
525 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
1,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
1,900 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
8,000 gp	Jeweled gold crown; jeweled electrum ring
16,000 gp	Gold and ruby ring; gold cup set with emeralds
21,000 gp	Adamantine crown set with soul gems; tapestry woven from phase spider silk
60,000 gp	Dragon's skull filled in with gold; the lamp once occupied by a djinn prince
86,000 gp	Throne carved from treant-wood; deceased lich's mithril phylactery set with diamonds

Enchanted Items

There are four core types of magic item, called enchanted items:

- Cloaks, which increase defenses. Can also take the form of amulets (either way, they are worn about the neck).
- Weapons
- Focuses
- Armor

A character may need both an enchanted focus and an enchanted weapon, if they are for example a cleric that casts spells using a holy symbol and makes attacks with a mace. A character may need two weapons, if they dual-wield or mix it up between ranged and melee. Otherwise, a character only needs either an enchanted weapon or an enchanted focus, not both.

Enchanted items give an enhancement bonus - so a +1 enchanted cloak gives a +1 enhancement bonus to Fortitude, Reflex and Will defenses, while a +3 enchanted sword gives a +3 enhancement bonus to weapon attack and damage rolls, and +3d6 damage on a weapon critical hit. +2 enchanted armor gives a +2 enhancement bonus to Armor Class, and a +6 enchanted focus gives a +6 enhancement bonus to spell attack and damage rolls, and +6d6 damage on a spell critical hit.

Boosted Enchanted Items

Some enchanted items do nothing extra. However, others have been boosted. There are four tiers of boost: I through IV, which increase the level of the enchanted item by that amount. So, for example, a +1 sword is level 1, but a +1 sword (boost II) is level 3. A +3 sword is level 11, but a +3 sword (boost II) is level 13.

Table - Enchanted Item Progression by Level

Level	Item
1	Enchanted Item +1
2	Enchanted Item +1 Boost I
3	Enchanted Item +1 Boost II
4	Enchanted Item +1 Boost III
5	Enchanted Item +1 Boost IV
6	Enchanted Item +2
7	Enchanted Item +2 Boost I
8	Enchanted Item +2 Boost II
9	Enchanted Item +2 Boost III
10	Enchanted Item +2 Boost IV
11	Enchanted Item +3
12	Enchanted Item +3 Boost I
13	Enchanted Item +3 Boost II
14	Enchanted Item +3 Boost III
15	Enchanted Item +3 Boost IV
16	Enchanted Item +4
17	Enchanted Item +4 Boost I
18	Enchanted Item +4 Boost II
19	Enchanted Item +4 Boost III
20	Enchanted Item +4 Boost IV
21	Enchanted Item +5
22	Enchanted Item +5 Boost I
23	Enchanted Item +5 Boost II
24	Enchanted Item +5 Boost III
25	Enchanted Item +5 Boost IV
26	Enchanted Item +6
27	Enchanted Item +6 Boost I
28	Enchanted Item +6 Boost II
29	Enchanted Item +6 Boost III
30	Enchanted Item +6 Boost IV

Enchanted Weapon +X

+X enhancement bonus to attack rolls and damage rolls with that weapon. On a critical hit, do +Xd6 extra damage.

Enchanted Focus +X

+X enhancement bonus to attack rolls and damage rolls with that focus. On a critical hit, do +Xd6 extra damage.

Enchanted Armor +X (Armor Slot)

At least a +X enhancement bonus to Armor Class while wearing that armor.

Light Armor: Enchanted light armor gives an additional +1 in the prestige tier and an additional +1 again in the epic tier, so +3 *hide armor* worn by a level 11 character gives a +4 enhancement bonus to Armor Class.

Heavy Armor: Enchanted heavy armor offers double the enhancement bonus to Armor Class, so +1 *plate armor* gives a +2 enhancement bonus to Armor Class.

Enchanted Cloak +X (Neck Slot)

+X enhancement bonus to Fortitude, Reflex and Will saves while wearing that cloak.

Focus Boosts

Brilliant (II)

Once per encounter, as a swift action: On your next attack, if you hit the target is stunned (save ends).

Courageous (II)

Minimum Enchantment: +3

Once per encounter, as a swift action: Choose an ally. They receive a +4 bonus to their next attack roll.

Dismissal (IV)

Minimum Enchantment: +5

Once a day as a swift action, make an attack: Charisma vs Will, range 10.

On a hit the target is teleported to a pocket dimension until the end of your next turn. They cannot move or see anything on their turn.

Sustain Standard. Keep them in the pocket dimension for 1 extra round. You can only do this once.

Draining (II)

Once per encounter, as a swift action, each time you hit with an attack made with this focus, you do +2d6 damage but you take 1d6 damage. Lasts till the end of your next turn.

Elemental's Ally (I)

Once a day as a swift action, target within 5 squares gains vulnerability 5 to either acid, fire, lightning or cold. At level 11 this increases to vulnerability 10 and at level 21 this increases to vulnerability 15.

Energy Absorbing (IV)

Once a day as an immediate action when an enemy within 10 would recharge a power, you make a Charisma attack vs Will.

Hit: Their power does not recharge and you regain the use of an encounter power.

Weapon Boosts

Dancing (III)

Minimum Enchantment: +3

Once per day as a swift action, you can toss this magic sword into the air and speak the command word.

You can make melee attacks with the sword at a reach of 6 squares until the end of your next turn.

Defender (III)

This weapon's enhancement bonus also applies to your Armor Class.

Remember, enhancement bonuses do not stack, so this replaces the bonus from your existing *enchanted armor*, if any, if this bonus is higher.

Dwarven Thrower (III)

Thrown (Heavy) weapon only

Do +Xd6 extra damage against creatures with the giant tag.

Once per encounter, if you hit an enemy with this weapon, they must make a saving throw or fall prone.

Flame Tongue (III)

Once an encounter, as a swift action speak this magic sword's command word, causing flames to erupt from the blade.

These flames shed bright light in an 8-square radius and dim light for an additional 8 squares.

While the sword is ablaze, it deals an extra Xd6 fire damage to any target it hits, where X equals the enhancement bonus. The flames last until you hit a target with it.

Frost Brand (III)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage equal to double the enhancement bonus (e.g. resistance to fire 6 for +3 red dragon scale armor).

In freezing temperatures, the blade sheds bright light in a 2-square radius and dim light for an additional 2 squares.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Hammer of Thunderbolts (IV)

Hammers only; Minimum Enchantment: +4

Once per encounter, this weapon has reach 12. If the attack hits, the hammer unleashes a thunderclap audible out to 60 squares. Make a Strength vs Fortitude attack against the target and every creature in a near burst 6 around it. On a hit, they are stunned until the end of your next turn.

Infectious Mark (I)

Minimum Enchantment: +2

Once per encounter, when an enemy you have marked becomes dead or dying, you may choose a target within 5 squares. That target is now marked by you.

Javelin of Lightning (III)

Once per day, create a near wall 24. Dexterity vs Reflex against each creature in the wall. On a hit, do Xd6 lightning damage, where X equals the enhancement bonus. Half damage on a miss.

Oathbow (IV)

Bows only; Minimum Enchantment: +4

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have combat advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra Xd6 damage.

While your sworn enemy lives, you suffer a -2 penalty on attack rolls with all other weapons.

Slayer (I)

Each *slayer* weapon is attuned to a different variety of creature, chosen or picked randomly from the list below. For example, there are *giant slayer* and *dragon slayer* weapons.

Do +Xd6 extra damage against creatures with that tag.

1. Dragon
2. Undead
3. Construct
4. Giant
5. Earth
6. Fire
7. Water
8. Air
9. Celestial
10. Aquatic
11. Cold
12. Demon
13. Devil
14. Plant
15. Reptile
16. Shapechanger
17. Spider
18. Swarm
19. Ooze
20. Mount

Venom (II)

Once a day, as a swift action, you cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. The creature takes X persistent poison damage (save ends) (X equals the enhancement bonus of the weapon).

Cloak Boosts

Amulet of Proof against Detection and Location (II)

While wearing this amulet, you are hidden from incantations of the scrying category. You can't be targeted by such magic or perceived through magical scrying sensors.

Amulet of the Planes (IV)

Minimum Enchantment: +5

While wearing this amulet, you can use a standard action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Arcana check. On a successful check, it is as if you successfully performed the *plane walk* incantation. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Amulet of Shielding (II)

While wearing this amulet, you have resistance to force damage, equal to double the enhancement bonus (e.g. resistance to force 6 for +3 amulet).

Cape of the Mountebank (II)

Once per day, as a standard action, teleport up to 20 squares.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Cloak of Arachnida (IV)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You have resistance to poison damage, equal to double the enhancement bonus (resistance to poison 6 for +3 amulet).
- You have a climbing speed equal to your walking speed.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.

Cloak of Displacement (III)

Minimum Enchantment: +3

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, meaning attacks against you do not have combat advantage if they otherwise would.

If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Cloak of Elvenkind (II)

While you wear this cloak with its hood up, Perception checks made to see you are at a -2 penalty and you have a +2 enhancement bonus on Stealth checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires a swift action.

Cloak of the Bat (IV)

While wearing this cloak, you have a +2 enhancement bonus on Stealth checks.

In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 8 squares. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

Cloak of the Manta Ray (I)

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 12 squares. Pulling the hood up or down requires a swift action.

Armor Boosts

Adamantine Armor (IV)

Can only be applied to heavy armors; Minimum Enchantment: +4

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Armor of Invulnerability (IV)

Plate Armor only; Minimum Enchantment: +4

You have resistance to untyped damage while you wear this armor, equal to double the enhancement bonus (resistance to untyped damage 6 for +3 armor).

Additionally, once a day you can use a standard action to make yourself immune to untyped damage for 10 minutes or until you are no longer wearing the armor.

Armor of Resistance (I)

You have resistance to one type of damage while you wear this armor, equal to double the enhancement bonus (resistance to fire 6 for +3 *armor of fire resistance*). The GM chooses the type or determines it randomly from the options below.

Table - Armor of Resistance

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Demon Armor (II)

While wearing this armor, you can understand and speak Abyssal.

This armor's enhancement bonus also applies to your attack and damage rolls.

Remember, enhancement bonuses do not stack, so this replaces your existing *enchanted weapon* if this bonus is higher.

Curse: Once you don this cursed armor, you can't doff it unless you are targeted by the *remove curse* incantation or similar magic. While wearing the armor, you suffer a -2 penalty on attack rolls against demons and to your defenses against their powers.

Dragon Scale (III)

Scale Armor only

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +2 bonus on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table), equal to double the enhancement bonus (resistance to fire 6 for +3 *red dragon scale armor*).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Table - Dragon Scale Mail

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Dwarven Plate (II)

Plate Armor only

If you are subject to unwilling movement, you can reduce that unwilling movement by up to 2 squares.

Glamored Leather (I)

Leather Armor only

As a swift action, speak the armor's command word. It assumes the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Head Items

Headband of Intellect

Level 5

Once per encounter, reroll a failed Intelligence attack or a skill check that used Intelligence as the modifier.

Helm of Brilliance

Level 11

Aura 6. The aura does 5 radiant damage to undead creatures. If an undead creature is within the aura, the helm emits dim light in a 6-square radius.

Resistance to fire 10.

Once per encounter, do +1d6 fire damage on an attack.

Helm of Comprehending Languages

Level 2

While wearing this helm, you are under the effects of the *understand languages* incantation.

Helm of Telepathy

Level 11

While wearing this helm, you have telepathy 12. Creatures within 12 can communicate telepathically with you as well.

Waist Items

Belt of Dwarvenkind

Level 5

While wearing the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

- Resistance to poison 5
- Darkvision
- You can speak, read, and write Dwarvish.

Belt of Giant Strength

Level 5

Once per encounter, reroll a failed Strength attack or a skill check that used Strength as the modifier.

Arms Items

Arrow-Catching Shield

Level 6, 16 or 26

You gain a +1 bonus to AC against ranged attacks while you wield this shield. In addition, whenever an attacker makes a ranged attack against a target within 1 square of you, you can use your immediate action to become the target of the attack instead (provided you are not already one of the targets of the attack).

Level 16: +2 bonus.

Level 26: +3 bonus.

Hands Items

Gloves of Swimming and Climbing

Level 5

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +2 enhancement bonus to Athletics checks made to climb or swim.

Gauntlets of Ogre Power

Level 2

While wearing these gauntlets, your carrying capacity doubles.

Ring Items

Ring of Evasion

Level 15

Immediate action. Once per encounter, if an attacker hits you with an attack vs Reflex, you can force them to reroll.

Ring of Invisibility

Level 21

Standard action. Once per day, you can turn invisible. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack, or until you use a swift action to become visible again.

Ring of Mind Shielding

Level 20

While wearing this ring, other creatures cannot to read your thoughts, determine whether you are lying, know your alignment, or know your creature ancestry or tags. Creatures can telepathically communicate with you only if you allow it.

You can use a swift action to cause the ring to become invisible until you use another swift action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Regeneration

Level 30

While wearing this ring, you regain 5 hit points every round, provided that you have at least 1 hit point.

If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.

Ring of Resistance

Levels 6, 16, 26

You have resistance 5 to one damage type while wearing this ring. The gem in the ring indicates the type, which the GM chooses or determines randomly.

Level 16: Resistance 10

Level 26: Resistance 15

Table - Ring of Resistance

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Feet Items

Ring of Free Action

Level 11

While you wear this ring, difficult terrain doesn't cost you extra movement.

Boots of Feather Falling

Level 5

When you fall while wearing these boots, you descend 12 squares per round and take no damage from falling.

Boots of Jumping

Level 16

Once an encounter, as a move action, fly up to your regular speed.

Wondrous Items

Horseshoes of a Zephyr

Level 5

When these four iron horseshoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Horseshoes of Speed

Level 10

When these four iron horseshoes are affixed to the hooves of a horse or similar creature, they increase the creature's speed by 6.

Immovable Rod

Level 8

This flat iron rod has a button on one end. You can use a swift action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses a swift action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Athletics check, moving the fixed rod up to 10 feet on a success.

Instant Fortress

Level 25

You can use a standard action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 4 squares on a side and 6 squares high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a swift action. It is immune to magical effects that would open it or make it easier to open.

Each creature in the area where the fortress appears is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance 15 to all other damage.

Portable Hole

Level 5

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use a standard action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use a standard action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Athletics check. On a successful check, the creature forces its way out and appears within 1 square of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 2 squares of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Folding Boat

Level 16

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the *folding boat* to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

Consumable Magic Items

Table - Consumable Magic Items

Name	Level	Action	Effect
Potion of healing	5	Swift	Spend a healing surge. Heal 10 HP instead of your normal value.
Salve of resurrection	30	Standard	Apply to an adjacent character that died within 1 round. That character is resurrected and they are healed 50 HP.
Potion of healing and rescue	15	Swift	Spend a healing surge. Heal 25 HP instead of your normal value, and make one saving throw against a save-ends effect.
Advanced potion of healing and rescue	25	Swift	Spend a healing surge. Heal 50 HP instead of your normal value, and make one saving throw against a save-ends effect.

Appendices

Appendix A: Powers Available by Level

The following table shows how many powers and of which levels a character is entitled to, based on the character's level. A character can always choose a lower-level power (of the same frequency, e.g. a level 3 encounter attack power instead of a level 7 encounter attack power) in place of a higher-level one.

"(P)" indicates that the power comes from a prestige path. "(E)" indicates that the power comes from an epic path.

Table - Powers Available by Level

Level	At-will Attack	Encounter Attack	Daily Attack	Utility
1	1, 1	1	1	
2	1, 1	1	1	2
3	1, 1	1, 3	1	2
4	1, 1	1, 3	1	2
5	1, 1	1, 3	1, 5	2
6	1, 1	1, 3	1, 5	2, 6
7	1, 1	1, 3, 7	1, 5	2, 6
8	1, 1	1, 3, 7	1, 5	2, 6
9	1, 1	1, 3, 7	1, 5, 9	2, 6
10	1, 1	1, 3, 7	1, 5, 9	2, 6, 10
11	1, 1	1, 3, 7, 11 (P)	1, 5, 9	2, 6, 10
12	1, 1	1, 3, 7, 11 (P)	1, 5, 9	2, 6, 10, 12 (P)
13	1, 1	3, 7, 11 (P), 13	1, 5, 9	2, 6, 10, 12 (P)
14	1, 1	3, 7, 11 (P), 13	1, 5, 9	2, 6, 10, 12 (P)
15	1, 1	3, 7, 11 (P), 13	5, 9, 15	2, 6, 10, 12 (P)
16	1, 1	3, 7, 11 (P), 13	5, 9, 15	2, 6, 10, 12 (P), 16
17	1, 1	7, 11 (P), 13, 17	5, 9, 15	2, 6, 10, 12 (P), 16
18	1, 1	7, 11 (P), 13, 17	5, 9, 15	2, 6, 10, 12 (P), 16
19	1, 1	7, 11 (P), 13, 17	9, 15, 19	2, 6, 10, 12 (P), 16
20	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16
21	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16
22	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
23	1, 1	11 (P), 13, 17, 23	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
24	1, 1	11 (P), 13, 17, 23	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
25	1, 1	11 (P), 13, 17, 23	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22
26	1, 1	11 (P), 13, 17, 23	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
27	1, 1	11 (P), 17, 23, 27	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
28	1, 1	11 (P), 17, 23, 27	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)

Level	At-will Attack	Encounter Attack	Daily Attack	Utility
29	1, 1	11 (P), 17, 23, 27	19, 20 (P), 25, 29	2, 6, 10, 12 (P), 16, 22, 26 (E)
30	1, 1	11 (P), 17, 23, 27	19, 20 (P), 25, 29	2, 6, 10, 12 (P), 16, 22, 26 (E)

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