

Player Options

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Player Options

Ancestries

Humanity

Sidebar: The implied setting of Orcus

Cruxes

Betrayer

Cut Off

Destined

Escaped

Heir

Hero

Ninth Life

Otherworldly

Returned

Sage

Third Eyed

Wild Child

Heritage

Mountainfolk

Aristocrat

Urchin

Traveler

Seafarer

Heretic

Skills

Using Skills

Skill Checks

Difficulty Class

Table – Recommended Difficulty Classes by Level

Opposed Checks

Trying Again

Untrained Skill Checks

Favorable and Unfavorable Conditions

Time and Skill Checks

Checks without Rolls

Combining Skill Attempts

Group Checks

Aid Another

Ability Checks

Skill Descriptions

Skill Name

Skills

Variant: Skills with Different Abilities

Contests

Knowledge

Monster Knowledge

Acrobatics (Dex, Armor Check Penalty)

Balance

Escape Restraints

Escape a Grapple

Fall with Style (Trained Only)

Arcana (Int)

Detect Magic (Trained Only)

Athletics (Str)

- Climb
- Escape a Grapple
- Jump
- Swim
- Bluff (Cha)
 - Feint
 - Create Diversion
- Diplomacy (Cha)
- Dungeoneering (Wis)
 - Subterranean Hunting and Foraging
- Endure (Con)
 - Swim for Long Periods
- Heal (Wis)
 - Treat Ally
 - Treat Disease
- History (Int)
- Insight (Wis)
- Intimidate (Cha)
 - Deter
 - Unnerve
- Nature (Wis)
 - Wilderness Hunting and Foraging
 - Soothe Beast
 - Teach an Animal a Trick
- Perception (Wis)
 - Notice
 - Search
 - Notice Hiding Creature
- Religion (Int)
- Sleight of Hand (Dex)
 - Disable Device
 - Open Lock
 - Pick Pockets
- Stealth (Dex)
 - Hiding
- Streetwise (Cha)

Feats

- Alertness
- Arcane Archer
- Armor Focus
- Armor Grace
- Armor Proficiency
- Athame
- Avoidance
- Awareness
- Bashing Shield
- Cantrip Master
- Crossbow Discipline
- Crossfire
- Crossfire, Improved
- Deck Fire
- Deflecting Shot
- Easy Target
- Energy Resistance
- Fling Familiar
- Great Fortitude
- Improved Blind-Fight
- Improved Initiative
- Iron Will
- Keen Defenses
- Lightning Reflexes

- Linguistic Savant
- Melee Finesse
- Monster Expert
- Night Sight
- Rapid Reload
- Resilience
- Rolling Kip
- Sign of Weakness
- Sharp Opportunist
- Shield Focus
- Shield Proficiency
- Skill Critical
- Skill Focus
- Skill Training
- Tactical Rearrangement
- Talented Healer
- The Presence
- Touch of Grace
- Toughened Shield
- Toughness
- Two-Weapon Defense
- Weapon Focus
- Weapon Proficiency
- Weapon Specialization
- Martial Training Feats
 - Balance and Direction
 - Best on the Mat
 - Bouncing Combo
 - Deep in a Clinch
 - Earned the Belt
 - Evolution of Pankration
 - Game Of Sticks
 - Ham Hands
 - Jumping Knee
 - Kayfabe Maneuver
 - Master Degree Martial Artist
 - Non-Lethal Intent
 - Swords of Grace
 - Superior Position
 - Tag Team
 - The Ritual of Dance and Damage
 - Think Big
 - True Enlightenment of the Art
 - Unarmed Combat
 - Unarmed Combat (Improved)
 - Unarmed Combat (Master)
 - Unarmed Expanded Profile
 - Way Of The Turn
- Incantation Feats
 - Beyond Ken
 - Practiced Arts
 - Varied Arts
- Psi Focus Feats
 - Adaptation
 - Immovable Dominion
 - Mind and Body
 - Mind-Eye Accuracy
 - Phrenic Breath
 - Phrenic Dodge
 - Phrenic Meditation
 - Phrenic Reservoir

Phrenic Talent
Phrenic Teleport
Phrenic Wrath
Surging Mind
Wild Talent
Shard Feats
Aura Shard
Blast Shard
Shield Shard
Weapon Shard
Aura Shard Feats
Blasting Aura
Empowering Aura
Extended Aura
Forceful Aura
Healing Aura
Restorative Aura
Shifting Aura
Surging Aura
Thieving Aura
Blast Shard Feats
Acid Blast
Cold Blast
Empowered Blast Shard
Far Blast
Fire Blast
Improved Blast Shard
Lightning Blast
Mind Blast
Shield Shard Feats
Force Shield
Greater Shield
Grounding Shard
Immovable Shield
Offensive Shield
Refreshing Shard
Weapon Shard Feats
As One
Assassin's Weapon
Extended Weapon
Greater Weapon Shard
Improved Weapon Shard
Malleable Weapon
Slayer's Weapon
Stormshard
Twin Weapon
Dualclassing
Dualclass Recruit (Dualclass)
Battle Adaptation (Dualclass)
Functional Adaptation (Dualclass)
Daily Adaptation (Dualclass)
Kit Study Feats
Kit Study
Kit Study (Expert)
Kit Study (Advanced)
Equipment
Starting Equipment
Coinage
Table – Exchange Rates
Selling Treasure
Armor

Light Armor
Heavy Armor

Table – Armor and Shields

Weapons

Weapon Proficiency
Character Size and Weapons
Variant: No Weapon Limitations for Small Characters
Weapon Groups
Weapon Properties
Silvered Weapons
Improvised Weapons
Exotic Weapons
Designing Your Own Weapons

Table – Increased Weapon Die

Table – Weapon Templates

Default Ranged Weapons

Table – Simple Ranged Weapons

Table – Martial Ranged Weapons

Table – Exotic Weapons

Focuses

Adventuring Gear

Table – Ammunition

Table – Focuses

Table – Adventuring Gear

Mounts and Vehicles

Table – Mounts and Other Animals

Table – Vehicles

Deities

Chalavar
Enoran
Korven
Larhoon
Kurzana
Kain
Luna
Shehaan
Thalander
Thoin
Vaath
Valkon
Vogg
Yaheine

Appendices

Appendix A: Powers Available by Level

Table – Powers Available by Level

Legal

Ancestries

A character's ancestry reflects their upbringing before becoming an adventurer. This can be “nature” or “nurture”, or both. For example, one game of Orcus might have characters choose a species origin for their ancestry: dwarf, human, elf, and so on. See the Advanced Options section for more details on ancestries as species.

The default ancestry rules presented here assume that all characters are human, or that their genetic makeup matters less than other details about them. A player chooses two details for their character: their “crux” and their “heritage”.

If the two halves of your ancestry give a bonus to the same skill, choose any other skill for the second bonus.

Humanity

Not all heroes in the Outlaw Kingdoms are human, but the differences between species matter less than the background that a hero comes from and the moment that marked them for greatness. All heroes have the following traits:

Size: Your size is Medium.

Ability Scores: +2 to two ability scores of your choice.

Speed: Your base walking speed is 6 squares.

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

Sidebar: The implied setting of Orcus

On the outskirts of the Empire hang the hundred and eight Outlaw Kingdoms, a motley collection of clans, city-states, marks, principalities, vassaldoms and - yes - even a few kingdoms. The formidable mountains and deep river valleys frustrate invaders, giving the people here a hard-won independence - but the Empire casts a long shadow.

Cruxes

A crux is the moment that marked a hero for greatness, the intervention that set them on their path.

Betrayer

You betrayed someone or something you once held dear, and it forever left its mark on you.

- +2 Bluff
- **Resistance to Poison:** Resistance to poison damage 5 + half your level.
- **Hold Breath:** +5 ancestry bonus to Endure checks to hold your breath.
- **Poisonous Nip:** You have the *poisonous nip* power.

Cut Off

Someone destroyed everyone and everything you loved.

- +2 Heal
- **Go for the Jugular:** +1 ancestry bonus on attacks against staggered enemies.
- **Vengeance of the Pits:** You have the *vengeance of the pits* power.

Destined

Some great event or portent at your birth set your heroism in motion, through no choice of your own.

- +2 History
- **Face the Elements:** Resistance to fire and cold damage 5 + half your level.
- **Dabbler:** Choose a level 1 at-will attack power from any class. It is an encounter power for you.

Escaped

You were imprisoned, trapped, in check or otherwise in a situation that seemed to spell certain doom – but you somehow slipped away.

- +2 Acrobatics
- **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).
- **Web Stride:** Webs, like those from a spider, are not difficult terrain for you.
- **Disappearing Act:** You have the *disappearing act* power.

Heir

You discovered that perched in your family tree is a dragon, and its greatness courses in your veins.

- +2 Insight
- **Minor Magics:** You know one power from the Cantrips discipline.
- **Breath Weapon:** You have the *breath weapon* power.

Hero

You risked your own life to defend something precious: perhaps a loved one, a vital military position or a secret.

- +2 Athletics
- **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.
- **Violent Rush:** You have the *violent rush* power.

Ninth Life

Through sheer chutzpah and unbelievable luck, you have survived ordeals that would have left anyone else dead eight times over.

- +2 Sleight of Hand
- **Eager Charge:** Your speed increases by +2 when you charge.
- **Lucky:** You have the *lucky* power.

Otherworldly

You come from another place or time, or are destined to leave this one in time.

- +2 Stealth
- **Nimbleness:** +2 ancestry bonus to AC against attacks of opportunity.
- **Highblood Teleport:** You have the *highblood teleport* power.

Returned

You survived impossible peril, physical harm or terror, and came back of your own volition.

- +2 Endure
- **Injured Rage:** +1 ancestry bonus on attack rolls while staggered.
- **Shake Off Fear:** +5 ancestry bonus on saving throws against powers and effects with the Fear tag.

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

Sage

Through knowledge, practice and experience, you provided sage advice that prevented the unthinkable.

- +2 Perception
- **Skill Training:** You are trained in an extra skill of your choice.
- **Ingenuity:** You have the *ingenuity* power.

Third Eyed

You experienced something that opened your mind to something beyond this physical world.

- +2 Arcana
- **Shared Mind:** Telepathy 5.
- **Shake Off Fear:** +5 ancestry bonus on saving throws against powers and effects with the Illusion tag.
- **Careful Focus:** You have the *careful focus* power.

Wild Child

You were abandoned to the wilderness.

- +2 Nature
- **Versatile Stride:** You ignore difficult terrain.
- **Low-Light Vision:** You can see in dim light as if it were bright light.
- **Barrel Along:** You have the *barrel along* power.

Heritage

A heritage is the culture and upbringing that a hero came from.

Mountainfolk

You come from an isolated town in the mountains.

- +2 Dungeoneering
- **Relentless Endurance (1/encounter):** When you are staggered, gain temporary HP equal to your level.

Aristocrat

You are a blueblood, one of the finer class of people.

- +2 Intimidate
- **Will Defense:** +1 ancestry bonus to Will defense.

Urchin

You grew up on the streets, without parents – or without parents worth speaking of.

- +2 Streetsmarts
- **Light Blade Weapon Proficiency:** You have proficiency with martial weapons in the light blade weapon group.

Traveler

Your family moved about a lot, whether out of wanderlust or necessity.

- +2 Diplomacy
- **Speedy:** +1 to your base walking speed.

Seafarer

You grew up on boats or ships.

- +2 Athletics
- **Reflex Defense:** +1 ancestry bonus to Reflex defense.

Heretic

Your family belonged to a forbidden religion, which exposed you to the constant threat of persecution.

- +2 Religion
- **Focus Proficiency:** You have proficiency with orbs, staffs and wands.

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 your level. 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.

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 (Dex, Armor Check Penalty)
- Arcana (Int)
- Athletics (Str, Armor Check Penalty)
- Bluff (Cha)
- Diplomacy (Cha)
- Dungeoneering (Wis)
- Endure (Con, Armor Check Penalty)
- Heal (Wis)
- History (Int)
- Insight (Wis)
- Intimidate (Cha)
- Perception (Wis)
- Religion (Int)
- Sleight of Hand (Dex, Armor Check Penalty)
- Stealth (Dex, Armor Check Penalty)
- Streetwise (Cha)

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 its name, ancestry, type, tags and standard temperament.

If you also beat the Hard DC, you also learn its powers, its resistances and immunities and its vulnerabilities.

Use Arcana for elemental, fey and shadow creatures, and creatures with the construct 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 (swift action): Make an Arcana check against a power you can see with the Conjunction, Summons 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 (standard action): 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 (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)

Arcana Check Penalty applies

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.

Feint

See the Feint action.

Create Diversion

See the Create Diversion action.

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 applies

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 Endure 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.

Treat Ally

See the Treat Ally action.

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.

Deter

See the Deter action.

Unnerve

See the Unnerve action.

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) as a standard action.

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 applies

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 applies

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.

Arcane Archer

Prerequisite: Athame (ranged or thrown weapon).

Benefit: When you use a ranged or thrown weapon as your focus, you can use its range instead of the power's range for Ranged or Far attack powers.

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, proficiency with leather or hide armor

Hide: Str 13, Con 13, proficiency with leather armor

Full plate: Str 15, Con 15, proficiency with scale armor

Scale mail: Str 13, Con 13, proficiency with 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 with powers with the Focus tag. If you score a critical hit, you do additional damage equal to 1d6 times by the enhancement bonus of the weapon.

Any properties of the enchanted weapon apply to powers to powers you use with the weapon as your focus.

Special: Your weapon's proficiency bonus, however, is *not* applied to focus powers even if you use the weapon as a focus.

Avoidance

Benefit: Opportunity attacks 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.

Special: Note that the Improved Initiative feat will be a better choice for most characters.

Bashing Shield

You can push back enemies when the situation becomes dire.

Prerequisite: Proficiency with light shields

Benefit: Once per encounter, as an immediate (react) action after someone has missed a melee attack against you, you can push that enemy 1d4 squares away from you. You must be equipped with a shield to receive this benefit.

Cantrip Master

Benefit: You learn three powers from the Cantrips discipline.

Crossbow Discipline

Benefit: You can treat a one-handed ranged weapon you are wielding as a melee weapon with a reach of 1 for the purpose of using powers and making attacks, including opportunity attacks.

Crossfire

Benefit: While you wield a ranged weapon, you can flank from two squares away from an enemy as long as you would be flanking the target if you moved into the nearest adjacent square.

Crossfire, Improved

Prerequisite: 21st level, Crossfire

Benefit: While you wield a ranged weapon, you can flank from three squares away from an enemy as long as you would be flanking the target if you moved into the nearest adjacent square.

Deck Fire

Benefit: You do not suffer the attack penalty to ranged attacks for being prone.

Deflecting Shot

Benefit: Ignore attack penalties because your target is in cover.

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 gain resistance to a damage type equal to your level. Choose from one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder.

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

Fling Familiar

Prerequisite: You have a familiar

Benefit: When you call your familiar, it appears in an unoccupied space within 12 squares of you.

Great Fortitude

Benefit: You get a +2 feat bonus to Fortitude defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Improved Blind-Fight

Benefit: Ignore attack penalties because your target is in concealment or total concealment.

Improved Initiative

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

Iron Will

Benefit: You get a +2 feat bonus to Will defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Keen Defenses

Benefit: You get a +1 feat bonus to Fortitude, Reflex and Will defenses. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Lightning Reflexes

Benefit: You get a +2 feat bonus to Reflex defense. 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 it is higher.

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: Weapons you wield with the Loading (swift) property only take a free action to reload.

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, you can make a DC 20 Acrobatics roll as a 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.

Sharp Opportunist

Benefit: You get a +2 bonus on attack rolls when making opportunity attacks.

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, proficient with light shields

Benefit: Choose a type of shield you meet the prerequisites for (light or heavy). You are proficient with that type of shield.

Special: You can gain Shield Proficiency a second time to gain proficiency with heavy shields.

Skill Critical

Benefit: If you roll a natural 20 with any check, you gain a +3 bonus to the final result.

Skill Focus

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

Benefit: Choose a skill. 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.

Toughened Shield

Your shield shares your pain and bears the brunt of a powerful attack.

Prerequisite: Proficiency with heavy shields

Benefit: Once per encounter, when an enemy successfully deals damage to you, reduce the damage by 5. You must be equipped with a shield to receive this benefit.

Level 11: Reduce the damage by 10 instead.

Level 21: Reduce the damage by 15 instead.

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 Focus

Prerequisite: Level 2

Benefit: Choose one weapon group, like “axes” or “spears and lances”. You gain a +1 feat bonus on all attack 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.

Weapon Proficiency

Benefit: Choose one type of weapon, like “longsword” or “light crossbow”. 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 Specialization

Prerequisite: Level 2

Benefit: Choose one weapon group, like “axes” or “spears and lances”. 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, Unarmed Combat

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, Unarmed Combat

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

Earned the Belt

Prerequisite: 11th level, Evolution of Pankration, Unarmed Combat

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 Combat, 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).

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, Unarmed Combat, Unarmed Combat (Improved)

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.

Incantation Feats

Beyond Ken

Benefit: Choose one category of practice or incantation (schema, treatment, practical, curative, etc). Treat your level as 4 higher for the purposes of learning and performing the arts of that category.

Practiced Arts

Benefit: You learn one art of each level, up to your current level, without spending the time or money normally required. Each time you increase in level, you learn one additional art of your current level or lower.

Varied Arts

Benefit: You can learn arts that belong to a skill you are not trained in.

Psi Focus Feats

Adaptation

Prerequisite: *Psi focus* power

Benefit: When you make a save, you may expend your *psi focus* to gain a bonus to that save equal to your Charisma modifier. This counts as using the *psi focus* for an encounter power.

Immovable Dominion

Prerequisite: *Psi focus* power

Benefit: Expend your *psi focus* as a free action when being pushed, pulled or slided. Reduce the distanced moved by your Charisma modifier. This counts as using the *psi focus* for an encounter power.

Mind and Body

Prerequisite: *Psi focus* power

Benefit: When you spend a focus surge, regain hit points equal to your Charisma modifier.

Mind-Eye Accuracy

Prerequisite: *Psi focus* power, *careful focus* power

Benefit: When using your *careful focus* ancestry power, you may expend your *psi focus* to gain a bonus on the attack roll equal to your Charisma bonus. This counts as using the *psi focus* for an encounter power.

Phrenic Breath

Prerequisite: *Psi focus* power, *breath weapon* power

Benefit: Expend your *psi focus* to make your *breath weapon* a Near arc 3 + your Charisma modifier instead of Near arc 3. This counts as using the *psi focus* for an encounter power.

Phrenic Dodge

Prerequisite: *Psi focus* power, *lucky* power

Benefit: When using your *lucky* ancestry power, and the enemy misses you on their re-roll, you may expend your *psi focus* instead of your ancestry power. This counts as using the *psi focus* for an encounter power.

Phrenic Meditation

Prerequisite: *Psi focus* power

Benefit: You can perform the Meditate action as a swift action once per encounter.

Phrenic Reservoir

Prerequisite: *Psi focus* power, Dabbler ancestry feature

Benefit: When using the power from your Dabbler ancestry feature, you may expend your *psi focus* and retain the use of the power gained from your Dabbler. This counts as using the *psi focus* for an encounter power.

Phrenic Talent

Prerequisite: *Psi focus* power

Benefit: Increase your number of focus surges by one.

Phrenic Teleport

Prerequisite: *Psi focus* power, *highblood teleport* power

Benefit: When using your *highblood teleport* ancestry power, you can expend your *psi focus* to teleport a number of additional squares equal to your Charisma modifier. This counts as using the *psi focus* for an encounter power.

Phrenic Wrath

Prerequisite: *Psi focus* power, *vengeance of the pits* power

Benefit: You may expend your *psi focus* as a free action to use your *vengeance of the pits* ancestry power even against an enemy which hasn't just hit you. This counts as using the *psi focus* for an encounter power.

Surging Mind

Prerequisite: *Psi focus* power

Benefit: When you use your *psi focus*, you immediately gain temporary hit points equal to your level.

Wild Talent

Benefit: You gain access to the *psi focus* power. You do not have any focus surges.

Shard Feats

All base shard effects remains in effect until you cancel them, are knocked unconscious, take a long rest, sleep, or are reduced to 0 or fewer hit points.

Aura Shard

You have learned how to weave together all of your emotions, directed and controlled by your intense willpower, casting them as an aural web around you and thus strengthening both yourself and your allies in the process.

Prerequisite: Cha 13

Benefit: As a move action, you manifest an aura which allows you to help your allies. This aura has a range of 10. When you or an ally in your aura spend an action point, that individual gains temporary hit points equal to your Charisma modifier.

Level 11: Temporary HP equal to double your Cha modifier.

Level 21: Temporary HP equal to triple your Cha modifier.

Blast Shard

You have taught yourself how to focus all of your emotions – anger, hate, spite, rage, wrath – and to wrap them in willpower and discipline, turning it all into a fearsome ranged weapon. Because you use your emotions as weapons, you might often seem somewhat apathetic and cold to others.

Benefit: As a standard action, you can fire a phrenic blast of energy (see stats below). Blast shards are supernatural weapons, and thus do not belong to any weapon group, and can take almost any form, colour and shape, all according to the wishes of the user. The user is always proficient with his blast shard. For all intents and purposes, the blast shard can be used to make all forms of ranged attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

Your blast shard has a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after the 1st (6th, 11th, 16th, 21st, 26th).

Blast Shard (Simple Ranged Weapon), **Proficiency:** +2, **Damage:** 1d6, **Range:** 10/20

Shield Shard

You draw your power from strong emotions such as chivalry, honor and even fear. These act as energizers to your will and discipline, allowing them to act in conjunction to protect your from harm.

Benefit: As a move action, you can manifest a shield of force which attaches to one of your hands, as a regular shield. You gain a +1 shield bonus to AC and Reflex defenses and your shield hand counts as if it was holding a light shield. You can dismiss the shield of force as a swift action.

You count as having proficiency in light shields for the purpose of meeting feat prerequisites.

Special: Feats that apply to shields, like Toughened Shield or Bashing Shield, also apply to your shield of force.

Weapon Shard

You have learned how to focus your intense internal energies into a weapon, giving it shape and form according to your subconscious wishes.

Benefit: As a move action, you can manifest a weapon shard (see stats below). Weapon shards are supernatural weapons (and thus do not belong to any weapon group), and can take almost any form, color and shape, all according to the wishes of the user. The user is always proficient with his weapon shard, and it is a one-handed weapon. For all intents and purposes, the weapon shard can be used to make all forms of melee attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

Your weapon shard has a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after 1st (+2 at 6th, +3 at 11th, etc.). On a critical hit, you do an additional 1d6 points of damage for every point of enhancement bonus.

Weapon Shard (Simple Melee Weapon)

Proficiency: +2, **Damage:** 1d8

Aura Shard Feats

Blasting Aura

Your emotions are so strong, and composed from such volatile feelings, that you have learned how to strike out against an enemy within your aura and channel your violent energies into it instead.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or by taking a move action when your aura is active, you may make an attack (Charisma vs Will) against one enemy within range, who takes 5 points of psychic damage.

Additionally, when you or an ally spend an action point while inside your aura, you (and only you) may make an additional attack against one enemy within range (Cha vs Will, 5 psychic damage).

Level 11: Damage increases to 10.

Level 21: Damage increases to 15.

Empowering Aura

Your experience in using your thieving abilities now allows you weave of emotions and discipline to tap into the surging emotions of others and to gain part of their heroic abilities

Prerequisite: Aura Shard, Thieving Aura, Cha 13, 26th level

Benefit: When an ally within range of your aura spends an action point, you immediately gain an additional standard action.

Extended Aura

You have put time and training into extending your aura further, so that you can utilize its effects to their maximum potential, almost always keeping allies within range.

Prerequisite: Aura Shard, Cha 13

Benefit: The range of your aura extends by 10 squares.

Forceful Aura

Your aura shard extends from the phrenic realm into the purely physical realm, and as it comes into existence like a rolling wave of thunderous emotions, it physically pushes enemies away from you.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or at any other time by spending a move action while your aura is active, every enemy adjacent to you is pushed 1 square directly away from you.

Additionally, when you or an ally spends an action point while inside your aura, you may choose to make a Charisma vs Fortitude attack against one enemy within range of your aura. If successful, that enemy is pushed 1 square directly away from you.

Healing Aura

Using your weave of emotions, you are able to redirect some of the emotions and strength that comes soaring out of you when you stride into action.

Prerequisite: Aura Shard, Cha 13

Benefit: When you spend an action point, one ally within range of your aura can spend a recovery as an immediate (react) action.

Restorative Aura

Your aura shard and its ability to give your allies a surge in healing has now matured to the point where your own emotions do not merely trigger the surge, but enhances it and makes it stronger.

Prerequisite: Aura Shard, Healing Aura, Cha 13

Benefit: Whenever you or an ally within range of your aura would regain hit points, that individual gains an additional number of hit points equal to your Charisma modifier.

Shifting Aura

You have learned how to channel the roiling energies of your aura into the physical realm, enhancing the movements of your allies as it comes into effect.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or by taking a move action when your aura is active, one ally within range may immediately shift 1 square.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to forego the temporary hit points and instead shift 1 square.

Surging Aura

Your mind now interconnects your aura shard with a surge of emotions, allowing you to share that with your allies, lending strength to their blows and precision to their attacks.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or by taking a move action when your aura is active, every ally within range gains a +1 bonus on attack rolls for one round.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to gain either the temporary hit points for a +1 bonus on attack rolls for one round.

Thieving Aura

Your aura shard weaves its strength from that of your emotions and is kept in check by your discipline – your enemies do not have the same kind of control, which allows you to siphon off their energies and gain them yourself.

Prerequisite: Aura Shard, Cha 13

Benefit: Whenever an enemy within range of your aura spends an action point or a recovery, you regain one action point or recovery (your choice).

Blast Shard Feats

Acid Blast

Your shard is touched by the vitriol and hate you hold for your enemies, allowing it to cling to them as if it was acid, burning through them as your emotions burn through you.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Acid tag and does acid damage.

You gain the *acid shard* at-will power.

Cold Blast

You hold nothing but disdain and contempt for your enemies and your phrenic power shapes your blast into the same cold and numbing extension of your will.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Cold tag and deals cold damage.

You gain the *cold shard* at-will power.

Empowered Blast Shard

Experience has taught you how to apply your discipline and emotions in the best way, allowing you to extract more energy from your phrenic well than before.

Prerequisite: Blast Shard, 11th level

Benefit: Your blast shard damage increases by one die size (for example, from 1d6 to 1d8).

Far Blast

So strong is your will, so intense are your emotions that you can sustain attacks far beyond what others can stomach.

Prerequisite: Blast Shard

Benefit: Increase both the normal and long range of your blast shard by 5.

Fire Blast

Rage, wrath, pride and anger are all fiery emotions that set the world on fire. You, however, use those very emotions to set your blast shard, and enemies, on fire.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Fire tag and deals fire damage.

You gain the *fire shard* at-will power.

Improved Blast Shard

You have seen so much of what the world offers, and you can channel that experience into even stronger emotions and a tightened discipline, allowing you to become even more dangerous.

Prerequisite: Blast Shard, 11th level

Benefit: Your blast shard damage increases by one die (for example, from 1d6 to 2d6).

Lightning Blast

Nothing is as fast as the mind – and lightning. You use your willpower and discipline to hone your attacks, giving them the symbolic form of lightning blasts and increasing your accuracy.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Lightning tag and deals lightning damage.

You gain the *lightning shard* at-will power.

Mind Blast

You do not manifest your blast shard as a physical creation, rather you use your training to mentally attack your enemies, filling their minds with emotion and will until they burst from your attack.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Psychic tag and deals psychic damage.

You gain the *mind shard* at-will power.

Shield Shard Feats

Force Shield

Your long experience and strong emotions allow you to call upon them for a short moment. For a short time your phrenic energies surge, creating a powerful shielding effect around all nearby allies.

Prerequisite: Shield Shard, 21st level

Benefit: Once per encounter as a swift action, you can extend the protection of your shield of force to yourself and all allies within 5 squares until the end of your next round.

Special: If you have any feats that would be usable when you are attacked, you can use them when any protected ally is attacked.

Greater Shield

Your shield shard has expanded together with your own internal energies, giving it a stronger ability to protect you from outside harm.

Prerequisite: Shield Shard

Benefit: You may choose to manifest a heavy shield instead of a light shield, when manifesting your shield of force. If you do, you gain a +2 shield bonus to AC and Reflex defenses and your shield hand counts as if it was holding a heavy shield.

You count as having proficiency in heavy shields for the purpose of meeting feat prerequisites.

Special: You suffer an armor check penalty as if you were wielding a heavy shield.

Grounding Shard

Your shield's phrenic powers extend deep into the earth, grounding you against enemy attacks that threaten to move you from your position without your approval.

Prerequisite: Shield Shard, 11th level

Benefit: Any time someone performs a push against you, lower the number of squares you are pushed by 1 (minimum 0).

Immovable Shield

Your shield shard now bonds, almost permanently, with the ground if you don't move, redirecting much of the force in enemy attacks into the earth below you.

Prerequisite: Grounding Shard, Shield Shard, 11th level

Benefit: If you do not move at all during your round, you gain resistance 5 until the beginning of your next turn. This stacks with any other forms of resistance you might have.

Special: *Level 11:* Resistance 10. *Level 21:* Resistance 15.

Offensive Shield

Even as you protect yourself, your shard has learned that at times a good offense is the best defense, allowing you to use the shield shard as a weapon against enemies not expecting it.

Prerequisite: Shield Shard

Benefit: Your shield of force has all the properties of a weapon shard (as described in the Weapon Shard feat). You count as having the Weapon Shard feat for the purpose of meeting feat prerequisites.

Refreshing Shard

Your shield shard allows you to turn internal emotions and diamond hard discipline into energy, providing you with a surge of healing when you are damaged.

Prerequisite: Shield Shard

Benefit: Once per encounter, when you are damaged, as an immediate (counter) action, you may spend a recovery.

Weapon Shard Feats

As One

Your intense physical training regimes have combined with your powerful phrenic abilities to allow you to use the weapon shard and your exploits as one.

Prerequisite: Weapon Shard, at least one power from the martial power source

Benefit: When using a power with the martial tag with your weapon shard, you gain a +2 feat bonus to damage rolls. This increases to +3 at 11th level and to +4 at 21st level.

Assassin's Weapon

You have now used your weapon shard to slay so many in such an underhanded way that your internalized feelings and behaviors have stained your shard. It too excels in underhanded combat.

Prerequisite: Slayer's Weapon, Weapon Shard

Benefit: If you have combat advantage against an opponent and score a critical hit, you deal +2d8 damage. This increases to +3d8 at 11th level and to +4d8 at 21st level.

Special: This feat stacks with the benefit of Slayer's Weapon.

Extended Weapon

Your willpower and intense emotions allow you to extend your weapon, allowing it to strike enemies further away from you than what would be expected, or normal.

Prerequisite: Weapon Shard

Benefit: Your weapon shard becomes a reach weapon.

Greater Weapon Shard

You are a legend that walks amongst men, your myth has already begun to spread around the world. Now the wellspring of a thousand powers your weapon, giving you an equally legendary weapon shard.

Prerequisite: Improved Weapon Shard, Weapon Shard, 11th level

Benefit: Your weapon shard damage increases to 2d6.

Improved Weapon Shard

Your experience of the world has only deepened your wellspring of willpower, discipline and emotion and this spills into your weapon shard that is now even more lethal.

Prerequisite: Weapon Shard, 11th level

Benefit: Your weapon shard damage increases to 1d10.

Malleable Weapon

Your weapon is no longer bound to one form, instead it is as fluid as your thoughts and emotions, becoming whatever kind of weapon you happen to need at the moment.

Prerequisite: Weapon Shard

Benefit: By taking a standard action instead of a move action when you manifest your weapon shard, you can choose to have it belong to any weapon group of your choice until the end of the encounter. You also increase the proficiency bonus to +3.

Slayer's Weapon

Your weapon has been used for so many finishing strikes and lethal attacks that it now draws on your most bloodthirsty thoughts and spiteful emotions, becoming a terrible instrument of death.

Prerequisite: Weapon Shard

Benefit: Your weapon shard becomes an improved critical weapon and deals +1d8 damage when you score a critical hit. This increases to +2d8 at 11th level and to +3d8 at 21st level.

Stormshard

In the blink of an eye and by focusing your phrenic energies, your shard shatters after a successful strike and hits all enemies within reach.

Prerequisite: Weapon Shard

Benefit: Once per encounter, when attacking with your weapon shard, your attack gains Near arc 1. Only enemies are affected while inside the arc.

Twin Weapon

You focus your energies into your weapon, splitting it into two identical weapons that you use as if they were nothing but extensions of your body and will – flawlessly.

Prerequisite: Weapon Shard

Benefit: When you manifest your weapon shard, you can choose to manifest one for each hand instead. When making an attack that requires two melee weapons, you gain a +1 feat bonus to your attack rolls.

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: Dualclass Recruit

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.

Kit Study Feats

Kit Study

Prerequisite: Level 11

Benefit: You gain the Level 1 feature of a kit of your choice.

Kit Study (Expert)

Prerequisite: Level 15, Kit Study

Benefit: You gain the Level 5 feature of the kit you chose for Kit Study.

Kit Study (Advanced)

Prerequisite: Level 20, Kit Study

Benefit: You gain the Level 10 feature of the kit you chose for Kit Study.

Equipment

Starting Equipment

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

Unless the GM provides otherwise, 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.

Character Size and Weapons

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.

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.

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.

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.

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).
- **Light Blades; 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. A kukri could be a side weapon in the Light Blades and Heavy Blades Groups, making it a proficiency +4, damage 1d6 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), light pick (pick)	Melee	Martial	1	+2	1d6	5	1	5/10	Side Weapon, Thrown (Heavy), [group]
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 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	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

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. A quarterstaff can be held in one hand when being used as a focus. A quarterstaff can either be enchanted as a focus or as a weapon, or separately as a weapon and as a focus -- in which case it costs as much as each item would separately, put together.

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. The total weight of the pack is 30.5 lbs.

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.

More rules for mounts and vehicles appear in the Advanced Options chapter.

Table – Mounts and Other Animals

Item	Cost
Riding horse	360 gp
War horse	520 gp

Table – Vehicles

Item	Cost	Carrying Capacity
Cart	340 gp	2,000 lb.
Rowboat	420 gp	600 lb.

Deities

Crusaders are usually sworn to the service of a particular god. Other characters may worship one or many gods - or none. A sample of gods worshipped in the Outlaw Kingdoms (the default setting for the Orcus roleplaying game) is given below.

Chalavar

The Glutton

Symbol: A knife on an empty plate

Portfolio: Food, feasting, prosperity

Favored Weapon: Dagger

A happy and boastful god, Chalavar (CHAL-uh-var) is a welcome visitor to any meal or business gathering, as he makes the food safe and incredibly tasty and the dealings profitable for all involved. Worshipped by people who work with food or conduct trade, Chalavar is a popular deity despite having few actual crusaders. He is shown as a round, pleasant-faced man wearing expensive rings, necklaces, and a jeweled cylindrical hat. He knows the best use for any animal, from the work it is suited for to the other food it complements.

He also knows the medicinal and culinary use for every plant. His rare temples are popular among adventurers, as Chalavar's priests love examining the carcasses of strange monsters to see what good can be made of them— for they study the art of cooking with as much ardor as their god.

Chalavar's worshippers have many holidays, including the birthdays of famous priests or local nobles, seasonal occurrences, and historical events. These holidays always involve feasting. Worshippers even throw feasts on the holy days of other faiths, knowing that Chalavar gets his thanks whenever someone enjoys a good meal. It is considered bad form to not throw a feast on your own birthday, and wealthier followers of Chalavar show off their prosperity and generosity by holding great birth-feasts with hundreds of guests. Common folk praise Chalavar's name whenever a meal is extra good or a business deal turns out particularly well.

Enoran

The Old Spirit

Symbol: Sun setting behind a leafless tree

Portfolio: Death, the ending of things, mourning

Favored Weapon: Quarterstaff

Enoran (EN-or-an) is a god spoken of only rarely, for he represents death from age, as well as the aging and decay of the world over time. He also comforts those who have suffered loss, whether the loss of a family member or the death of a treasured tree. A minor aspect of his faith involves the enactment of vengeance, although he has emphasized this less and less over the centuries.

He is a sad, quiet deity, weary from carrying on his shoulders the weight of generations of sorrow and death. He is depicted as an impossibly old elf with gray hair and a wrinkled face. Enoran is said to keep a book of names of all the dead, written in his own blood.

Enoran's faith has no true holidays, though worshippers sing songs of joy every time someone comes back from the dead. Each day they light black candles in the name of those who died on that day. They fast for the last three days of the year, breaking their fast on the first sunrise of the new year.

Even devout worshippers rarely speak of Enoran except at funerals and in the wake of battles.

Korven

The Defending Blade

Symbol: A well-notched short sword

Portfolio: Defensive tactics, protection, vigilance, Halfling soldiers

Favored Weapon: Short sword

A serious-minded deity, Korven (KOR-ven) protects all common folk and inspires them to defend their homes and families when beset by hostile creatures. He and his followers take a more reactive than proactive stance; if people are not threatened, he seems content to remain quiet and fortify, but when people are in danger he is ready to lead them to victory. His followers study traps and fortifications as well as applications of direct force. Under their tutelage even a simple caravan wagon can become a mobile fortress.

He is rarely depicted, but when he is it is always as a fully-mailed halfling warrior with a battered short sword and metal shield, eyes showing determination from within an open-faced helmet.

Korven is actually the fourth deity to hold this office. As each fell, their most faithful follower was deified. The cycle of death and renewal gives its current holder an acceptance of death and a tendency toward martyrdom, as he knows his legacy and duties will carry on.

Korven's followers celebrate (in somber fashion) the anniversaries of great battles where good people emerged victorious, and they light candles for heroes lost in battle while defending others. Lay people pray to him for protection at the start of a journey and before retiring for the evening, asking for safe travel and safe rest.

Larhoon

The Bloodhunger

Symbol: Bloody-topped skull

Portfolio: Killing, murder

Favored Weapon: Club

Larhoon (lar-HOON) is an unrelenting, violent deity, said to have sprung from the corpse of the just-murdered god of death, bristling with teeth and horns. He loves death in all its forms, from slow torture to quick disintegration. It is said that Larhoon never sleeps, that he will never rest as long as one creature still remains alive. Larhoon is no fan of the undead, either, and relishes destroying them nearly as much as he does living creatures. He is depicted as a gray-skinned muscular humanoid creature with spines and horns protruding in all places; his only raiment is a belt made of bloody skulls.

Larhoon spends much of his time alone, searching for new things to kill. He welcomes challenges to his power and has drunk the blood of many godlings and great heroes who thought to slay him.

Larhoon's followers celebrate whenever there is a public death (such as an execution), feast on the anniversaries of battles in which many fell, and sacrifice animals to honor the names of famous assassins, murderers, and warlords. His faith consists of many small cults with no central hierarchy. Larhoon's name has become a curse among the common folk. In less-than-orderly places, criminals are sacrificed to him in hopes of keeping his attention away from others in the community.

Kurzana

The Builder

Symbol: Carpenter's hammer with a spider symbol

Portfolio: Construction, building, weaving, engineering

Favored Weapon: Hammer

Kurzana (kur-ZAH-nuh) is an old deity that has changed over time as the people of the world developed their knowledge of building. Originally a goddess of caverns, she took on the mantle of shelters when intelligent creatures began building homes for themselves, and eventually reached her current state, watching over all kinds of building, whether homes, temples, or other structures in a community. She opposes deities of destruction and those that dislike or harm civilization (such as gods of plague). She is

depicted as a woman with stony skin, wearing a simple gown and bearing a hammer with a spider on it. Her faith considers killing normal spiders, her chosen animal, bad luck; monstrous spiders that actually constitute a threat are an exception. All building styles intrigue her, and she allies with likeminded deities. Although willing to talk endlessly about engineering, Kurzana remains otherwise a distant deity, having no close friendships with deities who do not share her specialized interests.

Kurzana's followers have few holidays, although they do note the dates on which the construction of great buildings began or ended. Although not a particularly martial faith, her priests often move to small communities to establish temples that double as sturdy fortresses, which they open to the entire community when the settlement is threatened. Her priests tend to be scholars in one building style, and sensible folk consult with a member of the church before planning any construction expected to last more than a year. Common folk pray to Kurzana during storms to keep their homes safe and at the groundbreaking of new buildings to bless those within.

Kain

The Black Lord

Symbol: Horizontal mailed fist

Portfolio: Tyranny, rulership

Favored Weapon: Spear

Kain (KAYN) is a megalomaniacal deity who believes that only the strong are fit to rule, and that he is destined to rule the world and all of the other gods. He makes elaborate plans and spends years watching them unfold, becoming frustrated when the actions of chaotic beings and other meddlers interfere with his plots. His brother is Vogg, a deity of random destruction and one of his frequent opponents, although the two cannot perceive each other directly or be affected by each others' direct actions. While he hates the forces of good that interfere with his works, he saves his greatest wrath for chaotic fiends, who give no regard to his orders and (in his words) "give evil a bad name." He is shown as a man with midnight-black skin and glowing eyes, wearing a noble's clothing of simple cut and dark colors. His left arm is encased in black metallic armor, from which he can pull an iron spear as often as he likes.

Kain's church celebrates the anniversaries of great priests' and tyrants' birthdays, the first day of every month, and every new moon. These celebrations are more an affirmation of faith in and loyalty to the Black Lord than episodes of revelry. The sacrifice of dissidents or enemies of the church accompanies the rites whenever possible. Few common folk worship Kain, although in places where he holds much political power he is respected for his ability to keep bandits and raiding monsters away. His rule is otherwise harsh.

Luna

Symbol: Three crescent moons arranged in a line

Portfolio: The moon, feminine power, non-evil lycanthropes

Favored Weapon: Chakram

A very old goddess, Luna predates current civilizations. A powerful force for the protection and power of women, her strength has waxed and waned over the centuries. Where the sun is hot and aggressive in its light, the moon remains cool and gentle. She prefers peace to war, and kind words to loud speech, but when someone threatens her charges, she can tear apart her foes with the ferocity of a she-bear defending her cubs. She is also the patron goddess of lycanthropes, and her faith teaches that her light blesses good lycanthropes. Conversely, Luna teaches that evil lycanthropes are corruptions of her gifts to mortals; her followers hunt them down to either cure or kill. She is always shown as a woman with white eyes, dark hair, and a crescent symbol on her forehead, although other details vary. Dogs, wolves, and owls are her sacred animals.

Luna's church holds a small ceremony on the first day of each new, full, and quarter moon. Lunar eclipses always call for prayer vigils until the moon appears again, while solar eclipses are sacred events to be celebrated publicly, enjoying the night during the day. Women hold most positions of power in her church, and a disproportionate number of her crusaders are female, but her church neither shuns nor

marginalizes men. Common folk invoke Luna's name at weddings to bless the bride and keep her safe in her husband's house, at childbirth to guard the expectant mother's health, and at any time when journeys must be made at night.

Shehaan

Goddess of the Mists, the Mist Goddess

Symbol: A moon (crescent or full) behind a cloud of mist

Portfolio: Mist, isolation, concealment

Favored Weapon: Quarterstaff

Shehaan (shay-HON) is a reclusive goddess, almost forgotten. Although this should mean her power is dwindling, she draws strength from her great solitude and uses it to protect her faithful. She avoids direct confrontation, preferring to redirect an opponent's attention, confuse the minds of her enemies, and retreat when victory is not certain. She is shown as an elven woman with wet hair and pale skin, dressed in a gossamer robe or a concealing cloak.

Like the moon, Shehaan changes. On nights when the moon is new she becomes rather wild, willing to take risks and even reveal her presence when she normally would remain hidden. This change does not affect the abilities of her worshippers, although they, too, seem more willing to take risks on these days.

Solar eclipses are holy days to the faithful, when her followers given up to the goddess unusual plants and fruits as sacrifices. They go into hiding whenever a lunar eclipse occurs; during these times, which they call the "Night of Madness," they lose all spellcasting ability, as their goddess goes truly mad and forgets her worshippers entirely. Shehaan always regrets these lapses and apologetically pays closer attention to her followers in the weeks following such an event.

Where she is worshipped, the common folk pray to her to keep them hidden from the eyes of their enemies and to bring needed rain.

Thalander

Quickheart, Many-Father

Symbol: White cat surrounded by a red glow

Portfolio: Vitality, fertility, strength

Favored Weapon: Longsword

The boisterous and extroverted Thalander (tha-LANder) embodies the principles of life, survival, and perpetuation of life. Where he walks, plants sprout and animals spring up out of nothing. When he laughs, the air is filled with beautiful birds and insects. Thalander, the greatest foe of the undead, is often depicted blasting them out of existence with great beams of life energy from his hands. Like the cat of his symbol, Thalander has a roving eye and woos many people, whether deity, celestial, or mortal. He has many offspring, some of whom carry his divine blood more strongly than others. Thalander himself is a fair-skinned, redheaded man with a lean but strong build; he is usually shown barefoot, wearing cloth breeches and little else. In some of the more decadent cities his temples double as palaces devoted to the flesh, for his faith teaches that passion and childbirth are needed to remain vital and alive.

The spring equinox is a day of great celebration, marking the height of Thalander's power, and worshippers hold weekly feasts throughout the entire spring season. The autumn equinox is their only somber holiday, a remembrance of people met and lives shared in the past growing season, ending on a high note as they look forward to the breaking of winter. Common folk pray to Thalander to bring healthy crops and bless marriages with an abundance of children. They invoke his name at the presentation of a new child to the community, in hopes of ensuring a long and healthy life.

Thoin

The Keeper, the Silent Pick

Symbol: A gem within a mountain

Portfolio: Mines, secrets under the earth

Favored Weapon: Pick

Thoin (THOH-in) the Keeper is a silent deity of the rewards waiting underground. Not content to dig and sift for treasures, Thoin feels that his followers have a birthright to the Underdeep that authorizes them to eliminate all heretics underground so their lesser hands will not profane the treasures with unskilled workmanship. Thoin's particular hatred is for metal- and gem-eating monsters such as rust monsters, xorn, and metal-addicted delvers.

Thoin is shown as a long-bearded dwarf made of stone, bearing a great pick or pickaxe, eyes and mouth glowing like sparkling gems or fresh lava. He never speaks, but seems amenable to the company of other earth deities who respect his dogma. His faithful take particular vengeance against thieves, burning them to death with molten rock.

Followers of Thoin celebrate upon finding a vein of new ore, especially if that ore is mithral or adamantine. They hold weeklong wakes whenever a king or high priest dies and his followers never bury their dead with treasures—they see that as a waste of good metal and an affront to the deceased, as it presumes them incapable of looking for new treasures in the afterlife. Thoin's churches display their wealth openly as a display of the god's power and generosity. A temple of Thoin doubles as an armory and fortress, as followers use it as a launching point for attacks on pagan miners and for defense against raiders. Common people pray to Thoin after hard work to find rewards and before battles waged to gain or protect valuable objects.

Vaath

The Laugher

Symbol: A laughing mouth within a wavy circle

Portfolio: Humor, irony

Favored Weapon: Rapier

Vaath (VOTH) is a well-traveled deity, always on the run from her last escapade. She represents the ability to laugh at frightening or impossible situations as well as the more traditional aspects of humor and irony. She dislikes older, staid deities, preferring to shake things up a bit and see what laughter there is to discover in the world. Depictions of her vary, but she is usually shown as a humanoid woman with a large grin and bright teeth (although she is sometimes shown as a fox or even a man). She trained herself to run faster than the wind, hold her breath for nine days, and speak out of both sides of her mouth; three skills she needed to pull off an elaborate joke on the gods of storms, fire, and cities. She loves recruiting worshippers from serious or wrathful deities just to see the reaction of her divine opponents.

Vaath's worshippers pray on a different schedule from month to month, chosen by the deity and revealed at the last minute. Her followers are great fans of All Fool's Day, where they make up almost unbelievable stories and try to get as many people as possible to fall for them. They honor the birthdays of local nobles with roasts and caricatures, and often celebrate somber holidays of other faiths with loud songs, indecent jokes, and extravagant pranks. Because of these habits, many priests of Vaath use aliases when going about the goddess' work or use disguises or magic to pretend to worship other deities in order to prevent retaliation. Common people invoke her name in times of good cheer and when things go wrong, in hopes of seeing a more positive side—such as the church's fable of the plowman's ox that hurt its leg on a stone, under which lay a nugget of gold.

Valkon

The Sky Lord

Symbol: Cloud with a lightning bolt

Portfolio: Air, wind, clouds, ordered nature of the heavens

Favored Weapon: Longbow

Valkon (VAL-kahn) is the master of the air and heavens, from the stars to coastal breezes and everything in between. An active and aggressive deity, he loathes chaos, unpredictability, and ancient magical weapons of war that promote those things. This puts him at odds with most other weather deities, who tend to be more carefree and capricious. His celestial messengers are birds, and his temples often use birds to carry messages or spy on their enemies. Valkon enjoys archery and believes it to be a superior form of warcraft to melee fighting. In artwork he is depicted as a tall winged man, lithe but strong, bearing a longbow and having close-cropped fair hair.

Valkon's worshippers celebrate the equinoxes and solstices as holy days, as well as the first rainfall in spring and the first snowfall in autumn or winter. Common folk pray to him to bring needed rains or fend off approaching storms, which are always considered to be the work of rival weather gods.

Vogg

The Firelord

Symbol: An eye surrounded by flame

Portfolio: Wildfire, destruction, randomness

Favored Weapon: Mace

Vogg (VOG) is the embodiment of random destruction. Although he is as intelligent as his brother Kain, he only uses his mind to think up ways to break things faster, louder, and hotter. He is more than content to run about covered in flames of his own creation, setting afire anything he touches or even gazes at for too long.

He is shown as a humanoid (the type varies by artist and cult) with his skin blackened by great heat, hair of flame, and carrying a mace made of solid fire. Vogg doesn't really hate anything as much as he is curious about how well and how quickly he can destroy it. He becomes angry when someone places in his way obstacles that he cannot harm, and he becomes livid when someone quenches a fire he sets or dares to try calming him. Vogg would be a more powerful deity if he didn't have the habit of answering some invocations with blasts of violent fire, which tends to reduce his number of worshippers. He is a friend to fire elementals and tolerates efreet and other fiery creatures.

Vogg's worshippers care little for scheduled holidays, but revel in the presence of any great fire, whether naturally occurring or deliberately set. They're not above setting a fire for the excuse to celebrate. Though most of his followers are too simpleminded to appreciate the destruction of particularly valuable things (such as sacred groves, historic buildings, and so on), they do like watching temples to protective or water deities burn to ash. On the hottest day of the year, members of the church summon as many fire elementals as possible and send them running about, burning whatever they see. In idle times, cult cells are likely to self-destruct, as rival priests set each other on fire as fanatical offerings to their obsessive deity.

Yaheine

The Sword Maiden

Symbol: Kite shield with a sunburst

Portfolio: Protection, valor, honor

Favored Weapon: Bastard sword

Daughter of the sun god, Yaheine (ya-HEEN) is the faithful guardian, protector of the innocent, and champion of good. Channeling the power of her father, Yaheine strikes out at all evil in her path, making places safe for decent folk. She cannot abide fiends or the undead, and hunts necromancers and demonologists without mercy. She is shown as a tall woman bearing a flashing bastard sword and clad in shining metal armor, her gold hair unbound in a storm about her face like solar flames. When age catches up with her crusaders, they usually take up a leadership role in a community, administering fair law and keeping the peace, ready to bear arms whenever evil raises its head. Her followers respect those who worship the sun god, and the two closely allied churches often share space in the same temple.

Yaheine's crusaders pray for their spells at dawn when the leading edge of the sun first becomes visible. Their holy days are the summer solstice and midwinter— said to be the time of year when the sun god's priests received word that his daughter had been born and would become a champion for all good in the world. Common folk pray to her for fairness in all things, as well as protection in unsafe places. Her name is used to seal oaths as a promise of good intent.

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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