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Chapter 0

Introduction

What Is Rise?

Rise is a role-playing game. In Rise, you play a character of your own design. Your character can try to do anything you can imagine in a world that the game master, or GM, creates. Of course, you won't always succeed. Your character's abilities are defined in the pages ahead; when you're done creating a character, it will have a personality of its own, along with strengths, weaknesses, and special abilities. Usually, your character will go on adventures with other characters, and together, you will create and experience a story with the game master.

How To Take Actions

If you want your character to do something in Rise, just tell the game master what you want your character to do. Sometimes, you will have to wait until it's your turn. In many cases, your character will simply take the action — you don't need to roll or check your character's abilities to walk downstairs and order a dwarven ale.

However, sometimes you'll want to take a dramatic action with a chance of failure, such as picking a lock or swinging from a chandelier. In that case, you roll a a ten-sided die, or d10, and add a number to the number on the die. This result is compared to a number representing how difficult the action is, or **Difficulty Rating (DR)**. If your result is at least as high as the DR, your character's action succeeds. If it is lower, your character's action fails.

The number you add to the d10 roll represents how likely your character is to succeed at the action. If your character is very strong, she will probably succeed at breaking down a door — but if she is not very perceptive, she will probably not notice the trap! Your character's abilities can be modified in many ways, but they are most affected by three things: attributes, skills, and classes.

Attacks and Checks

In Rise, each character has many different actions they can take. How likely you are to succeed at a particular action depends on your character's numerical statistics. Most abilities require either an **attack roll** or a **check**. In general, abilities that affect unwilling creatures in some potentially harmful way require attack rolls. For example, hitting something with your sword is an attack, and requires an attack roll to succeed. In contrast, abilities that affect yourself, the environment, or willing creatures usually require checks instead. For example, climbing a cliff requires a check using the Climb skill (see Climb, page 58).

Opposed Actions

Sometimes, you're competing with another creature, such as when you are trying to hold a door closed and a ferocious ogre is trying to shove it open. In that case, you both roll a d10 and add your modifiers, and the creature with the higher result wins. This is called an opposed check. If you get the same result, the creature with the higher modifier wins. If you have the same modifier, roll again to break the tie.

Turns

Normally, you can just say that your character is going to do something, and the GM will take care of what happens and when. Sometimes, particularly during combat, it's important to keep track of exactly what order things are happening in. When that happens, your character will get a "turn", where she can take actions. The specific actions you can take during a combat turn are covered in more detail in Combat Overview, page ??.

Narrative Pacing

A typical game of Rise is broken up into two distinct concepts. Sometimes, you will interact with the world in broad, sweeping descriptions, as you describe in general terms what your character does. For example, you and your group may decide to travel overland for seven days to reach a distant city. Just like you don't need to mention every time your character breathes or takes a step, you don't need to track every second of time spent on that journey. Until something of dramatic significance happens, the GM should narrate the events of the journey in general terms to avoid spending time on irrelevant details.

If something important happens, the pace of the game should change to focus on the current events. For example, if your group is ambushed by roaming bandits, the exact actions you take become important. This is called an **encounter**. During an encounter, the GM should ask each player to describe their character's actions more precisely. If the encounter is time-sensitive, such as combat, the GM should track the flow of time in **rounds**. A round represents six seconds of time, so there are ten rounds per minute.

Not all encounters require tracking time precisely. For example, if you and your party encounter a broken-down caravan carrying an angry prince, your exact actions can be important. Whether you show appropriate deference and fix his caravan, ignore him, or kill him to steal his jewelry can have important repercussions in the game world. However, the exact time it takes to make that decision

and execute on it is not important.

Not every challenge needs to be handled with the narrative pacing of an encounter, especially if the outcome of the challenge is uninteresting or predetermined. Even combat can be described in broad terms, such as if you are significantly more powerful than your foes and your victory is assured. In all cases, the GM decides how to handle the flow of time and the narrative pacing. They may have information you don't about what is important and what is irrelevant.

Principles of Rise

- **The Game Master controls the world.** Everything about the game world is up to the GM: the people your character meets, the challenges she will overcome, and the very ground under her feet. Even the “rules” of the game are completely subject to the GM’s whim.
- **You control your character.** A GM should never tell you how your character feels or what he tries to do — unless, of course, your character is being controlled by hostile magic or some other power.
- **Respect and trust are critical.** The GM has a great deal of power in Rise, and the players have to trust that the GM knows what she is doing. Likewise, the GM needs to let the players do what they want — even if it doesn’t suit her idea of what “should” happen. Some of the most memorable events happen when players do things that are totally unexpected.
- **Everything is flexible.** Rise contains hundreds of pages of rules. We think they’re pretty good rules. But sometimes, you don’t need them all — or you think you’ve come up with something better. Do whatever works for you and your group.
- **Do what makes sense.** This book doesn’t contain rules for how to drink water, sleep, or blink. If something isn’t described explicitly here, assume that it works the same way it does in reality.
- **It’s just a game, so have fun.**

Rule of Drama

The Rule of Drama is simple: **Only dramatic actions matter.** In general, an action has dramatic significance if there is a consequence for failure, the exact time required to perform the task is important, or the game master says so. This has several effects.

Checks without Rolls

A check represents an attempt to accomplish a dramatically significant goal, usually while under some sort of time pressure or distraction. When there is no dramatic significance to the task, a check should not be rolled.

Taking 5: Normally, if a check would be required but there is no dramatic significance to the check, assume the character rolled a 10 when determining whether the check is successful. This is called “taking 5”.

Taking 10: If a character would not succeed when taking 5, the character can try to “take 10” instead. Taking 10 requires spending ten times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates her check result if she had rolled a 10.

Essentially, taking 10 means the character repeatedly attempts the task until he succeeds. It is possible to take 10 on a task that has consequences for failure, but taking 10 guarantees that those consequences occur.

Narrative Time

In most cases, the exact time of day, and exactly how long an action takes, is not very important. No one really cares whether the orc horde broke through the town gates at the crack of dawn, or at 6:55 AM. Likewise, travelling from a tavern in a city to the blacksmith probably takes a few minutes, depending on the size of the city, but it’s not usually important.

Rise contains rules which you can use to decide exactly how much time things take, but when it’s not important, it’s generally better to only worry about time in broad strokes. It makes everyone’s life a bit easier — especially for the GM.

Character Creation

The first thing you will probably want to do in Rise is create a character. This involves a mixture of thematic and mechanical decisions that will work together to create a fun character that is rewarding to play. There are five thematic considerations when creating a character: concept, personality, motivation, background, and appearance. There are five mechanical considerations: attributes, race, class, skills, and feats. These decisions are described below in a recommended order. However, you can make these decisions in any order, and you may find it easier to create a character in a different way.

Character Concept

Fundamentally, who is your character? You should think of a short phrase that describes the core concept behind the character you will create. It’s best to think in broad strokes when creating a character concept. Your concept should be more than just a factual description of your race or what you do. It should be something that makes you memorable. Some sample character concepts are given below for inspiration.

- World-weary pirate
- Devout cultist
- Con artist with a heart of gold
- Pragmatic wanderer
- Artistic pixie
- Mushroom-obsessed hermit
- Bumbling do-gooder
- Dim-witted bodyguard
- Cowardly storyteller
- Bear-barian
- Parsimonious law enforcer
- Peaceful naturalist
- Trigger-happy pyromaniac
- Heroic, simple-minded savage
- Friendly necromancer
- Chaotic speed demon
- Pompous ex-noble
- Sarcastic mercenary
- Battle-scarred priest
- Ambitious arcane prodigy

- Charismatic musician
- Aloof scholar
- Blunt-spoken warrior
- Crazy prophet
- Polite warrior

Personality

How does your character behave? You should decide, in broad terms, what your character's personality is. This will change over time, especially as you start playing the character in the game, so you don't need to define everything perfectly. However, having a general sense of how your character behaves is helpful.

For most games, it's important to have a personality that can tolerate working with others in a group. Your character doesn't have to be the team mascot or give speeches about the importance of friendship. However, a character that is excessively aloof, moody, or obnoxious can make the game more difficult to enjoy for everyone.

Motivation

Why does your character act the way they do? To help you answer that question, there are several choices you must make to determine your character's motivation: an alignment, a goal, and a flaw.

Alignment

Your character's alignment reflects her moral character: is she more inclined to good or to evil, to order or chaos? Alignments are described in more detail at Alignment, page 90.

Attributes

Is your character strong and stupid, frail but agile, or just generally talented? There are six core attributes in Rise: Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. These attributes determine a great deal about your character's strengths and weaknesses. Attributes are described in more detail at Attributes, page ??

Race

Is your character a surly dwarf, an agile elf, or a dim-witted half-orc? There are six core races in Rise: Humans, dwarves, elves, gnomes, halflings, and half-orcs. Your character's race doesn't have a strong effect on your character's abilities, but it can be important when thinking about your personality and background. Races are described in more detail at Races, page 23

Class

Your character's class is what they have chosen to focus on, and their source of power — the fundamental element that makes them rise above a mere commoner. It is the most mechanically significant choice you make. Classes are described in more detail at Classes, page 25

Background

Appearance

Equipment

Your character begins with 100 gold pieces, and you decide how to spend them.

Other Rules

Rounding

In general, if you encounter a fractional number, you round it down.

Multipliers

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because $2 + 1 = 3$). Some other effects specifically multiply additively in this way.

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate **difficult terrain** would need to spend 20 feet of movement to move 5 feet (doubling the cost twice, for a total multiplier of x4), rather than as 15 feet (adding 100% twice).

Chapter 1

Core Mechanics

This chapter describes the core mechanics of Rise. It defines how attributes work and explains how to make physical attacks in combat.

Attacks and Checks

Your character can take many actions without needing to roll a die at all. However, eventually your character will need to do something where there is a dramatically significant chance of failure. In that case, you will need to roll a die to see if your character succeeds or fails. Almost all rolls you will need to make can be described as an **attack roll** or a **check**.

Attack Rolls

Attack rolls are required to make **attacks**. Anything that affects another creature in a potentially harmful way, such as striking a creature with a sword, is an attack. Some abilities are always considered attacks, even if you use them in a way that you believe cannot be harmful.

To make an attack roll, roll 1d10 and add your **accuracy** with the attack. The sum of your die roll and your accuracy is called your **attack result**. You compare your attack result to a **defense** that your **target** has. All attacks specify which defense they are compared to. If your result is at least equal to your target's defense, the attack succeeds. This almost always means the target suffers some harmful effect, such as taking **damage**. Otherwise, the attack fails.

Exploding Attacks

When you make an attack roll, if you roll a 10 on the d10, the die "explodes". You roll again and add the second result to the original 10 before applying your **accuracy**. If you roll a 10 on the extra roll, you keep rolling until you stop rolling a 10 and add all of the rolls together.

Critical Hit

If your attack result is at least 10 higher than your target's defense, your attack is a **critical hit**. Many attacks have a special effect on a critical hit. For example, **strikes** deal double damage when you get a critical hit.

Critical Miss

If your attack result is at least 10 lower than your target's defense, your attack is a **critical miss**. Some attacks have a special effect on a critical miss, which is usually bad for the attacker. Some attacks

also have special effects on a non-critical miss, where you fail to beat your target's defense by 9 or less.

Checks

Checks are required to perform actions that have a chance of failure that are not attacks. For example, climbing a wall or remembering an obscure piece of trivia may require a check.

To make a check, roll 1d10 and add your **check modifier** with the check. You compare the die result, including your check modifier, to a **Difficulty Rating** (DR) that represents the difficulty of the task. The more difficult the task, the higher the DR will be. If your result is at least equal to the DR, the check succeeds. This usually means you accomplish a task successfully. Normal Difficulty Ratings are described in Table 1.1: Difficulty Ratings (page 8).

Table 1.1: Difficulty Ratings

Difficulty (DR)	Example (Skill Used)
Trivial (0)	Hear a conversation from 10 feet away (Awareness)
Average (5)	Tie or untie a typical knot (Devices)
Tough (10)	Swim in rough water (Swim)
Challenging (15)	Balance on a one-inch wide wood beam (Acrobatics)
Heroic (20)	Open a high quality lock (Devices)
Legendary (25)	Leap across a 30-foot chasm with a running start (Jump)
Epic (30)	Convince a wise mayor her husband is secretly a werewolf (Persuasion)
Godlike (40)	Track three orcs across firm ground after 24 hours of rainfall (Survival)

Critical Success

If your check result is at least 10 higher than the DR, your check is a **critical success**. Many checks have a special effect on a critical success. For example, a critical success while climbing means you move twice as quickly (see Climb, page 58).

Critical Failure

If your check result is at least 10 lower than the DR, your check is a **critical failure**. Some checks have a special effect on a critical failure, which is usually bad for the character making the check. For example, a critical failure while climbing means you fall (see Climb, page 58).

Strikes

A **strike** is the most common type of attack. It is a **physical, mundane** ability.

Special: Choose a weapon you wield, or your **unarmed attack**.

Target: One creature or object

Range: As weapon

Attack: Physical vs. Armor

Success: The target takes **strike damage** with the chosen weapon (see Strike Damage, page 13).

Critical Success: As above, but the target takes double damage.

Combat Overview

The world of Rise can be a harsh one, and not all disagreements can be resolved peacefully. At some point, you will be forced to enter combat. This section explains how combat works, including how to take actions during a round and how attacks and defenses are calculated.

Combat Time

Combat takes place in a series of **rounds**, which represent about six seconds of time. Each round of a combat is divided into three phases: a **movement phase**, an **action phase**, and sometimes a **delayed action phase**. After both phases are complete, the round ends and the next round begins.

The Movement Phase

Almost all creatures have a **speed** measured in feet. For example, a typical human has a speed of thirty feet. During the movement phase, you can move a maximum distance equal to your speed. You can sprint to temporarily increase your speed (see Sprint, page 69). Some creatures have special forms of movement, such as the ability to fly. A creature has a listed speed for any special form of movement it has.

At the start of the movement phase, all creatures designate a location they attempt to move to, or some other type of movement they attempt to make (see Movement and Positioning, page ??). Once everyone has chosen their actions, those actions are **initiated**, and begin resolving. Normally, you will simply arrive in the destination you are trying to reach. For details about resolving conflicting movements, see Resolving Actions, page 11.

In addition to this movement, you can take other minor actions that require motion, such as drawing a weapon. There is no specific limit on the number of minor actions you can perform in this way, but you must be able to perform all of them simultaneously. For example, you could move a distance equal to your speed and draw a sword. However, you could not put on a cloak and equip a shield in the same movement phase, because you cannot take those actions at the same time. When all creatures have resolved their movement, the action phase begins.

The Action Phase

During the action phase, each creature can take actions. Usually, you will simply take a **standard action**.

The Delayed Action Phase

Some abilities cause creatures to take **delayed actions**, which are initiated and resolved after other actions in the round. For example,

spellcasting is a **dual action**, which has a component in both the action phase and the delayed action phase. Any creature can also take the Delay action (see Delay, page 11), which causes them to act during the delayed action phase instead of the action phase. If there are no delayed actions, this phase is skipped.

Movement and Positioning

Measuring Movement

For simplicity, all movement is measured in five-foot increments. While it is possible to be more precise than that, it's generally not worth the complexity.

Diagonals: When measuring distance, the first diagonal counts as five feet of movement, and the second counts as ten feet of movement. The third costs five feet, the fourth costs ten feet, and so on. You can move diagonally past corners and enemies.

Taking up Space

A typical human takes up a 5-ft. by 5-ft. space in combat. For convenience, this is often called a **square**. Differently sized creatures can take up more or less space, as indicated on Table 1.6: Size in Combat (page 17). Normally, other creatures can't be in any squares you occupy.

Sometimes, movement and distance are represented in squares. A 30-ft. movement is the same thing as moving six squares.

Moving Near Foes

All squares threatened by any foes cost double the normal movement cost to move out of.

Reactive Movements

It is possible to declare movement that reacts automatically to the movement of an opponent. For example, you can try to follow a creature wherever it goes that round. If you declare a reactive movement at the start of the movement phase, you automatically move accordingly. In all cases, if you run out of movement speed before accomplishing your intended task, you simply stop where you ran out of movement. The two most common types of reactive movements are **blocking**, **following**, and **withdrawing**, but you can come up with other reactive movements. The only requirement is that a reactive movement must have a simple criteria for determining how you move.

Blocking: You can designate a target creature or object to block, and the area you want to block it from entering. When you do, you automatically move to intercept the target as it approaches the blocked area. Usually, blocking a target requires an opposed **initiative** check against the target. Success means you successfully keep ahead of the target as it moves, preventing it from entering the area (unless it can move through you). Failure means the target moves around you (if there is room) to enter the area.

Multiple creatures can coordinate to block a single creature. The blocked creature must beat the initiative of all blocking creatures to enter the blocked area.

Following: You can designate a target creature or object to follow, and the maximum distance you want to follow at. When you do, you automatically move such that your distance to the target is no greater than your desired follow distance. For the rest of the round, whenever that creature or object moves, you move with it to stay

within that follow distance.

If the target takes an action that makes it impossible to follow with movement, such as teleporting, you cannot follow it for the rest of the round.

Withdrawing: Withdrawing functions the same way as following, except that you specify a minimum distance between you and the target instead of a maximum distance. In addition, you can specify multiple targets and try to keep away from all of them.

Special Movements

Every character can take some special movement-related actions which are described below.

Struggle: As a full-round action, you can move five feet, regardless of movement penalties. This does not allow you to pass obstacles unrelated to movement speed penalties, such as walls. You can only use this action with a land speed, and not with any other type of speed (see Special Movement Modes, page 10).

Overrun: As part of movement, you can try to move directly through creatures in your way. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered. If a creature does not attempt to avoid you, you make a Strength vs. Fortitude attack against it. Success means you move through the creature's space, though you treat it as **difficult terrain**. Critical success means the creature is knocked prone, and you do not treat its space as difficult terrain. Failure means you end your movement immediately. Critical failure means you end your movement and fall **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*).

Movement Impediments

Difficult Terrain: Some terrain is hard to move through, like thick bushes or a swamp. If a square is difficult terrain, it doubles the movement cost required to move out of the square. That generally means it takes ten feet of movement, or fifteen feet if you are moving diagonally. If a square is considered difficult terrain for multiple reasons, the cost increases stack. For example, a square in a swamp that also has thick bushes blocking your passage would take twenty feet of movement, or thirty feet to move diagonally.

Obstacles: An obstacle is anything that gets in your way. Enemies and large solid objects like walls are blocking obstacles: they completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a skill check to bypass.

Squeezing:

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While squeezing, you move half as fast, and you take a -4 penalty to physical accuracy, physical checks, and physical defenses. You can squeeze into tighter spaces with the Escape Artist skill.

Creatures that take up multiple squares take up half their normal number of squares while squeezing. For example, a Large creature who normally takes up four spaces takes up two spaces while squeezing.

Accidentally Squeezing: Sometimes a character ends its movement while moving through a space where it's not normally allowed to stop. When that happens, the character is squeezing in the space until it can move. If squeezing is impossible, the creature immedi-

ately moves to the closest available space. Try not to do this.

Special Movement Modes

Some spells and abilities grant creatures the ability to move in unusual ways. These forms of movement are described here.

Burrowing: A creature with a burrow speed can move through the ground at the indicated speed in any direction, even vertically. Unless otherwise noted, the creature can only burrow through dirt and loose earth, not rock or harder substances. It does not leave behind a usable tunnel for other creatures.

Climbing: A creature with a **climb speed** can move a distance equal to its climb speed with a successful Climb check (see Climb, page 58). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying: A creature with a fly speed can fly through the air at the indicated speed. It must be **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*) (see Encumbrance, page 104). If a creature with a fly speed is encumbered, it is treated as having a glide speed instead (see Gliding, page 10), which it can use to glide even though it is encumbered.

Each creature with a fly speed also has a maneuverability: good, average, poor, or special. Normally, a flying creature must move forward by at least half its fly speed each round. If it does not, it falls. Turning by 90 degrees costs 5 feet of movement, and it can't turn in the same place by more than 90 degrees. It can move up by only one square vertically per square traveled horizontally, but it can fly directly down if it chooses. The creature can fly up at half speed, but can fly down twice as fast.

Maneuverability: Some creatures have fly speeds with special maneuverability rules.

Good Maneuverability: If a creature has good maneuverability while flying, it gains three benefits while flying. First, it not need to move forward to maintain its flight, allowing it to hover. Second, it can turn in place without spending movement. Third, it can move up at the same speed as it moves horizontally.

Poor Maneuverability: If a creature has poor maneuverability while flying, it must spend five feet of movement to turn by 45 degrees, and it can't turn in the same place by more than 45 degrees. In addition, it can only descend by up to one square vertically per square traveled horizontally without falling.

Falling: If a flying creature loses control, usually by failing to maintain its minimum forward speed, or loses the ability to fly, it falls just like any other creature would in midair. As long as it still has the ability to fly, it can regain control of its fall as a standard action, causing it to resume flying normally.

Gliding: A creature with a glide speed can glide through the air at the indicated speed. It must be unencumbered (see Encumbrance, page 104).

While in the air, a creature with a glide speed can control its fall as a move action. This allows it to move up to its speed horizontally in a direction of its choice while moving only five feet down. If it desires, it can move half as far horizontally and fall down twice as fast. It takes no falling damage if it touches the ground while gliding.

Action Types

Standard Action: Most common activities require a single standard action, such as attacking with a weapon, casting a spell, and using most special abilities. You can only take one standard action per action phase.

Swift and Immediate Actions: Each round, you can take a single swift or immediate action, but not both. Swift and immediate actions can be taken in either the movement or action phase. Swift actions must be declared along with any other actions you intend to take during that phase. They are resolved early in the phase, before other actions resolve.

Immediate actions do not need to be declared ahead of time. Instead, abilities that can be used as immediate actions specify triggering conditions that allow the action to be taken. Immediate actions are resolved immediately, before the triggering action resolves. If multiple swift or immediate actions are taken simultaneously, they are resolved using the normal rules for resolving simultaneous actions.

Free Actions: Each round, you can take any number of free actions. Free actions can be taken in either the movement or action phase. Like swift actions, free actions must be declared along with any other actions you intend to take during that phase.

Full-Round Actions: A full-round action requires your full attention. Unless otherwise specified, you perform any movement required for the action during the movement phase, and the rest of the action during the action phase.

Partial Actions: If you are restricted to only taking a move or standard action, but not both, you can spend a standard action to perform a partial version of a full-round action. For most actions, you spend the first round starting the action, and use a second standard action to complete it. Some full-round actions have specific partial versions described below which you take instead. You can only take these partial actions when you cannot take full-round actions.

Resolving Actions

Within each phase, actions of all creatures are simultaneously resolved in the following order. Italicized steps are less common, and can usually be skipped. Allies with the ability to communicate can freely coordinate their actions with each other, within reasonable limits.

1. *Choose swift actions.*
2. Choose standard actions.
3. All actions are **initiated**.
4. Determine targets affected by actions.
5. Check action success. Example: Making attack rolls.
6. Determine action results. Example: Making damage rolls.
7. Apply action results. Examples: Reducing hit points, moving character locations, and applying penalties. Effects that trigger when damage is dealt, such as Concentration checks (see Concentration, page 114), are resolved now.

In the vast majority of cases, there is no need to go through this order explicitly. Combats will run much faster if attack and damage rolls are generally made and announced at the same time as the actions are chosen, even before all characters have explicitly stated their actions. The order of resolution matters when creatures take

actions that directly conflict with each other.

Conflicting Actions

Sometimes, actions that occur within the same resolution step can conflict with each other. There are two main methods for resolving these conflicts.

Mutually Exclusive Actions: Sometimes, actions that should take place at the same time directly conflict with each other. This most commonly happens when two creatures move to the same place. In this case, each involved character rolls **initiative** (see Initiative, page 14). The creature with the highest initiative result succeeds. All other creatures come as close as possible to completing their intended action.

Special Actions

Charge: As a **standard action**, you can move up to your speed in the action phase. During the **delayed action phase**, you can make a **strike** from your new location. If you charge, you take a -5 penalty to **physical defenses** until the end of the round, including during the **action phase**.

Your movement while charging has special limitations. First, you must move entirely in a single straight line. Your path must be clear of all obstacles and movement impediments, including **difficult terrain**. If your movement becomes impeded while charging, you stop moving immediately, though you still suffer the defense penalty for charging and can still attack from your new location.

Delay: During the action phase, you can delay your action instead of acting immediately. If you delay, you do nothing until after the actions of all other creatures have been resolved. At that point, you can declare and resolve your actions for the action phase, as described in Resolving Actions, page 11. You cannot delay during the movement phase.

Some abilities cause actions to be delayed, such as charging (see Charge, page 11). If you use an ability that causes actions to be delayed after you have already delayed, any actions which would be delayed are ignored. For example, if you charge after delaying, you would not be able to attack after the charge, making it generally pointless.

Recover: As a standard action, you can spend an **action point** to revitalize yourself. You heal 1d4 damage + 1d per two levels. In addition, you may choose one ability affecting you with a duration. You reduce the remaining duration of that ability by 5 rounds, which can cause it to end.

Total Defense: As a standard action, you can focus entirely on defense, granting you a +2 bonus to your defenses until the end of the round. If you take the total defense action, you increase your defenses even against other attacks that occur simultaneously. This is an exception to the normal way actions resolve (see Resolving Actions, page 11).

Attributes

Each character has six **attributes**: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Perception (Per), and Willpower (Wil). Each attribute represents a character's raw talent in that area. A 0 in an attribute represents average human capacity. That doesn't mean that every commoner has a 0 in every attribute; not everyone is average, after all.

Attribute Descriptions

Strength (Str)

Strength measures muscle and physical power. It has the following effects:

- Strength determines how much a character can carry (see Table 8.1: Weight Limits (page 104)).
- Strength affects Strength-based skills: Climb, Jump, Sprint, and Swim (see Skills, page 53).
- If your Strength is negative, you take a penalty to all Strength-based skills equal to your Strength.
- If your Strength is negative, you take a penalty to damage with **strikes** equal to half your Strength in **die increments**.

If you have a high Strength, you can use it to determine several statistics:

- Your **accuracy** with **strikes** using **light weapons** (see Physical Accuracy, page 13).
- Your damage with **strikes** (see Strike Damage, page 13).
- Your Fortitude defense (see Defenses, page 14).

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, and reflexes. It has the following effects:

- Dexterity affects Dexterity-based skills: Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth skill checks (see Skills, page 53).
- If your Dexterity is negative, you take a penalty to all Dexterity-based skills equal to your Dexterity.
- If your Dexterity is negative, you take a penalty to Reflex and Armor defense equal to half your Dexterity.

If you have a high Dexterity, you can use it to determine several statistics:

- Your **accuracy** with **strikes** using melee and thrown weapons (see Physical Accuracy, page 13).
- Your Armor and Reflex defenses (see Defenses, page 14).

Constitution (Con)

Constitution represents your character's health and stamina. It has the following effects:

- You gain bonus hit points equal to your Constitution.
- Your ability to perform many feats of physical endurance is limited by your Constitution.
- If your Constitution is negative, you take a penalty to Fortitude defense equal to your Constitution.

If you have a high Constitution, you can use it to determine your Armor and Fortitude defenses (see Defenses, page 14).

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It has the following effects:

- You gain bonus languages equal to your starting Intelligence (see Languages, page 92).
- You gain extra skill points equal to twice your starting Intelligence (see Skill Points, page 53).
- Your Intelligence affects Intelligence-based skills: Craft, Disguise, Heal, Knowledge, and Linguistics skill checks (see Skills, page 53).
- If your Intelligence is negative, you take a penalty to all

Intelligence-based skill checks equal to your Intelligence.

- If your Intelligence is negative, you lose skill points equal to your Intelligence.

If you have a high Intelligence, you can use it to determine your Mental defense (see Defenses, page 14).

An animal has an Intelligence score of -6 or lower. A creature of humanlike intelligence has a score of at least a -5 Intelligence.

Perception (Per)

Perception describes a character's ability to observe and be aware of one's surroundings. It has the following effects:

- Your Perception affects Perception-based skills: Awareness, Creature Handling, Sense Motive, Spellcraft, and Survival skill checks (see Skills, page 53).
- If your Perception is negative, you take a penalty to all Perception-based skill checks equal to your Perception.
- If your Perception is negative, you take a penalty to accuracy with all attacks equal to half your Perception.

If you have a high Perception, you can use it to determine several statistics:

- Your **accuracy** with **strikes** (see Physical Accuracy, page 13).
- Your Reflex defense (see Defenses, page 14).

Willpower (Wil)

Willpower measures a character's ability to endure mental hardships. It has the following effects:

- You gain additional **action points** equal to your starting Willpower.

If you have a high Willpower, you can use it to determine your Mental defense (see Defenses, page 14).

Using Attributes

Choosing Attributes to Use

In many cases, multiple attributes can be used for the same thing. Whenever more than one attribute could be used, you must choose which one to use (usually, the higher attribute).

Determining Attributes

There are several options for how to determine attribute scores.

Predefined Attribute Scores

This is the simplest method. Simply take the following set of attribute scores and distribute them as you choose among your character's abilities:

4, 4, 1, 1, 0, 0

This set of attribute scores is called the "elite array". For more extreme characters, you may use the "savant array":

5, 2, 1, 1, 0, 0.

Finally, for more well-balanced characters, you may use the "balanced array":

4, 3, 2, 2, 0, 0

Any of these distributions can be altered by taking penalties to any attributes given as 0. For each penalty you take, you gain an additional **skill point** (see Skills, page 53).

Increasing Attributes

As your level increases, your attributes increase as well, as shown on Table 1.2: Increasing Attributes with Level.

Table 1.2: Increasing Attributes with Level

Starting Attribute	Bonus
0 or lower	0
1	Half level
2	+1 per level after 1st
3	+1 per level after 1st
4	+1 per level after 1st

Point Buy

With this method, you can fully control your character’s attribute scores to match what you want your character to be. All your character’s attribute scores start at 0. You get 6 points to distribute among your character’s attributes. Attributes can be bought according to the costs on Table 1.3: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed starting attribute. A starting character is 1st level, which adds appropriately to the character’s total attribute score.

Impaired Attributes: You can start with up to two attributes below 0. If you do, you compensate for your impairment in that area with additional talents in other areas. For each point below 0, you gain an additional skill point.

Table 1.3: Attribute Score Point Costs

Starting Attribute Score	Total Attribute Score	Point Cost
-2 ¹	-2	0 ²
-1 ¹	-1	0 ³
0	0	0
1	1 + half level	1
2	1 + level	2
3	2 + level	3
4	3 + level	4

1 You cannot reduce more than two attributes below 0 in this way.
2 You gain four skill points.
3 You gain two skill points.

Character Statistics

This section explains how to calculate commonly used statistics about your character.

Accuracy

Your accuracy with an attack is the number that you add to the attack roll. You will have multiple different attacks you can make. The accuracy for an attack depends on the type of attack it is.

Physical Accuracy

Your accuracy with a physical attack, such as a strike, is normally equal to the higher of your level and your Perception. If you are using a light weapon, you may use your Dexterity instead. In addition to this base number, your accuracy can include any number of bonuses and penalties from other sources.

Proficiency: Each creature has proficiency with a number of weapons. For details about the weapons you can be proficient with, see Weapons, page ???. Your proficiencies are primarily determined by your base class, but some abilities also grant proficiency with additional weapons. If you make a strike with a weapon you are not proficient with, you take a -2 penalty to accuracy.

Damage

Some attacks deal damage when they hit. Each damaging attack has a set of damage dice that represents how much damage it deals. For example, the damage dice for a longsword are 1d8. In addition, many abilities increase the size of damage dice. These abilities are written in the form “+1d”, which increases the damage dice of an attack by one die increment. Some abilities simply add a numerical bonus to damage.

Die Increments

A set of damage dice can increase in size in die increments. Damage dice change in size using the following pattern:

- 1 damage (minimum)
- 1d2
- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 2d6
- 2d8
- 2d10
- 4d6
- 4d8
- 4d10
- 5d10
- 6d10

For each die increment that increases the damage, move one space down the list. Likewise, for each die increment that decreases the damage, move one space up the list. After the damage dice reach 4d10, each additional die increment simply adds an extra 1d10 of damage.

Strike Damage

Your damage dice with a strike are based on the damage dice of the weapon. You gain a +1d bonus to damage for every 2 levels or Strength you have, whichever is higher. For example, if you have a Strength of 4, your damage dice with a strike using a longsword would be 2d6. Other abilities can also affect your damage with strikes.

Creature Size and Damage: Larger creatures deal more damage with their weapons. Each creature size above Medium grants a +2d bonus to damage with strikes. Likewise, each creature size below Medium imposes a -1d penalty to damage with strikes. This is described in Table 1.6: Size in Combat (page 17).

Ability Damage

Your damage dice with an ability are based on the damage dice defined in the ability’s description. Most abilities gain a +1d bonus to damage for every 2 power you have with the ability.

Standard Damage

Many abilities deal **standard damage** based on your level, an attribute, or some other statistic. Standard damage is equal to 1d8 + 1d per two points in the statistic. This is summarized in Table 1.4: Standard Damage.

Table 1.4: Standard Damage

Statistic Value	Damage
0–1	1d8
2–3	1d10
4–5	2d6
6–7	2d8
8–9	2d10
10–11	4d6
12–13	4d8
14–15	4d10
16–17	5d10
18–19	6d10
20–21	7d10
22+ ¹	—

¹ To calculate standard damage for a statistic beyond 20, add 1d10 per 2 points in the statistic.

Defenses

Usually, when you are attacked, the attacker has to make an **attack roll** against a specific defense. If the attack roll is at least as high as that defense, the attack succeeds. There are two physical defenses and two non-physical defenses.

- **Armor defense (AD):** Your Armor defense protects you from normal physical attacks, such as attempts to hit you with a sword. It is the most commonly used defense. Armor defense is a physical defense.
- **Reflex defense:** Your Reflex protects you from attacks you have to avoid, such as explosions or falling rocks. Reflex defense is a physical defense.
- **Fortitude defense:** Your Fortitude defense protects you from attacks you have to physically endure or resist, such as poisons and deadly spells. Fortitude defense is not a physical defense.
- **Mental defense:** Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation. Mental defense is not a physical defense.

Defense Values

Each of your defenses is calculated in the following way:

Base defense bonus + level or defense attribute + other bonuses and penalties

The attributes and relevant bonuses which apply to each defense are described in Table 1.5: Defense Calculations.

Natural Armor: Creatures with unusually tough skin or thick hide, including most monsters, gain bonuses to their Armor defense. These bonuses stack with any armor such creatures might wear.

Size Modifier: Large creatures have a bonus to Fortitude defense and a penalty to Reflex defense and Stealth. For details, see Table

1.6: Size in Combat (page 17).

Initiative

Your initiative check is calculated as follows:

Dexterity or Perception + other bonuses and penalties

For example, if two creatures were racing to reach a door, they would both roll initiative. The winner would reach the door and stop in their intended square, and the loser would stop adjacent to their intended square.

Conditionally Impossible Actions: In rare cases, one action may make another action impossible if the first action succeeds. However, unlike with mutually exclusive actions, the second action would not make the first action impossible. This usually happens if a creature moves during the action phase while being attacked. If the attack trips or deals enough damage to kill the moving creature, its movement becomes impossible. In this case, the second action is negated, and the creature takes no action during that action phase.

Reach

Normally, you can make melee attacks against anyone within five feet of you. The range at which you can make melee attacks is called your **reach**, and the area that you can attack into is called your **threatened area**. Reach for larger and smaller creatures is determined by size, as shown on Table 1.6: Size in Combat.

Circumstances, Bonuses, and Penalties

Many effects can grant bonuses or penalties to actions you take.

Arbitrary Modifiers

Circumstances frequently modify your odds of success when making attacks and checks, or when defending yourself from attacks. There are two kinds of circumstantial modifiers. Circumstances that make you better or worse at your task give you a bonus or penalty to your attack or check. Circumstances that make the task easier or harder increase or decrease the **difficulty rating** of the task, or the defense of the attacked creature.

Most circumstances grant a +2 bonus or impose a –2 penalty. Extraordinary circumstances can potentially have greater modifiers. All circumstantial modifiers should be used at the discretion of the GM.

Overwhelm

When a creature is being attacked by multiple foes at once, it is less able to defend itself. A creature is considered overwhelmed if it is being threatened by more than one creature. Multiple creatures occupying the same square count as a single creature when determining overwhelm penalties. If a creature is overwhelmed, it takes a penalty to physical defenses equal to the number of creatures threatening it.

A creature's overwhelm penalties cannot exceed –5.

Ignoring Attackers: You can freely ignore a creature attacking you. If you do, you are treated as being **unaware** (*critically hit on every attack*) against that creature. In exchange, it does not contribute to overwhelm penalties against you.

Table 1.5: Defense Calculations

Defense Name	Base Defense Bonus	Attributes	Body Armor Modifier	Shield Modifier	Size Modifier
Armor defense	0	Dex or Con	Yes	Yes	No
Fortitude defense	5	Con or Str	No	No	Yes
Reflex defense	5	Dex or Per	No	Yes	Yes
Mental defense	5	Wil or Int	No	No	No

Range Increments

Physical ranged attacks often have a specific **range increment**. A range increment is always measured in feet. You take a -1 penalty to accuracy with the ranged attack for each full range increment between you and your target. For example, when using a longbow with a range increment of 100 feet against a target 170 feet away, you take a -1 penalty to accuracy. You cannot make a ranged attack beyond 10 range increments away from you.

Cover

Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. A creature behind cover is more difficult to attack. There are three kinds of cover: **active cover**, **passive cover**, and **total cover**. All three types of cover are determined by the presence or absence of physical obstacles.

Active Cover: Active cover is provided by mobile obstacles between you and your target, such as creatures or tree branches blowing in the wind. Physical attacks against creatures with active cover suffer a 20% miss chance. If an attack misses due to active cover, the attack is made against the intervening obstacle rather than being negated like normal for miss chances. The obstacle takes any damage from a successful attack normally.

Passive Cover: Passive cover is provided by immobile obstacles between you and your target, such as trees and walls. Creatures with passive cover gain a +2 bonus to **physical defenses**. In addition, creatures with passive cover can hide (see Stealth, page 70).

Measuring Cover:

When you make an attack, choose a single square within your **space** and a single **target square** within your target's space. If you are making a ranged attack, choose one corner of your space. If you are making a melee attack, choose any two corners of your square. These corners are called the **points of origin** for your attack. For the purpose of determining cover, your attack originates from your chosen **points of origin** and travels to the **target square**.

First, check if you can attack the target at all. For each **point of origin** of your attack, you must be able to draw two lines to any two corners of your attack's **target square**. These two lines must not overlap each other. In addition, each line must not be blocked by solid objects, though they can touch the edges of spaces blocked by solid objects. The lines can pass through obstacles that do not take up the entire area within their space (such as most creatures). Finally, the line must not be blocked by other squares within the target's space, preventing you from targeting the "inside" of large creatures. If you cannot draw such a line, the target has **total cover** from you. This makes all targeted attacks impossible.

Second, draw a line from the **points of origin** of your attack to the center of your attack's target square. If any such line touches a square with an obstacle that grants active or passive cover, even

at an edge or corner, the target has the appropriate cover from you. Otherwise, if the line is uninterrupted, the target does not have cover from you.

Partial Obstacles: Many obstacles, such as trees and low walls, can provide passive cover without normally blocking **line of sight** or providing **total cover**. Unusually small creatures, or creatures who intentionally take cover behind such obstacles, may be able to gain total cover from them.

Improved Cover: A creature can benefit from both passive and active cover. Cover of the same type generally doesn't stack; a creature behind two trees is not substantially more protected than a creature behind a single tree. However, exceptionally well covered creatures, such as a creature behind an arrow slit in a castle, may receive additional benefits. In that case, each additional major obstacle increases the miss chance by 10% or grants an additional +1 bonus to physical defenses, as appropriate.

Concealment

Concealment represents anything which makes it more difficult to see your target, such as dim lighting. A creature with concealment from you gains a +2 bonus to **physical defenses**. The concealment bonus does not apply if you can't see your opponent (such as if you close your eyes). Determining concealment works similarly to determining cover. You must use the same **points of origin** and **target square** when determining concealment that you would use to determine cover.

Determining Concealment: There are two things that can cause a creature to be concealed: poor lighting, and intervening obstacles that block sight. Determining concealment from obstacles that block sight works the same way as determining cover.

Determining concealment from lighting conditions is simpler, since it ignores lighting conditions between you and the target. If your **target square** square is in lighting that provides concealment, the target has concealment. Otherwise, it does not.

Helpless Defenders

A helpless creature is completely at an opponent's mercy. Its physical defenses are calculated as if it had a Dexterity of -10. Paralyzed, bound, and unconscious creatures are helpless.

Coup de Grace: As a full-round action, you can deliver a coup de grace to a helpless opponent within your **reach** that you can see. You automatically hit with your weapon and score a **critical success**. If the damage exceeds the struck creature's **bloodied value**, it immediately dies.

Delivering a coup de grace requires focused concentration and methodical action. This leaves you **defenseless** (-5 defense vs. *melee*). If you take damage in excess of your Fortitude defense while delivering a coup de grace, your attempt fails. If your target stops being helpless during your coup de grace attempt for any

reason, the attempt fails. You can't deliver a coup de grace against a creature that is immune to critical hits.

Invisibility

If it is impossible to see your target, you can't attack him normally. However, you can attack a square that you think he occupies. An attack into a square occupied by an invisible enemy has a 50% miss chance. If an adjacent invisible creature strikes you, you can automatically identify the square he occupied when he struck you.

Surprise Attacks

Sometimes, creatures are not aware that combat is taking place when the combat starts. This most commonly happens with ambushes. Any creature that is not aware of the combat continues taking whatever actions it would normally be taking until it becomes aware of the combat. It is **unaware** (*critically hit on every attack*) until that point.

Size in Combat

Size affects your space and reach in combat. In addition, your Fortitude and Reflex defenses are affected by your size modifier. These effects are shown on Table 1.6: Size in Combat.

Other Effects: A creature's size affects a number of additional skills and abilities. The effects of extraordinary size are described in those skills and abilities.

Unusually large or small creatures also have other special rules apply to them, as described below. In addition, larger creatures deal more damage with weapons, and smaller creatures deal less damage with weapons, as described in Table ??: Weapon Damage and Creature Size (page ??).

Very Small Creatures

Space: If a creature takes up less than a single square of space, you can fit multiple creatures in that square. You can fit four Tiny creatures in a square, twenty-five Diminutive creatures, or 100 Fine creatures.

Reach: Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them.

If a creature without a natural reach uses a reach weapon, it gains no benefits or penalties (see Reach Weapon, page 98).

Movement: Creatures three size categories smaller than you are not considered obstacles and do not hinder your movement.

Very Large Creatures

Space: Very large creatures take up multiple squares. Anything which affects a single square the creature occupies affects the creature.

Reach: Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. Creatures with a large natural reach can attack anyone within their reach, including adjacent foes.

Creatures with a large natural reach using reach weapons can strike at up to double their natural reach but can't strike at their

natural reach or less, just like Medium sized creatures.

Movement: Creatures three size categories larger than you are not considered obstacles and do not hinder your movement.

Immunities: Creatures at least three size categories larger than you are difficult to fight. You cannot get a **critical success** with **strikes** or contribute to overwhelm penalties against such creatures. If you can reach a vulnerable point on the creature, such as by flying or by using ranged weapons, you can get critical successes and contribute to overwhelm penalties normally.

Stacking Rules

Usually, modifiers stack with each other, meaning that you add or subtract all of the modifiers to get the final result. However, some modifiers do not stack with each other, as described below. When bonuses don't stack with each other, you only apply the largest bonus. Likewise, when penalties don't stack with each other, you only apply the largest penalty.

Special Exceptions:

- Effects from the same source do not stack. Any spell or ability with the same name has the same source.
- **Sizing** effects do not stack. If multiple effects both increase and decrease size, size increases offset size decreases on a one-for-one basis to determine the creature's final size.
- Effects that grant extra **strikes** (such as the *haste* spell with the Empowered augment) do not stack.
- Temporary hit points do not stack.
- If a character has two separate abilities which let them add the same attribute to a given roll or statistic, the attribute is still only added once.

Maximum Bonuses

Some bonuses specify that they cannot increase the value beyond a given point. For example, the *totemic power* spell cannot increase a physical attribute to be higher than the caster's spellpower. These bonuses must always be applied last, and cannot be combined with other bonuses to exceed the maximum value. If multiple bonuses specify different maximum values, use the lower maximum value. If a bonus with a maximum value is applied to a value that already exceeds the maximum value the bonus can provide, simply ignore the bonus and its maximum value.

Doubling

If you double any in-game value twice, it becomes three times as large. An additional doubling would make it four times as large, and so on. For example, if you make an attack that deals double damage and you get a critical hit, you deal triple damage.

Real-World Values: Values that are "real", such as movement and distance, are an exception. Any real value has a unit that it measures, such as feet. Abstract values, such as bonuses and penalties to attacks and checks, do not have units. If you double a real-world value twice, it becomes four times as large.

Changing Statistics

Your modifiers and defenses can change for many reasons. In general, all changes take effect immediately, though some side effects of those changes may not happen until you rest or level up.

Numerical Modifiers: Changes to numerical modifiers always

Table 1.6: Size in Combat

Size	Space ¹	Reach ¹	Size Modifier ²	Damage Modifier ³	Example Creature
Fine	1/2 ft.	0	+8	-4d	Fly
Diminutive	1 ft.	0	+6	-3d	Toad
Tiny	2-1/2 ft.	0	+4	-2d	Cat
Small	5 ft.	5 ft.	+2	-1d	Halfling
Medium	5 ft.	5 ft.	—	—	Human
Large (tall)	10 ft.	10 ft.	-2	+2d	Ogre
Large (long)	10 ft.	5 ft.	-2	+2d	Horse
Huge (tall)	15 ft.	15 ft.	-4	+4d	Cloud giant
Huge (long)	15 ft.	10 ft.	-4	+4d	Bulette
Gargantuan (tall)	20 ft.	20 ft.	-6	+6d	50-ft. animated statue
Gargantuan (long)	20 ft.	15 ft.	-6	+6d	Kraken
Colossal (tall)	30+ ft.	30+ ft.	-8	+8d	Colossal animated object
Colossal (long)	30+ ft.	20+ ft.	-8	+8d	Great wyrm red dragon

1 Creatures can vary in space and reach. These are simply typical values.

2 Applies to Reflex defense. The same value is applied in reverse to Fortitude defense. For example, a Huge creature has a -4 penalty to Reflex and a +4 bonus to Fortitude defense.

3. This damage modifier applies to **strikes**.

take effect immediately. For example, if a barbarian enters a rage, his damage and defenses are all adjusted immediately.

Ability Prerequisites: Changes to prerequisites for abilities always take effect immediately. For example, if a paladin's Strength is reduced to 0 by a ghost, she immediately loses the benefits of all feats she has that require a high Strength, such as Power Attack (see Power Attack, page ??).

Ability Use Limits: Effects that change a character's maximum uses of an ability take effect immediately. However, increasing a character's maximum uses does not immediately grant the character additional uses. They must recovered in the normal fashion, such as by resting. If a character's maximum uses is decreased below their currently available uses, they immediately lose ability uses until their current value is equal to their maximum value.

Skill Points: Effects that change a character's skill points take effect immediately. However, the character cannot spend additional skill points on new skills until they level up. If a character's total skill points are decreased below their currently spent skill points, they immediately lose training from skills until their spent skill points are equal to their total skill points.

Hit Points: Effects that change a character's maximum hit points take effect immediately. However, increasing a character's maximum hit points does not immediately grant the character additional hit points. They must be recovered in the normal fashion, such as by resting. If a character's maximum hit points are decreased below their current hit points, they immediately lose hit points until their current hit points are equal to their maximum hit points.

Injury, Death, and Healing

Hit Points

Your hit points measure how hard you are to kill. When you take lethal damage, you subtract that damage from your hit points. No matter how many hit points you lose, your character isn't significantly hindered until your hit points drop to 0. When you run out of hit points, your actions are limited and you might die.

Your hit points are calculated as follows:

Fortitude or Mental defense + Constitution + 5 x level

What Hit Points Represent: Hit points represent a combination of durability, luck, divine providence, and sheer determination, depending on the nature of your character. When you take 10 damage from an orc with a greataxe, the axe did not literally carve into your skin without affecting your ability to fight. Instead, you avoided the worst of the blow, but it bruised you through your armor, the effort to dodge the blow fatigued your character, or it barely nicked you through sheer luck – and everyone's luck runs out eventually.

Vital Damage

When you take damage while you are disabled (see Disabled, page 18), that damage represents serious physical injury to your body. This is called **vital damage**. You suffer a penalty to accuracy, checks, and defenses equal to the amount of vital damage you have.

While you have vital damage, magical healing which would normally restore hit points cannot restore your hit points, though it can stabilize you, preventing you from dying. In addition, if you take damage that would reduce your hit points to 0 while you have any vital damage, any excess damage from the attack is dealt directly as vital damage.

Overkill Damage

Normally, when you take damage that would reduce your hit points to 0, any excess damage from the attack is wasted. However, some attacks deal such massive damage that you begin dying immediately, rather than just becoming staggered. If you take damage in excess of your **bloodied** hit point total in a single round, any damage past what would reduce your hit points to 0 is dealt as **vital damage**.

Stages of Injury

Healthy: When you are above half hit points, you suffer no significant effects from losing hit points. If you take damage, you can become bloodied (see Bloodied, below).

Bloodied: When you drop to half your hit points or below, you are **bloodied** (*half hit points*). Some abilities have effects based on your **bloodied value**, which is equal to half your maximum hit points. If you take additional damage, you can become disabled (see Disabled, below).

Disabled: At the end of each round, if you have no hit points remaining after resolving all other effects in the round, you become **disabled** (*at 0 hit points*). While disabled, you are **staggered** (*unable to act in movement phase*), and you are vulnerable to taking vital damage.

At the end of each round you are disabled, if you have received more damage than healing, that damage becomes vital damage. This causes you to begin dying (see Dying, below). If you have received more healing than damage, you stop being disabled.

Dying: While you are dying, you must make an attack against your own Fortitude defense at the end of every round. This is called a **stabilization roll**. No bonuses or penalties apply to the roll, but **vital damage** can penalize your Fortitude defense. If you fail to resist the attack once, you fall unconscious. If you fail to resist the attack three times, you die. If you resist the attack three times, you stabilize.

If you receive magical healing of any kind while dying, you become partially stabilized. While partially stabilized, you must make an attack against your Fortitude once per minute, instead of once per round.

An ally can make a Heal check to tend to you while you are dying. The Heal check result can be used in place of your Fortitude defense, although the vital damage you have taken applies as a penalty to the Heal check result as well.

Stable: If you have taken vital damage but managed to stave off death, you become stable. As long as you have vital damage, magical healing has no effect on your hit points, though some magical effects can heal vital damage. If you became unconscious while dying, you regain consciousness as soon as you have hit points.

Healing

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With half an hour of rest, you recover one quarter of your hit points. Any significant interruption (such as combat or the like) during your rest prevents you from healing. If you rest for two hours, you recover all your hit points.

Magical Healing: Various abilities and spells can restore hit points. However, only certain spells can heal vital damage, as specified in the spell description. Unless a spell says it can cure vital damage, it cannot – though it can still stabilize dying characters. Magical healing has no effect on the hit points of creatures with vital damage.

Healing While Disabled: While you are disabled, any healing you receive cancels out damage you receive in the same phase on a one-for-one basis. This can prevent you from taking vital damage if

you are damaged while disabled.

Healing Vital Damage: Vital damage takes much longer to heal than hit point damage. Resting for 8 hours restores an amount of vital damage equal to 1 + half the character's Constitution (minimum 1). A character can have both hit points and vital damage. As long as a character has vital damage, he is staggered, even if he is at full hit points.

Nonlethal Damage

Some attacks and environmental effects deal nonlethal damage. Nonlethal damage is not subtracted from your hit points. Instead, it is tracked separately. If your nonlethal damage exceeds your hit points, you become staggered, just as if you were at 0 hit points. If you take additional damage while staggered, you fall unconscious. However, you do not begin dying unless your hit points are actually below 0.

Healing Nonlethal Damage: You heal half your hit points in nonlethal damage with 1 hour of rest. When a spell or a magical ability cures hit point damage, it also removes an equal amount of nonlethal damage.

Temporary Hit Points

Certain effects give a character temporary hit points which act as a protection against damage. Whenever a character takes damage, if he has temporary hit points, the damage is applied to his temporary hit points first. Any excess damage is then applied to his hit points as normal. Temporary hit points are not “real” hit points, and cannot be healed. If a character has temporary hit points from multiple effects, only the highest value is used.

Daily Resources

Action Points

Action points allow you to perform special actions that your character has access to. You have one action point at 1st level. At 5th level, and every 4 levels thereafter, you gain an additional action point. You can gain additional action points from your **base class**, from your Intelligence, and from some special abilities. After a **short rest**, you regain all action points you spent since your last rest, up to a maximum equal to half of your maximum action points (minimum 1). After a **long rest**, you recover all spent action points.

Legend Points

As your character gains power and influence in the world, you may gain **legend points**. Legend points allow you to change fate to ensure your character succeeds.

Using Legend Points

You can use a legend point to automatically roll a 10 on any **attack** or **check** you make. On attack rolls, this allows you to roll again, just as if you had rolled a 10 normally (see Exploding Attacks, page 8). Alternately, you can use a legend point to make any **attack** or **check** against you roll a 1.

Using a legend point is not an action, and can be done at any time. You can decide to use a legend point after you learn whether the original roll succeeded or failed. You can even use a legend point

after you learn what the effects of a successful attack or check would be, if that is information you could normally learn if it succeeded. However, you must use the legend point before the effects have completely resolved.

If an attack affects multiple targets, your legend point only affects the roll against you, and does not change the attack’s effects against the other targets. If you are **unaware** of an attack or check, you cannot use a legend point on it.

Gaining Legend Points

You gain legend points as you gain levels, as described in Character Advancement, page 19. In addition, some abilities can grant additional legend points.

Restoring Legend Points

After a **long rest**, you regain all spent legend points, up to your maximum number of legend points. It is possible to gain additional legend points during the day by performing extraordinary actions worthy of legends.

Legendary Foes

Some monsters and humanoid enemies you encounter may have their own legend points. In addition, some monsters have such legendary might that they can prevent characters from using legend points near them.

Character Advancement

As your character accomplishes challenges and defeats foes, they gain experience. If your character has enough experience, they gain a level. When you gain a level, you can increase your character’s level in your current class or in any other class, and gain the benefits described for each class. Rules for taking levels in multiple classes are described in page 51, below.

- A character that increases in level gains additional benefits.
- At 1st level, and every 4 levels thereafter, you gain a feat (see Feats, page 72).
 - At 1st level, and every 4 levels thereafter, you gain an **action point**.
 - At 4th level, and every 4 levels thereafter, you gain a **legend point**.

If a character has multiple classes, these benefits are gained based on the total character level, not based on class level. The experience required to reach a level, and the benefits gained at each level, are shown on Table 1.7: Character Advancement.

Special Rules

Combat Maneuvers

A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. Unless otherwise noted, combat maneuvers do not deal damage. There are two kinds of combat maneuvers: heavy maneuvers and light maneuvers.

Heavy Maneuvers: You can use a heavy maneuver as a standard action. Before applying bonuses and penalties, your accuracy with a heavy maneuver is equal to your Strength.

Light Maneuvers: You can use a light maneuver as a standard action. Before applying bonuses and penalties, your accuracy with

Table 1.7: Character Advancement

Level	XP	Feats	Legend Points
1st	0	1st ¹	—
2nd	2,000	—	—
3rd	5,000	—	1st
4th	9,000	—	—
5th	15,000	2nd	—
6th	23,000	—	—
7th	35,000	—	2nd
8th	51,000	—	—
9th	75,000	3rd	—
10th	105,000	—	—
11th	155,000	—	3rd
12th	220,000	—	—
13th	315,000	4th	—
14th	445,000	—	—
15th	635,000	—	4th
16th	890,000	—	—
17th	1,300,000	5th	—
18th	1,800,000	—	—
19th	2,550,000	—	5th
20th	3,600,000	—	—

1. All races also grant a bonus feat at 1st level. The feat must be chosen from a specific list of racial bonus feats.

a light maneuver is equal to your normal accuracy with strikes (see Strike Accuracy, page ??). A light maneuver is treated as a **light weapon** for the purpose of determining your accuracy.

Table 1.8: Combat Maneuvers

Maneuver	Type	Defense	Brief Description
Dirty Trick	Light	Any	Impose penalty on a foe
Disarm	Light	Reflex	Force foe to drop item
Feint	Light	Reflex	Leave foe vulnerable to attacks
Grapple	Heavy	Special	Wrestle with a foe
Shove	Heavy	Fortitude	Move a foe
Trip	Light	Reflex	Trip a foe

Maneuver Descriptions

Dirty Trick: You strike your foe in a sensitive spot, pull its pants down, or creatively use your environment to attack. You must use a free hand to use this ability.

Target: One creature **Range:** Adjacent

Attack: Physical vs. Special

Special: Depending on the nature of your dirty trick, this attack can target Fortitude or Reflex defense.

Success: The target suffers a –2 penalty to one of the following statistics: **accuracy** with **physical** attacks, **physical** checks, Armor defense, Fortitude defense, Reflex defense, or Mental defense.

Critical Success: As above, except that the penalty is increased to –5.

Disarm: You can strike an item your foe is wearing or holding to knock it out of their hands or damage it.

Special: Choose a weapon you wield, or your **unarmed attack**.

Target: One object **Range:** As weapon

Attack: Physical vs. Special

Special: If the target is **unattended**, this attack is made against its Armor defense. If the target is **attended**, this attack is also made against the attending creature's Reflex defense.

Success: You choose whether or not the target takes **strike damage** from the chosen weapon. In addition, if the target is **attended** and not held in two hands or extraordinarily well secured (such as a ring), it falls to the ground in the closest square to you occupied by the attending creature.

Critical Success: As above, but you deal double damage if you choose to deal damage. In addition, the target falls to the ground even if it is held in two hands.

Feint: You can make a fake attack to leave your foe off-balance.

Special: Choose a weapon you wield, or your **unarmed attack**.

Target: One creature **Range:** As weapon

Effect: During the **delayed action phase**, you make a **strike** with the weapon. You can make the strike against any creature within range of your weapon, including the creature this ability targets.

Attack: Physical vs. Reflex

Success: The target takes a -2 penalty to Armor defense against the strike.

Critical Success: As above, but the penalty is increased to -5.

Failure: You take a -2 penalty to accuracy with the strike.

Grapple: You physically grab and restrain your foe. You must use a free hand to use this ability.

Target: One creature **Range:** Adjacent

Attack: Physical vs. Fortitude and Reflex

Success: You and the target are **grappled** (*physically wrestling with a foe*). For details, see Grappling, page 20.

Shove: You shove your foe where you want it to go. You must use a free hand to use this ability.

Target: One creature **Range:** Adjacent

Attack: Strength vs. Fortitude

Success: You move the target up to 10 feet in a direction of your choice. Effects that limit movement speed, such as **difficult terrain**, similarly limit the distance you can move the target. You can move the same distance that you push the target, up to a maximum distance equal to half your land speed.

You cannot normally keep moving the target if it stops being adjacent to you. If the target encounters a creature or solid object, you must stop moving it.

Critical Success: As above, except that you can move the target up to five feet per point of Strength you have. This does not change the maximum distance you can move. In addition, you can move the target through creatures, but not solid objects. Each five feet of movement through a creature costs 10 feet of movement. You cannot leave the target inside another creature's space. If that occurs inadvertently, you and the target return to the last open space you both occupied.

Trip: You try to trip your foe. You must use a free hand to use this ability.

Target: One creature

Range: Adjacent

Attack: Physical vs. Reflex

Success: The target becomes **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*).

Critical Success: As above. In addition, during the **delayed action phase**, you can make a **strike** with a weapon you wield. You take a -2d penalty to damage with the strike.

Grappling

Grappling creatures are physically struggling with each other. While grappled, you suffer certain penalties and restrictions, as described below.

Being In A Grapple

While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act normally. You can also take certain actions in a grapple, as described in Grapple Actions, page 20

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a -10 penalty to accuracy on all physical attacks, including grapple attacks, until you have a free hand.
- You are **defenseless** (*-5 defense vs. melee*) against creatures you are not grappling with.
- You take a -4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Casting a spell without somatic components requires a Concentration check with a DR equal to 20 + double spell level.
- You cannot move normally (but see Move the Grapple, below).

Grapple Actions

While grappled, you can take four special actions to try to affect the grapple.

Bind Foe: As a standard action, you can make a grapple attack to bind your foe with ropes or other restraints. You must have the restraints in hand (in addition to the free hand required to grapple). Apply the result against the Fortitude and Reflex defenses of a creature grappling you. Success against both defenses means the creature is bound, rendering it helpless and effectively paralyzed. The only physical actions a bound creature can take are to escape or break the bindings. Escaping the bindings requires a grapple attack or Escape Artist check which beats the grapple attack made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature. If you have the time, you can **take 20** on your grapple attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.

Escape the Grapple: As a standard action, you can make a grapple attack or Escape Artist check to escape from the grapple. Apply the result against the Reflex defense of each creature grappling you. Success against an individual creature means you are no longer grappling that creature.

Move the Grapple: As a move action, you can make a grapple

attack to move the grapple. Apply the result against the Fortitude defense of each creature grappling you. If you beat every creature's Fortitude defense, you can move yourself and all other creatures in the grapple up to half your speed. At the end of your movement, you choose which spaces creatures grappling you are in, as long as they stay adjacent to you.

Pin: As a standard action, you can make a grapple attack against the Fortitude and Reflex defenses of a creature you are grappling with. Success against both defenses means the creature becomes **pinned** (in addition to being grappled), while you remain only grappled. The only physical action a pinned creature can take is to escape the grapple, though it can take mental actions. At your discretion, you can cover the mouth of a pinned creature to prevent it from speaking.

Unarmed Combat

Every creature can attack with its body using an unarmed attack. You are not proficient with your unarmed attack, so you are usually **defenseless** (*-5 defense vs. melee*) while unarmed. In addition, an unarmed attack always deals nonlethal damage. You may use any appropriate part of your body to make an unarmed attack – fists, feet, elbows, and so on. However, you only have one unarmed attack. You cannot dual-wield unarmed attacks as if you were fighting with two weapons at once (see feat:Two-Weapon Fighting, page ??).

An unarmed attack is a type of natural weapon. Spells and abilities that affect natural weapons can affect your unarmed attack. Gauntlets can also be worn to increase the power of an unarmed attack (see Unarmed Weapons, page 97).

If you have the Unarmed Fighting feat, you become proficient with your unarmed attack, and can deal lethal damage with it (see Unarmed Fighting, page ??).

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DR 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

Space: A horse (not a pony) is a Large creature, and thus takes up a space 10 feet (2 squares) across. While mounted, you share your mount's space completely. Anyone threatening your mount can attack either you or your mount. However, your reach is still that of a creature of your normal size. Thus, a Medium paladin would threaten all squares adjacent to his Large horse with a longsword, and all squares 10 feet away from his mount with a lance.

In the case of abnormally large mounts (two or more size categories larger than you), you may not completely share space. Such situations should be handled on a case-by-case basis, depending on the nature of the mount.

Combat while Mounted: With a DR 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

If your mount moves more than its normal speed when charging,

you also take the physical defense penalty associated with a charge. If you make an attack at the end of such a charge, you receive the bonus gained from the charge. When charging on horse-back, you deal double damage with a lance (see Charge, page 11).

You can use ranged weapons while your mount is moving in the same phase, but at a -2 penalty to accuracy. If your mount is also sprinting (see Sprint, page 69), this penalty increases to -4.

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DR 10 + double spell level) or lose the spell. If the mount is sprinting, your Concentration check is more difficult due to the violent motion (DR 15 + double spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DR 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, most mounts avoid combat.

Dual Strikes

If you are wielding two weapons at once, you can attack with both weapons whenever you make a **strike**. This is called a **dual strike**. When you make a dual strike, roll the attack roll twice, once for each weapon. Roll any miss chances or failure chances independently for each weapon. If you hit with one of the weapons, you deal damage with that weapon. If you hit with both, you choose which weapon to deal damage with. If you get a **critical hit** with either weapon, you deal damage with both weapons, including all modifiers. This replaces the normal doubling of damage for critical hits.

Critical Hits: Normally, when you score a critical hit, you roll damage separately for each weapon and use the higher of the two results when dealing the bonus damage. If your weapons have different **critical ranges**, it is possible to only score a critical hit with one of the two weapons. In that case, only use that weapon's damage when dealing extra damage.

Weapon Size: Making dual strikes is easiest with light weapons. You take a -1 penalty to accuracy if you use a non-light weapon while fighting with two weapons, or a -2 penalty if neither weapon is light. This penalty does not apply if you alternate attacks between your weapons, instead of attacking with both at once.

Unarmed Attacks: Normally, you can't make unarmed attacks as if fighting with two weapons. However, a character with the Unarmed Fighting feat gains the ability to make dual strikes with their unarmed attacks (see Unarmed Fighting, page ??).

Example: Felix the 1st-level fighter is wielding two short swords against an evil goblin. The goblin has an Armor defense of 5. Felix has a Dexterity of 2, and is proficient with his swords, so his accuracy is +2. If he attacks with both weapons at once, he takes no penalty to his accuracy, because both weapons are light. He makes one attack roll for his left short sword, and one for his right short sword. If he rolls a 3 or higher with either attack roll, he hits the goblin. Since both of his weapons are identical, there is usually

no need to track exactly which short sword hits the goblin. His Strength is 2, so he rolls 1d8 damage for either weapon. If he rolled a 5, he would deal 5 damage.

Drowning

You can hold your breath for a number of rounds equal to 5 + your Constitution. After that time, you must roll 1d20. This attack gains a +5 bonus for each round you hold your breath beyond your limit. If the result exceeds your Fortitude defense, you take **vital damage** equal to the difference.

Ability Timing

Some reactive abilities can be used at times where actions can't normally be taken. For example, many abilities specify that you can use them "when you are hit". This section defines more precisely when such abilities can be used.

When You Are Hit: These abilities are used after the success or failure of all attacks within that phase has been declared, but before any effects of those attacks are declared. That means you can activate the ability after you know all of the attacks that hit you during that phase. You would also know which attacks were critical hits, allowing you to use the ability to affect those attacks specifically.

Chapter 2

Races

Each character has a race.

Racial Traits

Racial Bonus Feats

Each race grants a bonus feat at 1st level. Most races can only choose from a small group of feats, listed in the description of the race. A character must meet any prerequisites for these bonus feats, as normal.

Race and Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. For each point of Intelligence a character has at 1st level, they also know one additional language of their choice. See Linguistics, page 65, for details about languages.

Small Characters

A Small character has the following effects based on their size.

- -2 penalty to Fortitude defense.
- +2 bonus to Reflex defense.
- +4 bonus to Stealth.
- Weight limits are three-quarters that of a Medium character (see Encumbrance, page 104).

In addition, a Small character generally has a move speed five feet slower than a Medium character. A Small character must also use smaller weapons than a Medium character.

Race Descriptions

Humans

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Skilled:* Humans get 2 bonus skill points at 1st level. They can spend those skill points on any skills.

Racial Bonus Feat: A human may choose any feat as a bonus feat.

Automatic Language: Common.

Dwarves

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 25 feet.

Special Abilities:

- *Darkvision:* Dwarves can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a dwarf is in a brightly lit area, and does not resume functioning until 1 round after the dwarf leaves the brightly lit area.
- *Dwarven Endurance:* Dwarves do not move slower in heavy armor, and can run normally in both medium and heavy armor.
- *Stability:* While standing on solid ground, dwarves gain a +2 bonus to Fortitude defense against attacks that would move them.

Racial Bonus Feat: Any from the following list: [Blindfighter](#), [Craft Mastery](#), [Destructive](#), [Endurance](#), [Martial Training](#), [Rapid Recovery](#), [Shielded Fighting](#), [Toughness](#), [Weapon Focus](#) (axes or headed weapons only).

Automatic Languages: Common, Dwarven.

Elves

Size: Medium.

Attributes: +1 Dexterity, -1 Constitution.

Speed: 30 feet.

Special Abilities:

- *Keen Senses:* +2 bonus on Awareness checks.
- *Low-light Vision:* Elves treat sources of light as if they had double their normal illumination range.
- *Trance:* Elves do not sleep, and are immune to sleep effects. Instead of sleeping, elves can trance for 4 hours. An elf in trance may make Perception-based checks at a -5 penalty. Elves must still avoid strenuous activity for 8 hours to heal, avoid fatigue, and gain other benefits of resting.

Racial Bonus Feat: Any from the following list: Any Spell feat (see Spell Feats, page 73), [Awareness Mastery](#), [Far Shot](#), [Lightning Reflexes](#), [Martial Training](#), [Overwhelming Fire](#), [Point Blank Shot](#), [Survival Mastery](#), [Swift](#), [Weapon Focus](#) (bows, heavy blades, or light blades only).

Automatic Languages: Common, Elven.

Gnomes

Automatic Languages: Common, Halfling.

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 23.

Attributes: +1 Constitution.

Speed: 25 feet.

Special Abilities:

- *Earthen Resilience:* Gnomes gain a +2 bonus to Fortitude defense.
- *Low-light Vision:* Gnomes treat sources of light as if they had double their normal illumination range.

Racial Bonus Feat: Any Spell feat (see Spell Feats, page 73), or any from the following list: [Blindfighter](#), [Close-Quarters Fighting](#), [Craft Mastery](#), [Stealth Mastery](#), [Toughness](#).

Automatic Languages: Common, Gnome.

Half-Elves

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Dual Heritage:* For all effects related to race, a half-elf is considered both a human and an elf.
- *Low-light Vision:* Half-elves treat sources of light as if they had double their normal illumination range.
- *Skill Affinity:* Half-elves treat all skills as class skills.

Racial Bonus Feat: Any Skill feat.

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

Attributes: +1 Strength, -1 Intelligence, -1 Perception.

Speed: 30 feet.

Special Abilities:

- *Darkvision:* Half-orcs can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a half-orc is in a brightly lit area, and does not resume functioning until 1 round after the half-orc leaves the brightly lit area.
- *Dual Heritage:* For all effects related to race, a half-orc is considered both a human and an orc.

Racial Bonus Feat: Any Combat feat (see Combat Feats, page 74), or any from the following list: [Endurance](#), [Rapid Recovery](#), [Survival Mastery](#), [Swift](#), [Toughness](#).

Automatic Languages: Common, Orc.

Halflings

Size: Small.

Attributes: +1 Dexterity.

Speed: 25 feet. This gives several benefits and penalties, as described at Small Characters, page 23.

Special Abilities:

- *Halfling Luck:* +1 to Fortitude, Reflex, and Mental defenses.

Racial Bonus Feat: Any from the following list: [Climb Mastery](#), [Close-Quarters Fighting](#), [Combat Mobility](#), [Iron Will](#), [Jump Mastery](#), [Lightning Reflexes](#), [Quick Draw](#), [Stealth Mastery](#), [Swift](#), [Weapon Focus](#) (thrown only).

Chapter 3

Classes

Your character's class represents the things your character has chosen to train in. This choice determines a great deal about your character's abilities.

How Classes Work

When you first create a character, you choose a class. Your character has one level in that class. This grants your character all of the abilities your chosen class grants at 1st level, as given in the class description. Each time your character gains a level, you can choose to increase your level in your original class or gain a level in a new class. This grants your character all of the abilities your chosen class grants at the level your character just gained in it.

Base Classes

Every character has one **base class**. You may choose any class your character has at least one level in as a base class. Whenever your character gain a level, you can change its base class to a different class it has. Your choice of base class affects your character's **defenses**, **skill points**, and **class skills**. In addition, every class grants additional abilities if it is chosen as a base class, as given in the class description.

Class Introductions

There are eleven classes in Rise.

- Barbarians are mighty warriors who can enter a deadly battlerage.
- Clerics are divine spellcasters who draw power from their veneration of a deity or ideal.
- Druids are nature spellcasters who draw power from their veneration of the natural world.
- Fighters are highly disciplined warriors who excel in physical combat of any variety.
- Wizards are arcane spellcasters who wield the mystic forces of magic to create almost any effect.
- Monks are agile masters of “*ki*” who hone their personal abilities to strike down foes and perform supernatural feats.
- Paladins are divinely empowered warriors whose devotion to an alignment grants them the ability to discern and smite their foes.
- Rangers are skilled hunters who bridge the divide between nature and civilization.
- Rogues are exceptionally skillful characters known for their ability to strike at their foe's weak points in combat.

- Spellwarped wield a unique blend of martial skill and narrowly focused magical abilities.

Class Description Format

Class Table: The class's table describes the special abilities they get at each level.

Alignment: Some classes require specific alignments (see Alignment, page 90). Most classes allow characters of any alignment.

Class Skills: These are skills that members of this class are typically good at (see Skills, page 53).

Base Class Abilities

Abilities contained within this heading only apply to characters with the current class as a **base class**.

Skill Points: This is the number of skill points that members of this class get.

Defenses: Each class grants bonuses to specific defenses. These bonuses do not stack with other defense bonuses granted by base classes. If a character has multiple base classes, use the highest bonuses that apply to each defense.

Weapon and Armor Proficiencies: These are the types of equipment that members of this class are trained in using.

Class Abilities

The class abilities that a character gets for being a member of the class.

Barbarian

Alignment: Any nonlawful.

Class Skills:

- *Strength:* Climb, Jump, Sprint, Swim.
- *Dexterity:* Acrobatics, Ride.
- *Perception:* Awareness, Creature Handling, Survival.
- *Other:* Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with barbarian as a base class gains the following abilities.

Skill Points: 10.

Defenses: +4 Fortitude, +2 Reflex.

Action Points: +1.

Weapon and Armor Proficiency: A barbarian is proficient with simple weapons, any four other weapon groups, light armor, medium armor, and shields.

Table 3.1: Barbarian Progression

Level	Rage	Special
1st	+2	Rage, primal rage
2nd	+2	Fast movement
3rd	+2	Uncanny dodge
4th	+2	Durable
5th	+3	Larger than life
6th	+3	Rage feat
7th	+3	Improved uncanny dodge
8th	+3	Battle-scarred
9th	+3	Primal resilience
10th	+4	Instinctive rage
11th	+4	Larger than belief
12th	+4	Titanic resilience
13th	+4	Fury of the storm
14th	+4	Mindless rage
15th	+5	—
16th	+5	Supreme rage
17th	+5	Titan of battle
18th	+5	Deathless rage
19th	+5	Endless rage
20th	+6	—

Primal Rage (Ex): The barbarian's damage reduction while raging is equal to his character level + 2, rather than his barbarian level. In addition, he is not *fatigued* (*move at half speed, unable to sprint or charge*) after finishing a rage. He must still rest for 5 minutes before he can rage again after finishing a rage.

Class Abilities

All barbarians have the following abilities.

Rage (Ex): A barbarian can fly into a rage by spending a **action point** as a **free action**. While raging, the barbarian has the following benefits and drawbacks:

- +1d bonus to damage with **strikes**.
- **Damage reduction** against physical damage equal to his barbarian level.
- Unable to take any action that requires patience or concentration, such as casting spells.
- At the end of each round, if the barbarian did not attack a creature or object, he takes **nonlethal damage** equal to his level. This damage ignores his damage reduction from raging.

A rage lasts for up to 5 minutes, though he can end it early as a **free action**. At the end of that time, his rage ends. When his rage ends, he takes nonlethal damage equal to his level. In addition, he becomes *fatigued* (*move at half speed, unable to sprint or charge*) and unable to rage until he rests for 5 minutes.

2nd – Fast Movement (Ex): The barbarian gains a +10 foot bonus to speed in all movement modes.

3rd – Uncanny Dodge (Ex): A barbarian can react to danger before his senses would normally allow him to do so. He reduces his **overwhelm penalties** by 1. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed. In addition, he is not *unaware* (*critically hit on every attack*) when attacked by surprise.

4th – Durable (Ex): The barbarian gains a +1 bonus to Fortitude defense.

5th – Larger than Life (Ex): A barbarian holds the strength of

a giant in the body of a man (or woman). He gains a +1d bonus to damage with **strikes**.

6th – Rage Feat: The barbarian gains a bonus Combat feat (see Combat Feats, page 74). He only gains the benefits of the feat while he is raging, and he cannot use that feat as a prerequisite for any other feat or ability.

7th – Improved Uncanny Dodge (Ex): The barbarian reduces his overwhelm penalties by 2. This does not stack with the effects of uncanny dodge. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed.

8th – Battle-Scarred (Ex): The barbarian doubles the benefit of any healing he receives. This affects both natural and magical healing.

9th – Primal Resilience (Ex): The barbarian gains a +2 bonus to Fortitude defense. This replaces the effect of his durable ability. In addition, he gains a +1 bonus to Mental defense.

10th – Instinctive Rage (Ex): The barbarian need only spend a **free action** to maintain his rage, rather than a **swift action**.

11th – Larger than Belief (Ex): The barbarian's larger than life ability improves. He gains a +2d bonus to damage with **strikes**. This does not stack with the effect of the larger than life ability.

12th – Titanic Resilience (Ex): The barbarian cannot take more than half his maximum hit points in damage during a single round. Any excess damage is ignored.

13th – Fury of the Storm (Ex): A barbarian cannot be overwhelmed. He does not suffer overwhelm penalties, regardless of the number of enemies threatening him.

14th – Mindless Rage (Ex): The barbarian is immune to hostile **Mind** effects while raging.

16th – Supreme Rage (Ex): The barbarian no longer has any restrictions to his actions while raging. He may freely take actions that require concentration. In addition, failing to attack while raging no longer causes him to take damage at the end of the round.

17th – Titan of Battle (Ex): The barbarian's larger than life ability improves. He gains a +3d bonus to damage with **strikes**. This does not stack with the effect of the larger than life or larger than belief abilities.

18th – Deathless Rage (Ex): While raging, the barbarian ignores all penalties from vital damage, and does not begin dying even if he takes vital damage. However, if his vital damage exceeds his maximum hit points, the barbarian immediately dies. When his rage ends, if the barbarian has vital damage, he begins dying.

19th – Endless Rage (Ex): A barbarian's rage no longer has a limited duration. He may rage indefinitely without stopping. In addition, he may rage immediately after finishing a rage, without needing to rest.

Ex-Barbarians

A barbarian who becomes lawful loses his ability to rage, and cannot gain more levels as a barbarian. He retains all his other class abilities. If he stops being lawful, he regains his ability to rage and take barbarian levels.

Cleric

Alignment: The cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both).

Table 3.2: Cleric Progression

Level	Spells	Special
1st	2	Domain gifts, rituals, spells
2nd	3	Devotion, domain invocation
3rd	3	Domain invocation
4th	4	—
5th	4	Domain aspect
6th	5	—
7th	5	Domain aspect
8th	6	—
9th	6	Intercession
10th	7	—
11th	7	Greater domain invocation
12th	8	—
13th	8	Greater domain invocation
14th	9	—
15th	9	Domain mastery
16th	10	—
17th	10	Domain mastery
18th	11	—
19th	11	Endless devotion
20th	12	Miracle

Class Skills:

Intelligence: Heal, Knowledge (arcana, local, religion, the planes), Linguistics.

Perception: Awareness, Sense Motive, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with cleric as a base class gains the following abilities.

Skill Points: 5.

Defenses: +2 Fortitude, +4 Mental.

Action Points: +3.

Weapon and Armor Proficiency: Clerics are proficient with simple weapons, any two other weapon groups, light and medium armor, and shields.

Domain Gifts (Mag): A cleric's abilities are shaped by his domains. He gains the domain gifts of both of his domains. Domain gifts are not activated. The gifts offered by each domain are listed at Domain Gifts, page 28.

Spell Point: The cleric gains a spell point. A spell point can be spent to cast spells in place of an action point. He recovers all spent spell points after a **short rest**.

Class Abilities

All clerics have the following abilities.

Domains: A cleric chooses two domains which represent his personal spiritual inclinations. He must choose his domains from among those his deity offers. A cleric's choice of domains has broad effects on the cleric's spellcasting and abilities. The domains are listed below.

- Air
- Chaos
- Death
- Destruction

- Earth
- Evil
- Fire
- Good
- Knowledge
- Law
- Life
- Magic
- Protection
- Strength
- Travel
- Trickery
- War
- Water
- Wild

Divine Power: The strength of a cleric's spells and abilities are determined by his divine power. His divine power is equal to his character level or his Willpower, whichever is higher.

Spells: A cleric casts divine spells using his devotion. The maximum spell level a cleric can cast is equal to half his cleric level. A cleric's **spellpower** with divine spells is equal to his divine power.

A 1st-level cleric knows two spells. Every even level, he learns an additional spell. In addition, each time he gains a level, he may trade one of his existing spells for a different spell known. He may learn spells from the divine **spell list** (see Divine Spells, page 124). In addition, he adds the spells from his domains to his divine spell list (see Cleric Domains, page ??). Sometimes these domain spells are spells that are normally available to divine spellcasters, but often they are only accessible with the domain.

To cast a spell, a cleric must normally spend an **action point**. Every spell can also be cast as a cantrip. Cantrips are weaker, but do not require action points to cast.

A cleric can't cast spells of an alignment opposed to his own or his deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Rituals: Clerics can perform divine rituals to create unique magical effects (see Rituals, page 121). A cleric begins play with a ritual book containing two divine rituals of his choice (see Divine Rituals, page ??).

2nd – Domain Invocation (Mag): As a standard action, a cleric can spend an action point to invoke divine power. He gains the domain invocations offered by one of his domains.

All domain invocations affect a single creature within Medium (100 ft.) range and require a special attack against a defense. The cleric's accuracy with domain invocations is equal to his divine power. If the attack succeeds, a domain invocation heals or inflicts 1d6 damage per divine power. If the attack fails, the invocation heals or inflicts half damage.

At 3rd level, the cleric gains another domain invocation from one of his domains.

5th – Domain Aspect (Mag): The cleric gains a domain aspect from one of his domains. Domain aspects do not require an action to activate. Options for domain aspects are listed at Domain Aspects, page 29.

At his 7th cleric level, the cleric gains an additional domain aspect from one of his domains.

9th – Intercession (Mag): Once per day, the cleric can request a

Table 3.3: Deities

Deity	Alignment	Domains
Guftas, horse god of justice	Lawful good	Good, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Protection, War
Simor, fighter god of protection	Lawful good	Good, Protection, Strength, War
Rucks, monk god of pragmatism	Neutral good	Good, Law, Protection, Travel
Vanya, centaur god of nature	Neutral good	Good, Strength, Travel, Wild
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Good, Trickery, Wild
Chavi, god of stories	Chaotic good	Chaos, Knowledge, Trickery
Ivan Ivanovitch, bear god of strength	Chaotic good	Chaos, Strength, War, Wild
Krunch, barbarian god of destruction	Chaotic good	Destruction, Good, Strength, War
Sir Cakes, dwarf god of freedom	Chaotic good	Chaos, Good, Strength
Raphael, monk god of retribution	Lawful neutral	Death, Law, Protection, Travel
Declan, god of fire	True neutral	Destruction, Fire, Knowledge, Magic
Kurai, shaman god of nature	True neutral	Air, Earth, Fire, Water
Clockwork, elf god of time	Chaotic neutral	Chaos, Magic, Trickery, Travel
Murdoc, god of mercenaries	Chaotic neutral	Destruction, Knowledge, Travel, War
Ribo, halfling god of trickery	Chaotic neutral	Chaos, Trickery, Water
Tak, orc god of war	Lawful evil	Law, Strength, Trickery, War
Theodolus, sorcerer god of ambition	Neutral evil	Evil, Knowledge, Magic, Trickery
Daeghul, demon god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

divine intercession as a standard action. He mentally specifies his request, and his deity fulfills that request in the manner it sees fit. This can emulate the effects of a spell from one of the cleric's domains. The spell's level, including augments, must be no greater than half of his level. Divine intercessions tend to reflect the personality of the cleric's deity, not the cleric's personal preferences.

If the cleric performs a significant service for his deity, he can gain the ability to request an additional intercession that day.

11th – Greater Domain Invocations (Mag): The cleric gains the ability to invoke the power of one of his domains even more effectively. Greater domain invocations are described at Greater Domain Invocations, page 30.

At his 13th cleric level, the cleric gains an additional greater domain invocation from one of his domains.

15th – Domain Mastery (Mag): The cleric gains a domain mastery from one of his domains. Options for domain masteries are listed at Domain Masteries, page 31.

At his 17th cleric level, the cleric gains an additional domain mastery from one of his domains.

19th – Endless Devotion (Mag): Whenever the cleric casts a spell from one of his domains, if he did not spend any devotion points that round, he regains a spent devotion point.

20th – Miracle (Mag): Once per week, the cleric can request a miracle as a standard action. He mentally specifies his request, and his deity fulfills that request in the manner it sees fit. This can emulate the effects of any spell or ritual, or have any other effect of a similar power level. If the deity has a direct interest in the cleric's situation, the miracle may be of even greater power.

If the cleric performs an extraordinary service for his deity, he can gain the ability to request an additional miracle that week.

Cleric Domain Abilities

All cleric domain abilities are **magical** unless otherwise specified.

Domain Gifts

Air: The cleric adds the Jump skill (see Jump, page 64) to his cleric class skill list, and gains a +5 bonus to Jump checks.

Chaos: The cleric rolls twice for all **random effects** and chooses his preferred result.

Death: The cleric halves his penalties from **vital damage**. In addition, he is immune to **Death** effects.

Destruction: When making physical attacks, the cleric ignores an amount of **hardness** and **damage reduction** equal to half his divine power.

Earth: The cleric gains the **tremorsense** ability with a range of 50 feet. If he is touching a surface, he can automatically pinpoint the location of anything within 50 feet that is in contact with the surface, including inanimate objects.

Evil: The cleric gains **damage reduction** against physical damage from non-evil sources equal to half his divine power.

Fire: The cleric gains **damage reduction** against fire and cold damage equal to his divine power.

Good: The cleric gains **damage reduction** against physical damage from non-good sources equal to half his divine power.

Knowledge: The cleric adds all Knowledge skills to his cleric class skill list. In addition, he gains two skill points which must be spent on Knowledge skills.

Law: The cleric gains a +2 bonus to Mental defense.

Life: The cleric gains a +2 bonus to Fortitude defense.

Magic: The cleric gains **damage reduction** against **magical** damage equal to half his divine power.

Protection: As an **immediate action**, when an ally adjacent to the cleric takes damage, the cleric can take half that damage instead of the ally.

Strength: The cleric adds Climb, Jump, Sprint, and Swim to his cleric class skill list. In addition, he gains two skill points which must be spent on Strength-based skills.

Travel: The cleric adds Knowledge (geography), Sprint, and Survival to his cleric class skill list. In addition, he gains two skill

points which must be spent on any combination of those skills.

Trickery: The cleric adds Bluff, Disguise, and Stealth to his cleric class skill list. In addition, he gains two skill points which must be spent on any combination of those skills.

War: The cleric gains a +1 bonus to damage with physical attacks.

Water: The cleric adds Swim to his cleric class skill list, gains a +5 bonus to Swim checks, and suffers no penalties for fighting underwater.

Wild: The cleric adds Creature Handling, Knowledge (nature), and Survival to his cleric class skill list. In addition, he gains two skill points which must be spent on any combination of those skills.

Domain Invocations

All domain invocations affect a single creature within Medium (100 ft.) range and require a special attack against a defense. If the attack succeeds, a domain invocation heals or inflicts 1d6 damage per divine power. If the attack fails, the invocation heals or inflicts half damage.

Air – Reflex: The target takes electricity damage.

Chaos – Mental: This invocation randomly heals or inflicts divine damage. The cleric chooses the target after rolling to determine the effect.

Death – Fortitude: The target takes divine damage. If this attack deals vital damage, the target is instantly killed. This is a death effect.

Destruction – Fortitude: The target takes sonic damage.

Earth – Reflex: The target takes bludgeoning damage if it is on the ground.

Evil – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is non-evil, it is **staggered** (*unable to act in movement phase*) for 2 rounds.

Fire – Reflex: The target takes fire damage.

Good – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is non-good, it is **dazed** (*unable to act in movement phase*) for 2 rounds.

Knowledge – Special: The target must make a Knowledge check. If its check result beats your attack result, you can choose to heal it. If it fails, you can choose to deal divine damage to it. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Law – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is non-lawful, it is **immobilized** (*Unable to leave its location*) for 2 rounds.

Life – Fortitude: The target is healed. This invocation heals 1d8 damage per divine power instead of the normal value.

Magic – Mental: If the target can cast spells, it is healed. Otherwise, it takes divine damage. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Protection – None: This invocation does not heal or inflict damage, and no attack is required. The target gains 1d10 **temporary hit points** per two divine power.

Strength – Special: The target must make a Strength check. If its check result beats your attack result, you can choose to heal it. If it fails, you can choose to deal divine damage to it. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Travel – None: This invocation does not heal or inflict damage, and no attack is required. The target gains a +30 foot bonus to its

speed in all its movement modes, up to a maximum of double its original speed. This effect lasts for 5 rounds.

Trickery – Mental: The target takes divine damage. This is a **Subtle** effect, making it hard to notice. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

War – Fortitude: This invocation affects all enemies within a Small (10 ft.) radius of you instead of the normal target. The targets take divine damage. This invocation deals 1d8 damage per two divine power instead of the normal value.

Water – Fortitude: The target takes physical **nonlethal damage** from water in its mouth and lungs. In addition, if the attack succeeds, the target is unable to speak for 1 round.

Wild – Fortitude: The target takes divine damage. If the target is an animal or plant, the cleric may choose to heal it instead.

Domain Aspects

Air – Limited Flight: The cleric gains a glide speed equal to his land speed. See Gliding, page 10, for more details. In addition, as a swift action, he can spend a devotion point to treat air as if it was solid ground until the end of the round. He can only do this once before touching solid ground again.

Chaos – Chaotic Retribution: Whenever a non-chaotic creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Death – Deathcaller: Whenever the cleric damages a creature, any of his damage in excess of that creature's hit points is dealt as **vital damage**.

Destruction – Ruinbringer: The cleric's attacks ignore an amount of **damage reduction** and **hardness** equal to his divine power.

Earth – Hardened Skin: The cleric gains **damage reduction** against physical damage equal to his divine power. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Evil – Unholy Retribution: Whenever a non-evil creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Fire – Friendly Fire: All of the cleric's fire spells and abilities do not deal fire damage to his allies. In addition, whenever the cleric would take fire damage, he may heal that many hit points instead. He may use this ability before applying damage reduction, damage immunity, and similar effects.

Good – Holy Retribution: Whenever a non-good creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Knowledge – Knowledge Mastery: The cleric gains the Knowledge Mastery feat (see page ??).

Law – Certain Retribution: Whenever a non-lawful creature within 30 feet of you attacks you, it takes 1d6 damage per two divine power. A creature can only be dealt damage by this effect once per round.

Life – Critical Healer: All of the cleric's healing spells and abilities cure vital damage as easily as they cure hit points.

Magic – Improved Spellpower: The cleric gains a +1 bonus to spellpower with divine spells.

Protection – Faithful Shield: The cleric may maintain concentration on **Shielding** spells as a swift action.

Strength – Mighty Devotion: The cleric may use his Strength in

place of his divine power for the purpose of invocations he uses. In addition, he may use his Strength in place of his Willpower to determine the number of devotion points he has.

Travel – Rapid Traveller: The cleric gains a +30 foot bonus to his speed in all movement modes, up to a maximum of double his normal speed.

Trickery – Trick Master: The cleric gains his choice of Bluff Mastery, Disguise Mastery, or Stealth Mastery as a bonus feat, even if he does not meet the prerequisites.

War – Warpriest: The cleric gains a +2 bonus to damage with physical attacks.

Water – Water Breathing: The cleric can breathe water as easily as a human breathes air, preventing him from drowning or suffocating underwater. He also gains a **swim speed** equal to his land speed.

Wild – Wild Aspect: When the cleric gains this ability, he chooses one wild aspect ability, as if he were a were a druid of a level equal to his cleric level (see Wild Aspect, page 33). He can spend a devotion point as a standard action to embody that wild aspect for 1 hour.

Greater Domain Invocations

Air – Command Air: As a standard action, the cleric can spend a devotion point to speak with and command air for 5 minutes. He can ask the air simple questions and understand its responses. If he commands the air to perform a task, it will do so do the best of its ability until the end of the effect's duration. The cleric cannot compel the air to go faster than 50 mph, and cannot affect air farther than 500 feet from him.

Chaos – Sow Chaos: As a standard action, the cleric can spend a devotion point to cause an improbable event to occur. He can visualize in general terms what he wants to happen, such as "Make the bartender leave the bar". He cannot control exact nature of the event, though it always beneficial for him in some way.

Death – Reaper's Boon: As a standard action, the cleric can spend a devotion point to summon or banish Death. In either case, it affects a living creature within 100 feet of him for 5 rounds. If he summons Death, the target immediately dies if it takes vital damage. If he banishes Death, the target is immune to Death effects and does not make **stabilization rolls** if it takes vital damage. This does not prevent the target from taking vital damage, and it begins dying after the effect ends if it has took vital damage and has not been stabilized.

Destruction – Dust to Dust: As a standard action, the cleric can spend a devotion point to destroy objects within a Large (50 ft.) radius burst centered on him. He makes a Divine power vs. Mental attack against all objects in the area. Success against an object means it crumbles into dust, and is irreparably broken. Unattended nonmagical objects do not have a Mental defense, and are automatically broken. The cleric may freely exclude any objects or squares from the effect.

Earth – Command Earth: As a standard action, the cleric can spend a devotion point to speak with and command earth for 5 minutes. He can ask the earth simple questions and understand its responses. If he commands the earth to perform a task, it will do so do the best of its ability until the end of the effect's duration. The cleric cannot compel the earth to move faster than 10 feet per round, and cannot effect earth farther than 500 feet from him.

Evil – Temptation: As a standard action, the cleric can spend a

devotion point to compel a creature to commit an evil act. He makes a Divine power vs. Mental attack against the creature. Success means the target takes an evil action as soon as it can. The cleric has no control over the act the creature takes, but circumstances can make the target more likely to take an action the cleric desires. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this effect. This is a [**Compulsion**, **Mind**] effect.

Fire – Command Flames: As a standard action, the cleric can spend a devotion point to speak with and command fire for 5 minutes. He can ask the fire simple questions and understand its responses. If he commands the fire to perform a task, it will do so do the best of its ability until the end of the effect's duration. The fire can move up to 30 feet in a single round between combustible materials. The cleric cannot effect fire farther than 500 feet from him.

Good – Salvation: As a standard action, the cleric can spend a devotion point to compel a creature to do a good deed. He makes a Divine power vs. Mental attack against the creature. Success means the target takes a good action as soon as it can. The cleric has no control over the act the creature takes, but circumstances can make the target more likely to take an action the cleric desires. Creatures who have strict codes prohibiting them from taking good actions, such as paladins devoted to Evil, are immune to this effect. This is a [**Compulsion**, **Mind**] effect.

Knowledge – Impart Truth: As a standard action, the cleric can spend a devotion point to grant knowledge. He may make a Knowledge check of any kind with a +20 bonus to the check. He may also cause any number of creatures within a Large (50 ft.) radius around him to learn the results of his check. Creatures granted knowledge in this way believe the information to be true as if they had seen it with their own eyes. Exceptionally stubborn or untrusting creatures may still not be convinced of its truth, however.

Law – Infallible Enforcement: As a standard action, the cleric can spend a devotion point to enforce the law in a Large (50 ft.) radius **zone** centered on him. He makes a Divine power vs. Mental attack against all creatures in the area. Success means the target is unable to break the law, and any attempt to do so simply fails. Failure means the target feels a compulsion not to break the law, but is able to overcome the compulsion if it desires. The laws which are applied are those which are most appropriate for the area, regardless of whether the cleric or any other creature know those laws. If the rightful laws are inconsistent or impossible to understand, those laws may not be enforced. This is a [**Compulsion**, **Mind**] effect.

Life – Prayer of Resurrection: As a standard action, the cleric can resurrect a touched creature, as the effect of the **resurrection** ritual. The target must have been dead for no more than 5 minutes. He must spend a number of devotion points equal to the target's level. He does not know the cost before resurrecting the target. If the cost exceeds his remaining devotion points, all his devotion points are spent, but the resurrection still succeeds as long as he spent at least one devotion point in this way.

Magic – Manipulate Spell: As a standard action, the cleric can spend a devotion point to manipulate a currently active spell within Medium (100 ft.) range. He must make a Divine power check against a DR equal to 10 + the spell's spellpower. Success means he identifies the spell perfectly, if he had not already done so, and can take one of the following four actions on the spell.

- **Control:** If the spell can be focused on to gain an effect or

extend its duration, the cleric gains the ability to focus on the spell as if he was the one who originally cast it. Its original caster loses the ability to focus on the spell.

- **Dispel:** The spell is dispelled, if it can be dispelled by *dispel magic*.
- **Persist:** The spell's remaining duration increases by 5 minutes, up to a maximum of its starting duration (ignoring any duration increase from focusing on the spell).
- **Suppress:** The spell is suppressed for 5 rounds, if it can be dispelled by *dispel magic*. At the end of that time, the spell's effect resumes, if it still has duration remaining.

Protection – Divine Shield: As a standard action, the cleric can create a powerful protective shield around a creature or object within Close (30 ft.) range for 5 rounds. The target takes half damage from all attacks. In addition, whenever the target takes damage, the cleric can spend a devotion point as an immediate action to negate that damage.

Strength – Might of the Gods: As a standard action, the cleric can spend a devotion point to gain titanic strength for 5 minutes. For the purpose of checks and determining carrying capacity, the cleric's Strength becomes equal to 10 + his divine power. If he takes damage, the effect ends.

Travel – Transcend Movement: As a standard action, the cleric can spend a devotion point to teleport himself, as the effect of the *teleport* ritual.

Trickery – Enduring Falsehood: As a standard action, the cleric can delude a creature within Medium (100 ft.) range into believing a lie, regardless of evidence. He chooses a falsehood and makes a Divine power vs. Mental attack against the creature. The falsehood may be a lie, or a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already believe the falsehood, the attack automatically fails.

Success means that the target continues to believe the falsehood for 5 minutes, regardless of any evidence to the contrary. It will interpret any evidence that the falsehood is incorrect to be somehow wrong – an illusion, a conspiracy to deceive it, or any other reason it can think of to continue believing the falsehood. At the end of the effect, the creature can decide whether it believes the falsehood or not, as normal. This is a **[Delusion, Mind]** effect.

War – Mass Combat: As an immediate action, the cleric can spend a devotion point to augment a spell he casts with one of the following effects.

- **Legion:** If the spell would normally affect five or more specific targets, its range is doubled and it instead affects five times that many targets.
- **Selective:** If the spell has an area, it has no effect on his allies in the area.
- **Widened:** If the spell has an area, the size of the area is doubled.

Water – Command Water: As a standard action, the cleric can spend a devotion point to speak with and command water for 5 minutes. He can ask the water simple questions and understand its responses. If he commands the water to perform a task, it will do so do the best of its ability until the end of the effect's duration. The cleric cannot compel the earth to move faster than 30 feet per round, and cannot effect water farther than 500 feet from him.

Domain Masteries

Air – Flight: The cleric gains a fly speed with good maneuverability equal to his land speed. While **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), he can fly. See Flying, page 10, for more details.

Chaos – Avatar of Luck: Once per round, the cleric can gain a +1d6 bonus to any check or physical attack. He may declare the use of the ability after failing the roll, but before any additional effects are resolved, potentially making it succeed where it would have failed.

Death – Deathfeeder: The cleric constantly radiates a Large (50 ft.) radius emanation of death. Whenever an enemy takes damage in the area, all damage in excess of its hit points is dealt as **vital damage**. In addition, whenever a creature dies within the area, the cleric gains temporary hit points equal to twice his divine power.

Destruction – Beacon of Destruction: The cleric constantly radiates a Large (50 ft.) radius emanation of destruction. All enemies and objects in the area have their **damage reduction** and **hardness** reduced by an amount equal to twice the cleric's divine power.

Earth – Earth Glide: The cleric gains the earth glide ability, as an earth elemental.

Evil – Avatar of Evil: The cleric continuously gains the benefits of the *protection from good* spell, with a spellpower equal to his divine power. If the effect is dispelled or suppressed, he can resume it as a swift action.

Fire – Flaming Soul: The cleric becomes immune to fire damage. In addition, whenever he deals fire damage to a creature, that creature is **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to *extinguish*) for 5 rounds.

Good – Avatar of Good: The cleric continuously gains the benefits of the *protection from evil* spell, with a spellpower equal to his divine power. If the effect is dispelled or suppressed, he can resume it as a swift action.

Knowledge – Combat Insight: The cleric gains a +2 bonus to accuracy, checks, and defenses against non-humanoid creatures he has identified with a successful Knowledge check.

Law – Avatar of Order: Once per round, if the cleric rolls less than a 10 on a d20, he may treat the result as if it were a 10, potentially causing him to succeed where he would have failed. You must declare the use of this ability before any additional effects from the roll are resolved.

Life – :

Magic – Spellfeeder: The cleric gains **magic resistance** equal to 10 + divine power. Whenever the cleric resists a spell with this magic resistance, he regains hit points equal to his divine power.

Protection – Martyr's Boon: The cleric constantly radiates a Medium (20 ft.) radius emanation of protective energy. Whenever a creature within the area would lose hit points, the cleric can choose to protect it. If he does, the protected creature instead loses half that many hit points (rounded down), and he loses the other half (rounded up). This effect applies after damage reduction and all other similar effects, and hit point loss caused by this effect cannot be reduced in any way. If he takes damage in excess of his hit points in this way, the excess damage is dealt directly as vital damage.

Strength – Might of the Gods: The cleric gains the larger than life ability, as the barbarian class ability (see Larger than Life, page 26).

Travel – Perfect Stride: The cleric is immune to effects that

restrict its mobility. In addition, he gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

Trickery – Exemplar of Deceit: The cleric continuously gains the benefits of the *nondetection* spell, with a spellpower equal to his divine power, except that it also protects him from any spells or effects which would prevent him from lying or reveal his lies. If the effect is dispelled or suppressed, he can resume it as a swift action.

War – Warmaster’s Favor: The cleric continuously gains the benefits of the *divine favor* spell, with a spellpower equal to his divine power. If the effect is dispelled or suppressed, he can resume it as a swift action.

Water – Water’s Flow: As a swift action, the cleric can transform himself into a rushing flow of water with a volume roughly equal to his normal volume until the end of his turn. In this form, he may move wherever water could go, but he cannot take other actions, such as jumping, attacking, or casting spells. His speed is halved when moving uphill and doubled when moving downhill. He may move through squares occupied by creatures or threatened by blocking enemies without penalty. He may return to his normal form as a free action.

If the water is split, he may reform from anywhere the water has reached, to as little as a single ounce of water. If not even an ounce of water exists contiguously, his body reforms from the largest available parts of water, cut into pieces of appropriate size. This usually causes the cleric to die.

Wild – —:

Ex-Clerics

A cleric who grossly violates the code of conduct required by his deity loses all spells and magical cleric class abilities. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description).

Druid

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Ride, Stealth.

Intelligence: Heal, Knowledge (geography, nature).

Perception: Awareness, Creature Handling, Survival.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with druid as a base class gains the following abilities.

Skill Points: 10.

Defenses: +4 Fortitude, +2 Mental.

Action Points: +3.

Weapon and Armor Proficiency: Druids are proficient with simple weapons, any one other weapon group, scimitars, sickles, and slings. In addition, druids are proficient with light armor, medium armor, and shields. However, a druid cannot use metal armor; see the Metal Abhorrence ability, below.

Druidic Language: Druids know Druidic, a secret language known only to druids, in addition to their normal languages. Druids are forbidden to teach this language to nondruids. Druidic has its

Table 3.4: Druid Progression

Level	Active Aspects	Spells	Special
1st	—	2	Spells, rituals, wild speech
2nd	1	3	Wild aspect
3rd	1	3	Wild aspect
4th	1	4	—
5th	2	4	Wild aspect
6th	2	5	—
7th	2	5	Wild aspect
8th	2	6	—
9th	3	6	Wild aspect
10th	3	7	—
11th	3	7	Wild aspect
12th	3	8	—
13th	4	8	Wild aspect
14th	4	9	—
15th	4	9	Wild aspect
16th	4	10	—
17th	5	10	Wild aspect
18th	5	11	—
19th	5	11	Wild aspect
20th	5	12	Avatar of nature

own alphabet.

Wild Speech (Mag): Druids can communicate with animals. As a standard action, the druid can spend an action point and choose a type of animal, such as owl or wolf. She gains the ability to speak to and understand animals of that type for 5 minutes.

This ability doesn’t make the animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward the druid, she may be able to convince it to do some favor or service.

Spell Point: The druid gains a spell point. A spell point can be spent to cast spells in place of an action point. She recovers all spent spell points after a **short rest**.

Class Abilities

All druids have the following abilities.

Metal Abhorrence (Mag): The oaths that druids swear as part of their initiation prohibit them from wearing armor made of metal. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her **magical** class abilities while doing so and for 24 hours thereafter (not including this ability).

A druid can avoid this penalty by using armor made of wood altered with the *ironwood* ritual. Such wood is as strong as steel.

Nature Power: The strength of a druid’s spells and abilities are determined by her connection to nature. Her nature power is equal to her character level or her Perception, whichever is higher.

Spells: A druid casts nature spells using her connection to nature. The maximum spell level a druid can cast is equal to half her druid level. A druid’s **spellpower** with nature spells is equal to her nature power.

A 1st-level druid knows two spells. Every even level, she learns an additional spell. In addition, each time she gains a level, she

may trade one of her existing spells for a different spell known. A druid's spells are drawn from the spells on the nature spell list (see Nature Spells, page 124).

To cast a spell, a druid must spend an **action point**. Every spell can also be cast as a cantrip. Cantrips are weaker, but do not require action points to cast.

Rituals: Druids can perform nature rituals to create unique magical effects (see Rituals, page 121). A druid begins play with a ritual book containing two nature rituals of her choice (see Nature Rituals, page ??).

2nd – Wild Aspect (Mag): The druid gains the ability to embody an aspect of an animal or of nature itself. She chooses two wild aspects from the list below. Some wild aspects have minimum druid levels, as indicated in the title of the aspect. At her 3rd druid level, and every odd druid level thereafter, the druid learns an additional wild aspect.

Unless otherwise noted, embodying a wild aspect is a standard action. Embodying a wild aspect costs an **action point**. Once embodied, a wild aspect persists until the druid embodies a new aspect or dismisses the aspect. If the druid embodies a new wild aspect, the previous aspect ends immediately. All wild aspects can be dismissed as a swift action.

The descriptions below describe the effects of the aspect. With many aspects, the druid's appearance also changes to match the aspect, but this is not described. Different druids change in different ways. For example, one druid might gain unusually large eyes when embodying the low-light vision aspect, while another might change her irises into slits, like a cat, when embodying the same aspect. The changes made are up to the druid, but cannot be used to gain an additional substantive benefit beyond the effects given in the description of the aspect.

Many wild aspects grant natural weapons. See Natural Weapons, page 94, for details about natural weapons.

Armaments of the Bear: The druid's mouth and hands transform, allowing her to perform bite and claw attacks. The bite attack deals 1d8 damage for a Medium druid, and the claws deal 1d6 damage.

Senses: The druid gains low-light vision. She treats sources of light as if they had double their normal illumination range. If she already has low-light vision, she doubles its benefit, allowing her to treat sources of light as if they had four times their normal illumination range. In addition, she gains **darkvision** out to 50 feet, allowing her to see in complete darkness. If she already has darkvision, she increases its range by 50 feet.

Woodland Stride: The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. The plants bend of their own volition to allow the druid to pass. However, plants magically manipulated to impede motion still affect her.

5th – Animal Affinity: The druid gains a +5 bonus to Creature Handling and Ride checks.

5th – Climb: The druid gains a **climb speed** equal to her land speed.

5th – Constrict: The druid's body transforms, improving her grappling abilities. She gains a +5 bonus to accuracy with grapple attacks. In addition, she gains a constrict attack. This attack deals 1d10 damage for a Medium druid, but it can only be used against a foe she is grappling with.

5th – Gore: The druid's head transforms, allowing her to perform a gore attack. The attack deals 1d8 damage for a Medium druid. In addition, if the druid hits with a natural attack, she may attempt to shove her foe as an immediate action.

7th – A Thousand Faces: The druid's appearance changes, as if using the *disguise self* spell. This affects the druid's body, but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

7th – Enhanced Natural Weapons: The druid's natural weapons gain a **enhancement bonus** equal to one third of her nature power. This functions like an enhancement bonus on a weapon, increasing her damage and offensive legend points per day (see Weapon Enhancement Bonuses, page 183).

7th – Hawk: The druid grows wings, granting her a glide speed equal to her land speed. See Gliding, page 10, for more details. In addition, her feet transform, allowing her to perform a talon attack. The attack deals 1d6 damage for a Medium druid.

7th – Lope: The druid gains the ability to move on all four limbs. When doing so, she gains a +30 foot bonus to her land speed, up to a maximum of double her original speed. When not using her hands to move, her ability to use her hands is unchanged.

7th – Scent: The druid gains the **scent** ability.

7th – Shrink: The druid shrinks by a size category. This functions like the *reduce person* spell. This is a sizing effect.

7th – Slither: The druid gains a **climb speed** equal to her land speed. She does not need to use her hands to climb in this way. In addition, she gains a bite attack that deals 1d8 damage for a Medium druid.

7th – Spikes: Whenever a creature adjacent to the druid makes a physical attack against her, the attacking creature takes 1d6 piercing damage per two nature power. A creature can only be dealt damage by this effect once per round.

9th – Barkskin: The druid gains **damage reduction** against physical damage equal to her nature power. Fire damage ignores this damage reduction and negates it for 1 round.

9th – Natural Grab: If the druid hits with a natural attack, she may attempt to grapple her foe as an immediate action.

9th – Natural Trip: If the druid hits with a natural attack, she may attempt to trip her foe as an immediate action.

9th – Venom: If the druid hits with a natural attack, she may inject poison into her foe as an immediate action. At the end of every round, the druid makes a nature power vs. Fortitude attack against all creatures she has poisoned. The effects of the poison are described below.

- First success: the target is **sickened** (*moves at half speed*).
- Second success: the target is **staggered** (*unable to act in movement phase*).
- Third success: the target is **nauseated** (*unable to act in action phase, move at half speed*).
- Third failure: the target is no longer poisoned, and any lingering effects from the poison end.

In addition, the druid gains a bite attack that deals 1d8 damage for a Medium druid.

11th – Elemental Retribution: Whenever a creature within Medium (100 ft.) range of the druid attacks her, the attacking creature takes 1d6 damage per two nature power of either cold, electricity, or fire damage. The druid may choose the damage type

independently for each attacking creature. A creature can only be dealt damage by this effect once per round.

11th – Fluid Motion: The druid is immune to effects that restrict its mobility. She suffers no penalties for acting underwater. In addition, she gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

11th – Grow: The druid increases in size by one size category, as the effect of the *enlarge* spell. This is a **Sizing** effect, and does not stack with other Sizing effects.

11th – Natural Renewal: At the end of each round, the druid heals hit points equal to her nature power.

11th – Wolfpack: Overwhelmed foes the druid threatens increase their overwhelm penalties by 2.

13th – Swiftstrike: The druid's attack speed increases. When she makes a standard attack, she may make an additional strike. This strike must be made with a natural weapon. This effect does not stack with similar effects that grant extra strikes.

13th – Wings: The druid grows wings, granting her a fly speed equal to her land speed. While *unencumbered* (*not carrying a heavy load or wearing medium or heavy armor*), she can fly (see Flying, page 10). She can only fly for a number of rounds equal to half her nature power. After that limit is reached, she must rest for 5 minutes before flying again.

15th – Earth Glide: The druid gains the earth glide ability, as an earth elemental. This allows her to glide through stone, dirt, or almost any other sort of earth as if it were air. She can walk or climb at any angle in the earth. However, she cannot breathe, speak, or hear while gliding in this way. While gliding, she can remain partially within the earth, granting it cover. She can only glide through earth for a number of rounds equal to half her nature power. After that limit is reached, she must rest for 5 minutes before gliding through earth again.

19th – Solar Radiance: The druid continuously radiates bright light out to a 500 foot radius (and shadowy illumination for an additional 500 feet). The illumination is so bright that she becomes hard to look at. Any creature attacking her from within the radius of bright light becomes *partially blinded* (*impaired, lose special vision abilities*) for 2 rounds after the attack.

5th – Multiple Aspect (Mag): The druid gains the ability to embody two wild aspects at once. At 9th level, and every 4 levels thereafter, the druid gains the ability to embody an additional wild aspect at the same time.

20th – Avatar of Nature (Mag): If the druid dies, except if by old age, she may choose to have her body and soul become an instrument of nature's will. Her body immediately decomposes or otherwise disappears, and her soul does not travel to an afterlife. She has no physical form, and cannot use any of her normal abilities. Instead, she has a fly speed of 100 feet, with special maneuverability. As a standard action, she can temporarily possess any living plants or animals within a 10 mile radius of the place of her death.

While possessing a living plant or animal, she can see through its senses and control its actions completely. In addition, she may cast spells, and the spells take effect as if the plant or animal had cast them. She uses the plant or animal's position to determine range, visible targets, and so on. She does not require verbal or somatic components to cast her spells in this form, but is unable to cast spells or perform rituals that require material components or focus

objects.

While not possessing a plant or animal, the druid can rest, or she can focus on reincarnating her physical form. Creating a new body in this way takes 12 straight hours of concentration. At the end of that time, the druid is reincarnated in a new body in her location, as the effect of the *reincarnate* ritual, except that she can choose her race from among the races listed (not including the "Other" race).

While she is an avatar of nature, a druid does not age and does not die of old age. She can continue to exist in this form indefinitely.

Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and magical druid class abilities. She cannot thereafter gain levels as a druid until she atones (see the *atonement* ritual).

Variant Druids

Blighter

Blighters draw power from nature, as do other druids. However, while other druids revere nature and draw power from it gently, blighters steal power from nature forcefully. Wherever a blighter goes, destruction and death surely follows.

Blight: Instead of meditating to regain spell slots, a blighter draws power from her environment forcefully. This affects a Huge (100 ft.) radius zone centered on her, and the process takes 1 minute of concentration. At the end of every round, every living thing in the area other than the blighter takes damage equal to her nature power. All inanimate plants of Huge size or smaller immediately wither and die. The earth becomes cracked and infertile, and any nutrients from the soil are destroyed. This ability has no effect on artificial environments or materials, such as metal or worked stone. At the end of the minute, the blighter regains her spent nature spell slots.

A blighter can only blight her surroundings in this way once per hour. If her surroundings are already blighted or are not natural terrain, she cannot use this ability to regain her spells. Instead, she must meditate for 8 hours to slowly draw power from her surroundings, as a normal druid.

Spells: As normal, except that a blighter adds all Vivimancy arcane spells to her spell list.

2nd – Wild Speech: As normal, except that a blighter gains a +5 bonus to Intimidate against her wild speech targets, and a –5 penalty to Persuasion.

10th – Blightcasting:

20th – Improved Blightcasting:

Rotbringer

While most druids seek to emulate and interact with animals, rotbringers focus on the power of fungi, decay, and regeneration.

Invoke Rot: Instead of meditating to regain spell slots, a rotbringer accelerates the natural forces of decomposition and decay on her environment. This affects a Huge (100 ft.) radius zone centered on her, and the process takes 1 minute of concentration. All organic objects of Huge size or smaller, such as plants and corpses, decompose. This decomposition kills inanimate, living plants. All organic objects, regardless of size, are covered with

various fungi. This ability has no effect on artificial environments or materials, such as metal or worked stone. At the end of the minute, the rotbringer regains her spent nature spell slots.

If the rotbringer decomposes a Huge object with this ability, or a combination of smaller objects equivalent in size to a Huge object, she gains an bonus nature spell slot of her highest available spell level. This extra spell slot lasts until it is used, or until she regains her spell slots again.

A rotbringer can only invoke rot on her surroundings in this way once per hour. If her surroundings are already decomposed or are not natural terrain, she cannot use this ability to regain her spells. Instead, she must meditate for 8 hours to slowly draw power from her surroundings, as a normal druid.

2nd – Wild Speech: The rotbringer gains the ability to speak with plants at 2nd level. She gains the ability to speak with animals at 6th level, instead of at 2nd level.

3rd – Wild Aspect: The rotbringer does not gain this ability.

3rd – Rot Spell: The druid learns an additional spell slot and spell known. The spell must be taken from the following list of spells. The spell's level cannot exceed half her druid level. If she already knows a spell from the list at every spell level she has access to, she may instead learn any nature spell (see Nature Spells, page 124).

At 5th level, and every odd level, the druid may learn a new spell.

Spell level	Rotbringer Spells
1st	<i>excrete slime, lesser regeneration</i>
2nd	<i>fungus growth</i>
3rd	<i>rotburst</i>
4th	<i>poison</i>
6th	<i>regeneration</i>
7th	<i>greater rotburst</i>

7th – Fungal Armor: The rotbringer becomes covered in fungus that protects her from attacks. She gains a +1 bonus to Armor and Fortitude defense.

This bonus increases by 1 at her 7th druid level, and every 4 druid levels thereafter.

Fighter

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride.

Perception: Awareness.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with fighter as a base class gains the following abilities.

Skill Points: 10.

Defenses: +4 Fortitude, +2 Mental.

Action Points: +2.

Weapon and Armor Proficiency: A fighter is proficient with simple weapons, any four other weapon groups, all armor (heavy, medium, and light), and shields.

Martial Excellence: A fighter gains a +1 bonus to accuracy and

Table 3.5: Fighter Progression

Level	Special
1st	Combat supremacy, martial excellence
2nd	Weapon discipline
3rd	Combat feat
4th	Combat discipline
5th	Battlemaster
6th	Armor discipline
7th	Combat feat
8th	Improved weapon discipline
9th	Combat mastery
10th	Improved combat discipline
11th	Combat feat
12th	Improved armor discipline
13th	Swift warrior
14th	Greater weapon discipline
15th	Combat feat
16th	Greater combat discipline
17th	Supreme battlemaster
18th	Greater armor discipline
19th	Combat feat
20th	Supreme discipline

damage with physical attacks. In addition, he gains a +1 bonus to physical defenses.

Class Abilities

All fighters have the following abilities.

Combat Supremacy: A fighter is a consummate warrior, and can stand toe to toe with even the toughest foes. Whenever the fighter deals damage to a creature with a physical attack, he may impede its fighting ability as an **immediate action**. If he does, the struck creature is **impaired** (20% failure) on attacks and checks against the fighter for 2 rounds, or until he uses this ability on that creature again. He may use this ability a number of times per day equal to his Intelligence or his fighter level, whichever is higher.

2nd – Weapon Discipline: The fighter's training grants him additional capability when using his weapons. He may choose a weapon group, or he may choose to train equally with all weapons. If he chooses a weapon group, he gains a +1 bonus to damage on attacks with weapons from that group.

If he chooses not to focus on a specific group of weapons, he gains the ability to become proficient with any weapon group if he spends 1 hour training with a weapon from that group. He may only keep this proficiency with one weapon group at a time; if he trains with a new weapon group, he loses his proficiency in the previous group.

3rd – Combat Feat: The fighter gets a bonus Combat feat (see Combat Feats, page 74). He must use his fighter level in place of his character level to meet level prerequisites for the feat. He gains an additional bonus feat at his 7th fighter level and every four fighter levels thereafter.

4th – Combat Discipline: The fighter can use his superior training and focus to keep fighting in the face of debilitating effects. When a fighter is initially affected by one of the conditions listed on Table 3.6: Combat Discipline Conditions, he may use his combat discipline ability to instead suffer the mitigated condition one

column to the right. He can suppress the condition up to 5 rounds.

Using combat discipline takes no action, and can be done at any time, even when it isn't the fighter's turn. A fighter may use this ability a number of times per day equal to his Willpower or half his fighter level, whichever is higher. However, he cannot mitigate more than one condition at a time. If the fighter attempts to mitigate a new condition, the old condition resumes its normal effect immediately.

Table 3.6: Combat Discipline Conditions

Original Condition	Mitigated Condition	Mitigated Condition	Mitigated Condition
Panicked	Frightened	Shaken	None
Petrified	Paralyzed	Slowed	None
Blinded	Visually impaired	None	—
Confused	Disoriented	None	—
Exhausted	Fatigued	None	—
Nauseated	Sickened	None	—
Severely impaired	Impaired	None	—
Stunned	Dazed	None	—
Deafened	None	—	—
Fascinated	None	—	—
Ignited ¹	None	—	—
Immobilized	None	—	—
Negative level ²	None	—	—
Slowed	None	—	—
Vulnerable	None	—	—

1. Mitigates the impairment, but does not prevent the fighter from taking 1d6 fire damage per round until the fire is put out.

2. Mitigate a single negative level.

A fighter can never use this ability more than once against a single source. For example, if a fighter is confused by a *confusion* spell, he can use this ability to become disoriented instead of confused, but he can't then expend a second use to stop being disoriented. The lesser condition that this ability imposes may be cured or removed normally, but doing so does not affect the resurgence of the condition the fighter was originally afflicted with. If a fighter uses this ability to mitigate or negate a condition which he must suffer as a sacrifice or cost to gain some benefit, he automatically forfeits the benefit he would have gained.

5th – Battlemaster: The fighter becomes a master of controlling the ebb and flow of battle. When he use his combat supremacy ability, he may choose for the struck creature to be *goaded* (20% failure on attacks not against goading creature) by him or *shaken* (20% failure near its fear) by him instead of impaired.

6th – Armor Discipline: The fighter's training grants him additional capability in armor. He must choose to improve his agility or his resilience in armor. This applies to all armor discipline abilities the fighter has.

If he improves his agility, he treats body armor he wears as less encumbering. He reduces its **encumbrance penalty** by 2 its arcane spell failure by 10%. In addition, he treats it were one encumbrance category lighter than it is whenever doing so would be beneficial for him. Heavy armor is treated as medium armor, medium armor is treated as light armor, and light armor is treated as being unarmored. This can remove the speed reduction and reduced Dexterity associated with the armor's encumbrance, as appropriate

for the new encumbrance of the fighter's armor.

If he improves his resilience, he gains damage reduction against physical damage equal to his character level. This allows him to ignore the first points of damage he would take each round.

8th – Improved Weapon Discipline: The fighter's training in his chosen weapons improves. He increases the **critical multiplier** of his chosen weapons by 1. In addition, if he chose a specific weapon group, he increases his damage bonus to +2. If he did not, he becomes proficient with all weapon groups and all exotic weapons. He retains this benefit for one week after the training.

9th – Combat Mastery: The fighter may use his combat supremacy ability any number of times per day.

10th – Improved Combat Discipline: The fighter's ability to keep fighting despite negative influence improves. He can reduce conditions by two steps instead of one when using combat discipline. For example, a stunned fighter who used combat discipline would instead be staggered.

In addition, a fighter may use combat discipline to reduce any penalties he suffers to his accuracy, damage, checks, or defenses by 2, even if the source of the penalty is not listed on the combat discipline chart.

The fighter may also mitigate up to two conditions at once.

12th – Improved Armor Discipline: The fighter's training with his armor improves. If he chose agility, he treats body armor he wears as even less encumbering. He reduces its **encumbrance penalty** by 4 and decreases its arcane spell failure by 20%. In addition, he treats all it as if it were two encumbrance categories lighter than it is whenever doing so is beneficial for him. This does not stack with the benefit of the armor discipline ability.

If he chose resilience, he may apply his damage reduction from the armor discipline ability against all damage, including from magical attacks. In addition, he gains a +1 bonus to Armor defense while wearing armor.

13th – Swift Warrior: The fighter can take an additional **swift action** or **immediate action** each round (see Swift and Immediate Actions, page 11).

14th – Greater Weapon Discipline: The fighter's training in his chosen weapons becomes still greater. He increases the **critical range** of his chosen weapons by 1. This increase stacks with any other effects that affect critical range. For example, a fighter using heavy blades with the Weapon Focus feat (see Weapon Focus, page ??) would have a critical range of 18-20.

16th – Greater Combat Discipline: The fighter's ability to keep fighting despite influence becomes still greater. When using combat discipline, he may ignore any condition listed on the combat discipline chart. In addition, he may use combat discipline to be *severely impaired* (50% failure) with attacks and checks rather than suffer any non-damaging condition not listed on the chart.

The fighter may also mitigate up to three conditions at once.

17th – Supreme Battlemaster: The fighter's ability to control the battle improves. Whenever he uses his combat supremacy ability, he may choose for the struck creature to be *taunted* (50% failure on attacks not against taunting creature) or *frightened* (50% failure near its fear) instead of impaired.

18th – Greater Armor Discipline: The fighter's training in his chosen armor becomes still greater. If he chose agility, he ignores all encumbrance penalties and arcane spell failure from body armor he wears. In addition, he treats body armor he wears as if it were three

encumbrance categories lighter than it actually is whenever doing so would be beneficial to him. This does not stack with the benefits of armor discipline or improved armor discipline. In addition, he gains a +4 bonus to Reflex defense.

If he chose resilience, he gains a +4 bonus to Fortitude defense.

20th – Supreme Discipline: The fighter’s discipline in his chosen area is beyond equal. He must choose either weapon discipline, armor discipline, or combat discipline. Depending on which discipline he chooses, he gains a different bonus.

Supreme Weapon Discipline: Whenever the fighter deals damage to a creature with a physical attack, the struck creature is **severely impaired** (50% failure) with attacks and checks for 2 rounds.

Supreme Armor Discipline: If the fighter chose agility, he gains a +2 bonus to physical defenses.

If the fighter chose resilience, he doubles the damage reduction granted by his armor discipline ability.

Supreme Combat Discipline: The fighter can use combat discipline to be **impaired** (20% failure) with attacks and checks instead of suffering any nondamaging negative effect with a duration. He may also mitigate up to four conditions at once.

Mage

Table 3.7: Mage Progression

Level	Spells	Special
1st	3	Arcane essence, rituals, spells
2nd	4	Arcane defense
3rd	4	Arcane insight
4th	5	Arcane essence
5th	5	Arcane insight
6th	6	Inherent magic
7th	6	Arcane insight
8th	7	Arcane essence
9th	7	Arcane insight
10th	8	Inherent magic
11th	8	Arcane insight
12th	9	Arcane essence
13th	9	Arcane insight
14th	10	Inherent magic
15th	10	Arcane insight
16th	11	Arcane essence
17th	11	Arcane insight
18th	12	Inherent magic
19th	12	Arcane insight
20th	13	Archmage

Alignment: Any.

Class Skills:

Intelligence: Knowledge (all kinds, taken individually), Linguistics.

Perception: Awareness, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with mage as a base class gains the following abilities.

Skill Points: 5.

Defenses: +4 Mental.

Action Points: +3.

Weapon and Armor Proficiency: Mages are proficient with simple weapons and one other weapon group. They are not proficient with any type of armor or shield. Armor of any type interferes with a mage’s arcane gestures, which can cause her spells with somatic components to fail.

Spell Point: The mage gains a spell point. A spell point can be spent to cast spells in place of an action point. She recovers all spent spell points after a **short rest**.

Class Abilities

All mages have the following abilities.

Arcane Essence: All mages have access to great arcane power. However, not all mages acquired this power in the same way. A mage must choose an arcane essence. The mage’s arcane essence affects several aspects of her class abilities.

Sorcerer: Sorcerers have an intuitive connection to magic that allows them to cast spells without preparation or training.

Wizard: Wizards studied arcane mysteries for years to learn the secret ways of magic. A wizard casts spells with her Intelligence.

Spells: A mage casts arcane spells. *Sorcerer* — A sorcerer’s spellpower is equal to her character level or her Willpower, whichever is higher. The maximum spell level she can cast is equal to half her mage level (minimum 1). *Wizard* — A wizard’s spellpower is equal to her character level or her Intelligence, whichever is higher. The maximum spell level she can cast is equal to half her mage level (minimum 1) or her Intelligence, whichever is lower.

To cast a spell, a mage must spend an **action point**. Every spell can also be cast as a cantrip. Cantrips are weaker, but do not require action points to cast.

A 1st-level mage knows three spells. Every even level, she learns an additional spell. In addition, each time she gains a level, she may trade one of her existing spells for a different spell known. A mage’s spells are drawn from the spells on the arcane spell list (see Arcane Spells, page 124).

Almost all mages know at least one cantrip. Cantrips are special spells that do not require action points to cast. They are described first on the list of arcane spells (see Cantrip List, page ??).

Rituals:

Sorcerer: Sorcerers cannot perform arcane rituals.

Wizard: Wizards can perform arcane rituals to create unique magical effects (see Rituals, page 121). A wizard begins play with a ritual book containing two arcane rituals of her choice (see Arcane Rituals, page ??).

2nd – Arcane Defense (Mag): The mage gains a +2 bonus to defenses against spells.

3rd – Arcane Insight: The mage gains a greater understanding of magic. She chooses one of the following insights. Each insight can be chosen multiple times. Unless otherwise noted, their effects stack.

- **Innate Spell:** The mage chooses a spell she knows as an innate spell. She no longer needs verbal or somatic components to cast the spell.
- If she chooses this insight multiple times, she must choose a different spell each time.
- **Personal Spell:** The mage chooses a spell she knows as a

personal spell. She cannot miscast the spell (see *Miscasting*, page 115). If she would miscast it, the spell simply fails without effect. In addition, she automatically succeeds at all Concentration checks she makes to cast the spell.

If the mage chooses this insight multiple times, she must choose a different spell each time.

- **Specialization:** The mage chooses a school of magic. She gains an additional spell known that can only be used to learn a spell from that school. In exchange, she must ban a school of magic. She can never learn or cast spells or rituals from her banned schools. If she knows spells from a banned school, she must immediately learn different spells from unbanned schools in their place. Divination cannot be chosen as a banned school. If the mage chooses this insight multiple times, she must choose to specialize in the same school each time.

Sorcerer: A sorcerer may also choose the Expanded Spell Knowledge insight. She chooses a single spell from the divine spell list or nature spell list and adds it to her arcane spell list. This does not grant her the spell as a spell known.

If she chooses this insight multiple times, she must choose a different spell each time.

Wizard: A wizard may also choose the Ritual Spell insight. She scribes an arcane spell into her ritual book. She does not need to know the spell, and pays no cost to scribe it. The spell is treated as a ritual, and she can perform a one minute ritual to gain the spell's effect. Performing the ritual costs the normal amount of material components for a ritual of its level (see *Ritual Costs*, page 122).

4th – Arcane Essence (Mag): The mage gains an ability based on her choice of arcane essence.

Sorcerer: The sorcerer gains bonus hit points equal to her sorcerer level or Willpower, whichever is higher.

Wizard: The wizard gains a +2 bonus to all Knowledge skills.

6th – Inherent Magic (Mag): The mage becomes inherently magical. She may choose an arcane spell with a maximum level equal to half her mage level – 2. The spell must be a **targeted spell** and have a duration of Short (*Focus + 5 rounds*) or longer. She does not need to know the spell. The mage constantly gains the benefits of that spell. If the spell has secondary effects, such as the *avatar of suffering* spell, the duration of the secondary effects is not changed.

When the mage chooses a spell in this way, the mage may also choose specific augments for that spell, as long as the spell's effective level does not exceed half her character level. If the spell's effect ends for any reason, such as if its effect is discharged, it takes effect on the mage again 5 minutes later.

At her 10th mage level, and every 4 mage levels thereafter, the mage may choose an additional attuned spell.

8th – Arcane Essence (Mag): The mage gains an ability based on her choice of arcane essence.

Sorcerer: The sorcerer gains **magic resistance** equal to 10 + her character level or Willpower, whichever is higher. This ability does not protect the sorcerer from her own miscast effects. If she already has magic resistance from another source, she increases that magic resistance by 2.

Wizard: As a standard action, the wizard can spend an action point to begin casting two spells at once. She must designate one as the primary spell and the other as the secondary spell. The level of both spells, including any augments, must not exceed half her mage

level. If the two spells are different levels, she must designate the higher level spell to be the primary spell.

When she finishes casting, she chooses which one of those spells takes effect. She spends an action point if necessary to cast the spell, and its effect takes place. The second spell dissipates without spending an action point or having any effect.

If the wizard's concentration is disrupted, the primary spell is miscast. If she must spend an action point to cast that spell, she spends it. However, the secondary spell dissipates without spending an action point or having any effect.

12th – Arcane Essence (Mag): The mage gains an ability based on her choice of arcane essence.

Sorcerer: The sorcerer gains a spell point. A spell point can be spent to cast spells in place of an action point. She recovers all spent spell points after a **short rest**.

Wizard: The wizard gains the ability to prepare a spell so it takes effect automatically if specific circumstances arise. To prepare a contingency, the wizard must spend 5 minutes preparing the spell. A contingency spell is treated as being two levels higher than its actual level for the purpose of determining whether the wizard can cast the spell. During this casting time, the wizard specifies what circumstances cause the spell to take effect.

The contingency can be set to trigger in response to any circumstances that a typical human observing the wizard and her situation could detect. For example, a wizard could specify “when I fall at least 50 feet” or “when I become bloodied”, but not “when there is an invisible creature within 50 feet of me” or “when I am at 17 hit points or fewer.” The more specific the required circumstances, the better – vague requirements, such as “when I am in danger”, may cause the contingency to trigger unexpectedly or fail to trigger at all. If a wizard attempts to specify multiple separate triggering conditions, such as “when I take damage or when an enemy is adjacent to me”, the contingency will randomly ignore all but one of the conditions.

The spell must have a casting time of 1 standard action or less. The contingency can specify a simple rule for identifying how to target the spell, such as “the closest enemy”. If the rule is poorly worded or imprecise, the contingency may target incorrectly or fail to activate at all. Any spells which require decisions, such as the *dimension door* spell, must have those decisions made at the time the contingency is created. The wizard cannot change those decisions when the contingency takes effect.

A wizard can have only one contingency active at a time. If she creates another contingency, it replaces her old contingency.

16th – Arcane Essence (Mag): The mage gains an ability based on her choice of arcane essence.

Sorcerer: Whenever the sorcerer resists a spell with her magic resistance, she gains the ability to cast that spell once during the next 5 rounds. The spell retains all augments, effects from feats and other abilities, and similar modifications from the original caster, and the sorcerer cannot choose any other augments or apply effects from her own abilities. However, she makes all other decisions required to cast the spell, and uses her spellpower to determine the spell's effects. Once she casts the spell, she expends the absorbed energy, can cannot cast it again.

Wizard: The wizard may ready two spells in her contingency instead of a single spell. In addition, she may have two contingencies active at once instead of one. Only one contingency can trigger in a

given round. If both would trigger, only the first contingency cast triggers, and the second does not.

20th – Archmage: The mage no longer needs to spend action points to cast spells. If she has any spell points, she loses those spell points and gains the same number of legend points.

Monk

Table 3.8: Monk Progression

Level	Ki Strike	Special
1st	+1	Enlightened defenses, unarmed warrior
2nd	+1	Manifest <i>ki</i>
3rd	+1	Wholeness of body, uncanny dodge
4th	+2	Manifest <i>ki</i>
5th	+2	Flurry of blows
6th	+2	Manifest <i>ki</i>
7th	+3	Perfect motion
8th	+3	Manifest <i>ki</i>
9th	+3	Improved uncanny dodge, perfect soul
10th	+4	Manifest <i>ki</i>
11th	+4	Flow of life
12th	+4	Manifest <i>ki</i>
13th	+5	Perfect mind
14th	+5	Manifest <i>ki</i>
15th	+5	Perfect body
16th	+6	Manifest <i>ki</i>
17th	+6	Perfect life
18th	+6	Manifest <i>ki</i>
19th	+7	True perfection
20th	+7	Manifest <i>ki</i> , transcend mortality

Alignment: Any nonchaotic.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride, Stealth.

Intelligence: Heal.

Perception: Awareness, Spellcraft, Survival.

Other: Bluff, Intimidate, Perform, Persuasion.

Base Class Abilities

A character with monk as a base class gains the following abilities.

Skill Points: 10.

Defenses: +2 Fortitude, +4 Reflex, +4 Mental.

Action Points: +3.

Weapon and Armor Proficiency: Monks are proficient with simple weapons, monk weapons, and any one other weapon group. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses the benefit of her enlightened defense, fast movement, and *ki* abilities.

Ki Strike (Mag): A monk's fists, and all weapons she uses, gain a +1 **enhancement bonus**. This functions like an enhancement bonus on a weapon, increasing her damage and offensive legend points per day (see Weapon Enhancement Bonuses, page 183). In addition, she is always treated as if she was wearing +1 armor, granting her temporary hit points and defensive legend points (see

Armor Enhancement Bonuses, page 171). This bonus increases by +1 at 4th level and every 3 levels thereafter.

Class Abilities

All monks have the following abilities.

Enlightened Defense (Mag): A monk's *ki* shields her body from attacks. When not wearing armor or encumbered by weight (see Encumbrance, page 104), she gains a +2 bonus to Armor defense. She loses this bonus when she is helpless.

Ki Power: Many monk abilities depend on her *ki* power. A monk's *ki* power is equal to her Willpower or her character level, whichever is higher.

Unarmed Warrior: A monk's unarmed attacks are exceptionally deadly. She gains Unarmed Fighting as a bonus feat, making her proficient with her unarmed attack (see Unarmed Fighting, page ??). In addition, she increases the damage of her unarmed attacks by two increments (see Weapon Size, page ??). For example, a Medium monk would deal 1d6 damage with her unarmed attack. For details about how to fight while unarmed, see Unarmed Combat, page 21.

2nd – Manifest Ki (Mag): The monk gains the ability to channel her *ki* energy to temporarily enhance her abilities. She chooses one *ki* manifestation from the list below.

Using a *ki* manifestation costs a *ki* point. The monk has a number of *ki* points equal to her Willpower or her monk level, whichever is higher. *Ki* points can be recovered by meditation. If the monk meditates for 1 hour, she recovers all spent *ki* points.

Some *ki* manifestations have minimum monk levels, as indicated in the title of the power. At her 4th monk level, and every even monk level thereafter, the monk learns an additional *ki* manifestation.

Some *ki* manifestations have the effects of spells. Unless otherwise noted, the monk's effective spellpower with these abilities is equal to her *ki* power.

Elegant Whirl of Fluid Motion: As a swift action, the monk can gain a +20 bonus to Acrobatics checks until the end of the round.

Leap of the Heavens: As a swift action, the monk can gain a +20 bonus to Jump checks until the end of the round.

Scale the Highest Tower: As a swift action, the monk can gain a +20 bonus to Climb checks until the end of the round.

4th – Dance of Falling Feathers: As an immediate action, when the monk begins falling, she can gain the benefits of the *feather fall* spell.

4th – Fists of Distant Force: As a swift action, the monk can empower her unarmed attacks with *ki*, allowing her to strike distant foes. Until the end of the round, she gains an additional ten feet of reach with her unarmed attacks, extending her threatened area.

6th – Burst of Blinding Speed: As a swift action, the monk can gain a +30 foot bonus to her land speed, up to a maximum of double her original speed. In addition, she cannot be followed until the end of the round.

6th – Dance of the Wayward Strike: As an immediate action, when a foe misses the monk with a melee strike, the monk can redirect the strike. Both the foe and the monk must threaten a third creature. If the monk redirects the strike, the foe rolls the same attack against the third creature.

6th – Surpass the Mortal Limits: As a swift action, the monk can surpass the physical limitations of her body. Until the end of the round, she may use her *ki* power in place of her Strength, Dexterity,

and Constitution when making checks.

8th – Flash Step: As a swift action during the movement phase, the monk can teleport to anywhere she can see within 30 feet. If her line of effect is blocked, even by an invisible barrier, or if this would somehow place her inside a solid object, the ability fails.

8th – Focus the Wayward Mind: As a swift action, the monk can dispel all **Mind** effects that are affecting her. This has no effect on Mind effects that cannot be dispelled.

8th – Ki-Disrupting Strike: As an immediate action, when the monk hits with a melee strike, she can make the struck creature **impaired** (20% failure) with attacks and checks for 2 rounds.

8th – See the Flow of Life: As a swift action, the monk can gain the ability to see the *ki* of living creatures until the end of the round. She can “see” any living creatures and their equipment within 50 feet perfectly, regardless of lighting conditions, invisibility, or any other means of concealment. This cannot detect living creatures through solid walls, however.

10th – Dance of the Foolish Blow: This *ki* manifestation functions as the *dance of the wayward strike* manifestation, except that it can affect any melee attack, not just a single strike. The monk must have the *dance of the wayward strike ki* manifestation to learn this manifestation.

12th – Diamond Fists: As a swift action, the monk can empower her unarmed attacks with incredible force. Until the end of the round, she may use her *ki* power in place of her normal modifiers to physical damage with her unarmed attacks. In addition, she treats her unarmed strike as if it were an adamantite weapon for the purpose of overcoming damage reduction and hardness.

12th – Stunning Fist: As an immediate action, when the monk deals damage with an unarmed melee strike, she can make a *Ki* power vs. Fortitude attack against the struck creature. Success means the target is **staggered** (*unable to act in movement phase*) for 2 rounds. Critical success means the target is **stunned** (*unable to take actions*) for 2 rounds. You can only affect any individual creature with this ability once per 24 hours.

14th – Awaken the Pacifist Heart: As an immediate action, when the monk hits with a melee strike, she can make a *Ki* power vs. Mental attack against the struck creature. Success means the target is unable to take violent actions, such as attacking, for 2 rounds. If the target takes damage after the current round, the effect is broken.

16th – Flash Burst: As a swift action during the movement phase, the monk can teleport to anywhere within 1,000 feet. She must clearly visualize the destination, but she does not need line of sight or line of effect. If the destination is occupied, or dramatically different from how she visualized it, the effect fails.

20th – Ki-Shattering Strike: As an immediate action, when the monk hits with a melee strike, she can disrupt her foe’s *ki*. The target is **severely impaired** (50% failure) with attacks and checks for 2 rounds.

3rd – Wholeness of Body (Mag): With concentration and focus, the monk can correct the flow of energy within her body. She can use this ability as a standard action by spending a *ki* point, or with one minute of meditation otherwise. If she does, she heals 1d6 hit points per *ki* power.

3rd – Uncanny Dodge: The monk can react to danger before her senses would normally allow her to do so. The monk reduces her overwhelm penalties by 1. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed. In addition, she is not

unaware (*critically hit on every attack*) when attacked by surprise.

5th – Flurry of Blows: As a standard action, the monk can spend a *ki* point to unleash a furious barrage of blows. She can make a **standard attack** with an extra **strike**. Alternately, she can choose to make one **strike** against all foes she threatens.

7th – Perfect Motion (Mag): The monk becomes immune to effects that restrict her mobility. She suffers no penalties for acting underwater. In addition, she gains a +20 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

9th – Improved Uncanny Dodge: The monk reduces her overwhelm penalties by 2. This does not stack with the effects of uncanny dodge. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed.

9th – Perfect Soul (Mag): The monk gains **magic resistance** equal to 10 + her *ki* power.

11th – Flow of Life (Mag): At the end of each round, the monk heals hit points equal to her *ki* power.

13th – Perfect Mind (Mag): The monk becomes immune to hostile **Mind** effects.

15th – Perfect Body (Mag): The monk becomes immune to being blinded, deafened, fatigued, exhausted, nauseated, sickened, and staggered. In addition, she no longer takes penalties to her attribute scores for aging, and cannot be magically aged. The monk still dies of old age when her time is up.

17th – Perfect Life (Mag): At the end of each round, the monk heals hit points equal to twice her *ki* power. This replaces the benefit from her flow of life ability. If she has taken vital damage, she instead heals vital damage equal to half her *ki* power. In addition, she becomes immune to **Death** effects.

19th – True Perfection (Mag): The monk becomes inhumanly perfect. If she rolls less than a 5 on any d20 roll, it is treated as a 5.

20th – Transcend Mortality (Mag): If the monk dies, she may choose to retain control of her body and soul through sheer force of will. Her body immediately disappears, and her soul does not travel to an afterlife. Instead, her body reforms with no trace of its injuries 24 hours later. The reformed body is in perfect health and can be any age the monk chooses, to a minimum of the age of adulthood for her race. She can reform her body at the place where she died, or in any place on the same plane that is deeply familiar to her.

After each time the monk reforms herself this way, it takes 24 additional hours to reform the next time she “dies”. A monk with this ability can only be permanently killed by the direct intervention of a deity.

Ex-Monks

A monk who becomes chaotic loses her *ki* powers, and cannot gain more levels as a monk. She retains all her other class abilities. If she stops being chaotic, she regains her *ki* powers and ability to take monk levels.

Paladin

Alignment: Any other than true neutral.

Class Skills:

Dexterity: Ride.

Intelligence: Heal, Knowledge (local, religion).

Perception: Awareness, Intimidate, Sense Motive.

Table 3.9: Paladin Progression

Level	Special
1st	Divine invocation (smite), divine protection
2nd	Divine invocation
3rd	Discernment (alignment)
4th	Divine presence
5th	Pass judgment
6th	Divine invocation
7th	Discernment (lies)
8th	Divine presence
9th	Expanded presence
10th	Divine invocation
11th	Discernment (invisibility)
12th	Divine presence
13th	Lingering presence
14th	Divine invocation
15th	Discernment (truth), martyr's retribution
16th	Divine presence
17th	Mighty presence
18th	Divine invocation
19th	Discernment (thoughts)
20th	Aligned soul, divine presence

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with paladin as a base class gains the following abilities.

Skill Points: 5.

Defenses: +4 Fortitude, +4 Mental.

Action Points: +2.

Weapon and Armor Proficiency: Paladins are proficient with simple weapons, any three other weapon groups, all types of armor (heavy, medium, and light), and shields.

Divine Protection (Mag): The paladin's force of belief manifests a divine protection around her. She may add her Willpower to her Armor defense in place of Dexterity or Constitution (see Defenses, page 14).

Class Abilities

All paladins have the following abilities.

Devoted Alignment: A paladin is devoted to a specific alignment. She must choose one of her alignment components: good, evil, lawful, or chaotic. The alignment she chooses is her devoted alignment. A paladin's class abilities are affected by this choice. She excels at slaying creatures with alignments opposed to her devoted alignment. A paladin's devoted alignment cannot be changed without extraordinary repercussions to the paladin.

Divine Power: Many paladin abilities depend on her divine power. A paladin's divine power is equal to her Willpower or her character level, whichever is higher.

Divine Invocation (Mag): A paladin can invoke the power of her alignment to achieve incredible effects. This ability can be used a number of times per day equal to her Willpower or her paladin level, whichever is higher. She gains the smite divine invocation.

At 2nd level, and every even level thereafter, the paladin gains an additional divine invocation. Most divine invocations have min-

imum paladin levels, as indicated in the title of the ability. Some divine invocations are also restricted to paladins with specific devoted alignments. The paladin's accuracy with divine invocations is equal to her divine power. If a divine invocation emulates a spell, the paladin's effective spellpower is equal to her divine power.

Divine powers marked with an asterisk are called smite powers. Smite powers function like the smite divine invocation, except that they also have additional effects. Unless otherwise noted, these additional effects only occur if the smited creature does not share the paladin's devoted alignment.

Any Alignment:

Smite: Once per round, when the paladin makes a strike, she may declare that strike to be a smite. She may use her divine power in place of her normal accuracy for that strike. If the struck creature shares her devoted alignment, she deals no damage at all (not even normal weapon damage), but the use of the ability is still spent. Otherwise, her weapon deals maximum damage, and she deals bonus damage equal to her divine power.

2nd – Bless: This invocation functions like the *bless* spell.

2nd – Lay on Hands: As a standard action, the paladin can lay hands on a creature. The target is healed for 1d6 damage per divine power.

2nd – Protection from Alignment: This invocation functions like the *protection from alignment* spell. The paladin must protect the target from the alignment opposed to her devoted alignment.

6th – Exhausting Smite*: The paladin makes a Divine power vs. Fortitude attack against the struck creature. Success means it is *exhausted* (*move at half speed, unable to sprint or charge, impaired*) for 2 rounds.

6th – Resounding Smite*: The struck creature is knocked prone.

6th – Seeking Smite*: This smite attack ignores any miss chances, such as from active cover or visual impairment. The weapon must still be physically able to strike the target.

6th – Goading Smite*: The struck creature is *goaded* (20% failure on attacks not against goading creature) by the paladin for 2 rounds.

10th – Dispelling Smite*: The struck creature is affected by *dispel magic*.

10th – Divine Might: This invocation functions like the *divine might* spell.

10th – Penetrating Smite*: The struck creature's armor is weakened. For the next 2 rounds, attacks against the target that would normally target Armor defense are instead made against the lower of the target's Armor and Reflex defenses.

14th – Dazing Smite*: The struck creature is *dazed* (*unable to act in movement phase*) for 2 rounds.

14th – Spellreaving Smite*: All spells and magical effects on the struck creature are dispelled. Spells and effects that cannot be removed by *dispel magic* are unaffected. The paladin must have the dispelling smite invocation to choose this invocation.

14th – Terrifying Smite*: The paladin makes a Divine power vs. Mental attack against the struck creature. Success means it is *frightened* (50% failure near its fear) by her for 2 rounds.

18th – Converting Smite*: The paladin's smite shows her foe the error of its ways. She makes a Divine power vs. Mental attack against the struck creature. Success means it is *confused* (*randomly babbles, flees, attacks nearest, or acts normally*) for 2 rounds. Critical success means its alignment changes, and it gains the paladin's devoted alignment for 1 week. After that time, it can choose to

return to its original alignment, or keep its new alignment permanently. Failure means it is **dazed** (*unable to act in movement phase*) for 2 rounds.

18th – Immobilizing Smite*: The creature struck with this smite is **immobilized** (*Unable to leave its location*) for 5 rounds.

Chaos Divine Invocations:

6th – Confusion: This invocation functions like the **confusion** spell, except that it affects targets within Medium (100 ft.) range.

6th – Freedom: This invocation functions like the **freedom** spell.

10th – Break the Chains: As a standard action, the paladin can break all shackles, bindings, and locks within a Large (50 ft.) radius burst of her. Nonmagical objects are automatically broken. To break magical objects, the paladin must make an attack with her divine power against a DR equal to 10 + the object's spellpower.

10th – Chaotic Redirection: As an immediate action, when the paladin or any of her allies within Close (30 ft.) range is struck by a physical attack, the paladin can redirect the attack to a random creature within Close (30 ft.) range of the paladin, including the paladin. The attack is made against that creature instead of its original target, using its original accuracy, and has its normal effects if it hits. After using this invocation, the paladin cannot use it for 5 rounds.

14th – Discordant Song: This invocation functions like the **discordant song** spell.

Good Divine Invocations:

Shield Other: This invocation functions like the **share pain** spell.

6th – Martyr's Shield: As an immediate action, when an ally within Medium (100 ft.) range would take vital damage, the paladin can take that damage as regular damage instead. After using this invocation, the paladin cannot use it again for 5 rounds.

Evil Divine Invocations:

2nd – Enfeeblement: This invocation functions like the **enfeeblement** spell.

6th – Agony: This invocation functions like the **agony** spell.

10th – Enervation: This invocation functions like the **enervation** spell.

10th – Executing Smite*: The paladin makes a Divine power vs. Fortitude attack against the struck creature. Success means the target dies if it has no hit points remaining after taking damage from the smite.

Law Divine Invocations:

2nd – Command: This invocation functions like the **command** spell.

2nd – Hold Person: This invocation functions like the **hold person** spell.

6th – Read Mind: This invocation functions like the **read mind** spell.

10th – Prohibition: This invocation functions like the **prohibition** spell.

3rd – Discernment (Mag): A paladin can discern truths about creatures she sees as a swift action. When she uses this ability, she learns which creatures within a Large (50 ft.) cone have her devoted alignment.

The paladin may use her discernment ability a number of times per day equal to her Perception or half her paladin level (minimum 1), whichever is higher.

At 7th level, the paladin can discern lies. Whenever a creature in the area intentionally lies, the paladin knows the statement was a lie.

This does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

At 11th level, the paladin can also see invisible creatures and objects within the area as if they were normally visible. They are visible as translucent shapes, allowing her to easily distinguish between visible and invisible creatures and objects.

At 15th level, the paladin can discern truth. When a lie is spoken, in addition to learning that the statement is a lie, the paladin learns what the creature believes the truth to be. This does not necessarily reveal the actual truth – merely what the creature believes.

At 19th level, the paladin can discern thoughts. She knows the surface thoughts of all creatures in the area. She gains a +4 bonus to Bluff, Persuasion, and Intimidate attacks and checks against a creature whose thoughts she can read.

4th – Divine Presence (Mag): The paladin's presence alters the world around her. She chooses a single divine presence from the list below. Each divine presence affects a Medium (20 ft.) radius emanation from the paladin, including herself. She may choose to suppress or resume her divine presence as a swift action.

At her 8th paladin level, and every 4 levels thereafter, the paladin gains an additional divine presence. She may have multiple divine presences active simultaneously, and suppress or resume them individually. Most divine presences have minimum paladin levels, as indicated in the title of the ability. If a divine presence emulates a spell, the paladin's effective spellpower is equal to her paladin level or her Willpower, whichever is higher.

Any Alignment:

8th – Worthy Foe: Enemies in the area are **goaded** (20% failure on attacks not against goading creature) by the paladin.

16th – Aura of Unbending Purpose: Allies in the area are immune to **Mind** effects.

Chaotic Divine Presences:

Mobile Aura: Allies in the area can move at full speed through threatened squares.

8th – Accelerating Aura: Allies in the area gain a +10 foot bonus to land speed.

12th – Aura of Freedom: Allies in the area gain the benefits of the **freedom** spell.

20th – Maddening Aura: At the start of each round, enemies in the area are **disoriented** (*moves randomly*) that round.

Evil Divine Presences:

Overwhelming Aura: Enemies in the area that are **overwhelmed** increase their overwhelm penalties by 1.

8th – Lifefeeding Aura: At the end of each round, if another creature in the area took damage, the paladin regains hit points equal to the damage taken, up to a maximum of her divine power.

12th – Baleful Aura: Enemies in the area are **impaired** (20% failure) with attacks and checks.

12th – Painful Aura: Whenever an enemy in the area takes damage, the damage is doubled, up to a maximum bonus equal to the paladin's divine power. Each enemy can only take this bonus damage each round.

16th – Sacrificial Aura: Whenever you take damage, any other creature in the area may choose to take that damage instead. This damage ignores all forms of damage reduction and similar abilities. Any damage in excess of the creature's hit points is not redirected.

Good Divine Presences:

Defensive Aura: Allies in the area that are **overwhelmed** reduce

their overwhelm penalties by 1. If an ally’s overwhelm penalty is reduced to 0, they are not considered to be overwhelmed.

8th – Minor Healing Aura: Whenever an ally in the area regains hit points, the healing is doubled, up to a maximum bonus equal to the paladin’s divine power. Each ally can only receive this bonus once per round.

12th – Healing Aura: At the end of each round, allies in the area heal hit points equal to the paladin’s divine power.

16th – Martyr’s Aura: Whenever an ally in the area takes damage, the paladin may choose to take that damage instead. This damage ignores all forms of damage reduction and similar abilities. If the paladin takes damage in excess of her hit points in this way, the excess damage is dealt directly as vital damage.

Lawful Divine Presences:

Aura of Fortification: Enemies in the area move at half speed through threatened squares.

8th – Aura of Inhibition: Enemies in the area move at half speed.

12th – Aura of Truth: All illusory figments and glamers are suppressed in the area.

20th – Inescapable Aura: At the start of each round, enemies in the area are *immobilized* (*Unable to leave its location*) that round.

5th – Pass Judgment (Mag): The paladin gains the ability to pass judgment on those she deems unworthy. Once per day as a swift action, she may pass judgment on a creature within 100 feet of her. For the purpose of spells and effects, the creature is treated as if it had the alignment opposed to the paladin’s devoted alignment. This effect lasts for one week, or until the paladin changes her mind about the subject. This does not change the creature’s actions or behavior, but the creature is subject to the paladin’s smite attack, would detect as that alignment under the inspection of a *detect alignment* spell, and so on.

No attack is required for this effect, and it cannot be dispelled, but a *remove curse*, *miracle*, or *wish* spell can remove it. The paladin can use this ability an additional time per day at her 9th paladin level and every four levels thereafter. A paladin should be careful when using this ability, as persecution of allies can lead overzealous paladins to fall.

9th – Expanded Presence (Mag): The paladin’s divine presences affect an Large (50 ft.) radius.

13th – Lingering Presence (Mag): The effects of the paladin’s divine presences continue for 1 round after targets leave the area.

15th – Martyr’s Retribution (Mag): If the paladin dies in the devoted service of her devoted alignment, she may choose to have her fallen body erupt in an immense burst of divine energy. If she does, her body is almost completely consumed, preventing her from being raised with *resurrection* and similar effects that require an intact body. This burst has two effects. First, a *sunburst* spell immediately takes effect over the area where the paladin fell. Second, a *storm of vengeance* spell begins to take effect, centered on the same area. The spell lasts for 10 rounds, and the lightning strikes target the paladin’s enemies. Both of these effects harm only the paladin’s foes, and do not harm her allies. However, her allies’ vision is still impeded by the *storm of vengeance*.

17th – Mighty Presence (Mag): The paladin’s divine presences affect an Huge (100 ft.) radius. In addition, their effects continue for 2 rounds after targets leave the area.

20th – Aligned Soul (Mag): While a paladin is dead, she may approach the deity or governing figure of her afterlife and request

to be returned to life to continue her mission. Travelling to the relevant figure and making the request takes 12 hours. Unless there are extenuating circumstances, this request is almost always granted, and the paladin is resurrected in a new body at a location of the entity’s choice. This functions like the *resurrection* ritual, except that no part of the body is required, and a new body is created by the entity. She can be resurrected in this way regardless of the condition of her body, but not if her soul has been trapped or otherwise prevented from going to the correct afterlife.

Ex-Paladins

A paladin who ceases to follow her devoted alignment loses all magical paladin class abilities. She may not gain any additional paladin levels. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* ritual), as appropriate.

Ranger

Table 3.10: Ranger Progression

Level	Quarry	Special
1st	+2	Quarry, tenacious hunter, wild speech
2nd	+2	Hunting skill, tracker
3rd	+2	Free stride, keen vision
4th	+2	Hunting lore
5th	+3	Rapid tracker
6th	+3	Hunting skill
7th	+3	Blindsense
8th	+3	Hunting lore
9th	+3	Perfect stride
10th	+4	Hunting skill
11th	+4	Blindsight
12th	+4	Hunting lore
13th	+4	Implacable hunter
14th	+4	Hunting skill
15th	+5	Farsight
16th	+5	Hunting lore
17th	+5	Eternal quarry
18th	+5	Hunting skill
19th	+5	Truesight
20th	+6	Hunting lore

Alignment: Any.

Class Skills:

- Strength:* Climb, Jump, Sprint, Swim.
- Dexterity:* Acrobatics, Escape Artist, Ride, Stealth.
- Intelligence:* Heal, Knowledge (dungeoneering, geography, nature).
- Perception:* Awareness, Creature Handling, Survival.
- Other:* Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with ranger as a base class gains the following abilities.

Skill Points: 15.

Defenses: +4 Fortitude, +4 Reflex, +2 Mental.

Action Points: +1.

Weapon and Armor Proficiency: A ranger is proficient with

simple weapons, any two weapon groups, light and medium armor, and shields. He is also proficient with his choice of bows, crossbows, or thrown weapons.

Tenacious Hunter (Ex): The ranger adds his quarry bonus to his defenses against attacks that his quarry makes. See the Quarry ability, below, for details.

Wild Speech (Mag): The ranger learns how to communicate with animals. This ability functions like the druid ability of the same name (see Wild Speech, page 32). A ranger can use this ability a number of times per day equal to his Perception or half his ranger level, whichever is higher.

Class Abilities

All rangers have the following abilities.

Quarry: As a swift action, a ranger may designate any foe he sees as his quarry. A ranger gains a +2 bonus to damage with physical attacks and Awareness, Stealth, and Survival checks against his quarry. However, while a ranger has designated a quarry, he takes a -2 penalty on the same rolls against any target other than his quarry.

A ranger may not normally have more than one quarry at once. He may not designate a new quarry until he defeats his old quarry, or until he gives up on the quarry. He may give up pursuing a quarry as a free action. If he does, he is unable to designate a new quarry until he rests for 5 minutes.

Some abilities allow the ranger to designate multiple creatures as a quarry. Abilities which designate multiple creatures as a quarry always last for a specific amount of time.

If the ranger does not see his quarry for more than a week, it is no longer considered his quarry.

The amount by which a ranger's damage and skill checks increase against his quarry is called his quarry bonus. The ranger's quarry bonus improves by +1 at his 5th ranger level and every 5 ranger levels thereafter. His penalties against targets other than his quarry remains the same.

2nd – Hunting Skill: The ranger gains any Skill feat with prerequisites that include one of the ranger class skills as a bonus feat. He must use his ranger level in place of his character level to meet level prerequisites for the feat. At his 6th ranger level, and every 4 ranger levels thereafter, he gains an additional feat.

2nd – Tracker: The ranger gains a +5 bonus to checks made to follow tracks. In addition, he may use his ranger level in place of the Survival skill to follow tracks (see Survival, page 70).

4th – Hunting Lore: The ranger gains an ability drawn from ancient hunting lore. He chooses a single hunting lore from the list below. Some hunting lores have minimum ranger levels, as indicated in the title of the ability. At his 8th ranger level, and every four ranger levels thereafter, the ranger gains an additional hunting lore.

If a hunting lore grants the ranger a bonus feat, he must still meet any prerequisites for the feat to gain its effect.

Dual Quarry: The ranger may designate up to two targets whenever he chooses a quarry. He gains his quarry benefits against both targets. Whenever he designates new quarries, he may choose which previous quarry to give up (if any).

Endurance: The ranger gains the Endurance feat as a bonus feat (see Endurance, page ??).

Goading Hunter: Whenever the ranger damages his quarry with

a physical attack, it is **goaded** (20% failure on attacks not against goading creature) by him for 2 rounds.

No Escape: Whenever the ranger damages his quarry with a physical attack, it moves at half speed for 2 rounds.

Swift Hunter: The ranger gains the Swift feat as a bonus feat (see Swift, page ??).

8th – Anchored Quarry: Whenever the ranger damages his quarry with a physical attack, it cannot travel extradimensionally for 2 rounds. This blocks teleportation and all planar travel abilities except planar rifts.

8th – Flexible Quarry: After giving up on a quarry, the ranger does not need to wait before designating a new quarry.

8th – Impaired Quarry: Whenever the ranger damages his quarry with a physical attack, it is **impaired** (20% failure) with attacks and checks for 2 rounds.

12th – Inescapable: Whenever the ranger damages his quarry with a physical attack, it moves at one-quarter speed as long as it remains his quarry.

12th – Inevitable Hunter: The ranger ignores all miss chances and failure chances that would affect attacks and checks he makes against his quarry.

12th – Punishing Presence: At the end of each round, if the ranger's quarry is within Long (300 ft.) range of him, it takes life damage equal to his ranger level.

16th – Legendary Hunter: The ranger may always use legend points on attacks or checks he makes against his quarry, even when fighting monsters that normally prevent legend points from being used.

16th – Master of the Hunt: When the ranger uses his quarry ability, he may also designate up to five willing creatures within Long (300 ft.) range of him. As long as they stay within Long (300 ft.) range of him, they also gain the damage bonus from the ranger's quarry ability against his quarry. His allies do not suffer penalties against targets other than the quarry.

3rd – Free Stride: The ranger can move through any sort of natural terrain that slows or impedes movement at his normal speed without suffering any sort of impairment. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

3rd – Keen Vision: The ranger's sight improves, allowing him to see more easily. He gains **low-light vision**, allowing him to treat sources of light as if they had double their normal illumination range. If he already has low-light vision, he doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. In addition, he gains **darkvision** out to 50 feet, allowing him to see in complete darkness. If he already has darkvision, he increases its range by 50 feet.

5th – Rapid Tracker: The ranger's ability to track his foes improves. He can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

7th – Blindsense: The ranger's perceptions are so finely honed that he can sense his enemies without seeing them. He gains the blindsense ability out to 50 feet. This ability allows him to sense the presence and location of objects and foes within 50 feet without seeing them. If he already has the blindsense ability, he increases its range by 50 feet.

In addition, he increases the range of his darkvision by 150 feet.

9th – Perfect Stride (Mag): The ranger’s ability to surpass obstacles becomes unparalleled. He constantly acts as if he were under the effect of a *freedom* spell, except that it does not allow him to act normally underwater.

11th – Blindsight: The ranger gains the **blindsight** ability, allowing him to “see” perfectly without his eyes in a 50 foot radius around him. With this ability, he can fight just as well with his eyes closed as with them open. If he already has the blindsight ability, he increases its range by 50 feet.

In addition, he increases the range of his darkvision by 300 feet, and his blindsense by 150 feet.

13th – Implacable Hunter (Mag): The ranger cannot be blocked from pursuing his quarry. His movement is not slowed by enemies threatening him (see Moving Near Foes, page 9). In addition, he may move at half speed through spaces occupied by foes.

15th – Farsight: The ranger increases the range of his darkvision by 500 feet, his blindsense by 300 feet, and his blindsight by 50 feet. In addition, he halves his **range increment penalties** for attacking at long range.

17th – Eternal Quarry: The ranger’s quarry never stops being his quarry until he chooses a different creature. In addition, once he has designated a creature as a quarry, he can always designate it as a quarry again, even if it is not in his sight. This only applies to creatures that he designates as a quarry after acquiring this ability.

19th – Truesight (Mag): The ranger’s perceptions are accurate enough to defeat even powerful magic. He can see through normal and magical darkness, see the truth behind visual figments and glamers, and see the true form of creatures and objects affected by **Shaping** abilities. This ability works at any range.

Rogue

Table 3.11: Rogue Progression

Level	Sneak Attack	Special
1st	+1d6	Skill exemplar, sneak attack
2nd	+1d6	Skill talent
3rd	+2d6	Uncanny dodge
4th	+2d6	Combat trick
5th	+3d6	Lucky slip
6th	+3d6	Skill talent
7th	+4d6	Improved uncanny dodge
8th	+4d6	Combat trick
9th	+5d6	Lucky break
10th	+5d6	Skill talent
11th	+6d6	Slippery mind
12th	+6d6	Combat trick
13th	+7d6	Lucky dodge
14th	+7d6	Skill talent
15th	+8d6	Persistent sneak attack
16th	+8d6	Combat trick
17th	+9d6	Legendary luck
18th	+9d6	Skill talent
19th	+10d6	Ambush master
20th	+10d6	Combat trick

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Sleight of Hand, Stealth.

Intelligence: Devices, Disguise, Knowledge (dungeoneering, local), Linguistics.

Perception: Awareness, Sense Motive.

Other: Bluff, Intimidate, Perform, Persuasion.

Base Class Abilities

A character with rogue as a base class gains the following abilities.

Skill Points: 15.

Defenses: +4 Reflex, +2 Mental.

Action Points: +2.

Weapon and Armor Proficiency: Rogues are proficient with simple weapons, any two weapon groups, light armor, and bucklers. They are also proficient with saps.

Skill Exemplar: A rogue gains a +2 bonus to all skills she is trained in. This bonus increases by 1 at her 5th rogue level and every 5 rogue levels thereafter.

Class Abilities

All rogues have the following abilities.

Sneak Attack: Once per round, when a rogue hits with a physical attack against a creature unable to defend itself effectively, she can make that attack a sneak attack. She can make a sneak attack if her target is **unaware** (*critically hit on every attack*), **defenseless** (*–5 defense vs. melee*), or suffering **overwhelm penalties** from being surrounded by enemies (see Overwhelm, page 14). A sneak attack deals 1d6 points of bonus damage.

The extra damage dealt by a sneak attack increases by 1d6 at her 3rd rogue level and every two rogue levels thereafter.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A rogue can’t strike with deadly accuracy from beyond that range.

A rogue can only sneak attack creatures with a discernible body structure. Oozes, incorporeal creatures, and some plants lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking the limbs of a creature whose vitals are beyond reach. Usually, this means she can only make sneak attacks against creatures no more than two size categories larger than her.

2nd – Skill Talent: The rogue’s skills improve. She gains an additional skill point, which she can place in any skill, and a bonus Skill feat for which she qualifies (see Skill Feats, page 73). She must use her rogue level in place of her character level to meet level prerequisites for the feat. At her 6th rogue level, and every four rogue levels thereafter, she gains an additional skill point and Skill feat.

3rd – Uncanny Dodge: The rogue can react to danger before her senses would normally allow her to do so. The rogue reduces her overwhelm penalties by 1. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed. In addition, she is not **unaware** (*critically hit on every attack*) when attacked by surprise.

4th – Combat Tricks: The rogue gains a combat trick to aid her

and confound her foes. She chooses a single combat trick from the list below. Some combat tricks have minimum rogue levels, as indicated in the title of the ability. At her 8th rogue level, and every four rogue levels thereafter, the rogue gains an additional combat trick.

Some combat tricks depend on a rogue's trick power. A rogue's trick power is equal to her Intelligence or her character level, whichever is higher.

Tricks marked with an asterisk are called ambush attacks. Ambush attacks only function on the first sneak attack the rogue makes against a particular creature in an encounter.

Confusing Ambush*: The rogue makes a Trick power vs. Mental attack against the creature damaged by this ambush attack. Success means the struck creature is **dazed** (*unable to act in movement phase*) for 2 rounds. Critical success means it is instead **confused** (*randomly babbles, flees, attacks nearest, or acts normally*) for 2 rounds. This is an ambush attack, and only works once per creature.

Distracting Ambush*: A creature damaged by this ambush attack automatically fails any Concentration checks it makes that round. This is an ambush attack, and only works once per creature.

Distant Precision: The rogue can make sneak attacks from up to 100 feet away.

Hamstring*: A creature damaged by this ambush attack has its land speed halved for 5 rounds. Despite the name, this can be used on creatures who do not have hamstrings. This is an ambush attack, and only works once per creature.

Merciful Blows: The rogue suffers no penalty to damage when attacking for **nonlethal damage**, and can deal her full sneak attack damage when attacking nonlethally.

Tricky Maneuver: When performing a **maneuver** against an **overwhelmed** or **unaware** (*critically hit on every attack*) creature, the rogue gains a bonus to accuracy equal to the number of sneak attack dice she would roll. The benefits of this trick apply even against creatures immune to critical hits.

8th – Brutal Ambush*: The rogue rolls d8s instead of d6s for her sneak attack dice on this ambush attack. This is an ambush attack, and only works once per creature.

8th – Immobilizing Ambush*: A creature damaged by this ambush is **immobilized** (*Unable to leave its location*) for 2 rounds. This is an ambush attack, and only works once per creature.

12th – Agonizing Ambush*: The rogue makes a Trick power vs. Mental attack against the struck creature. Success means that the target feels agonizing pain for 2 rounds. Whenever it takes physical damage, it takes additional physical damage equal to the rogue's trick power. This is an ambush attack, and only works once per creature.

12th – Assassination: To use this ability, the rogue must spend a full round studying a creature within 100 feet of her who has not noticed her and who is not in combat. If she make a melee sneak attack against that target within 1 round, her attack deals maximum damage, including her sneak attack damage. If the target becomes aware of her presence before she attacks, this ability has no benefit.

12th – Perfect Precision: The rogue has no range limit on her sneak attacks.

16th – Deadly Ambush*: The rogue makes a Trick power vs. Fortitude attack against the struck creature. Success means the target is **staggered** (*unable to act in movement phase*), and dies if it loses all its hit points for 2 rounds. Critical success means the target

immediately dies. This is an ambush attack, and only works once per creature. In addition, dying in this way is a **Death** effect.

20th – Dual Ambush: The rogue can apply the benefits of two ambush attacks to a single sneak attack.

20th – Lingering Ambush: The effects of the rogue's ambush attacks last ten times longer than normal. This has no effect on ambush attacks that have no duration.

5th – Lucky Slip (Mag): The rogue gains an additional **legend point**. Once per round, when she spends a legend point to force a foe to reroll a **strike**, she may use this ability to treat the reroll as a 1.

7th – Improved Uncanny Dodge: The rogue reduces her overwhelm penalties by 2. This does not stack with the effects of uncanny dodge. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed.

9th – Lucky Break (Mag): The rogue gains an additional **legend point**. Once per round, when she spends a legend point to reroll a skill check, she may use this ability to treat the reroll as a 20.

11th – Slippery Mind: The rogue gains a +4 bonus to Mental defense.

13th – Lucky Dodge (Mag): The rogue gains an additional **legend point**. In addition, she can use her lucky slip ability against all attacks, not just strikes.

15th – Persistent Sneak Attack: The rogue can make two sneak attacks per round, rather than one.

17th – Legendary Luck (Mag): The rogue gains an additional **legend point**. She can always use legend points, even when fighting monsters that normally prevent legend points from being used.

19th – Ambush Master: The rogue's ambush attacks function on the first attack the rogue makes against a particular creature in a single round, rather than within a single encounter.

Spellwarped

Table 3.12: Spellwarped Progression

Level	Special
1st	Innate magic, invocation, warp regeneration
2nd	Spellwarped body
3rd	Magical senses, spellwarped aspect
4th	Invocation
5th	Manipulate magic
6th	Invocation
7th	Spellwarped aspect
8th	Invocation
9th	Magic resistance
10th	Invocation
11th	Spellwarped aspect
12th	Invocation
13th	Improved manipulate magic
14th	Invocation
15th	Spellwarped aspect
16th	Invocation
17th	—
18th	Invocation
19th	Spellwarped aspect
20th	Invocation

Alignment: Any.

Class Skills:

Intelligence: Knowledge (arcana).

Perception: Awareness, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Special Class Skills: A spellwarped gains additional class skills based on his choice of innate magic.

Alteration: Disguise, Escape Artist, Jump.

Pyromancy: Acrobatics, Jump, Sprint.

Telekinesis: Devices, Escape Artist, Sleight of Hand.

Temporal: Acrobatics, Sleight of Hand, Sprint.

Warp Damage

A spellwarped can use the innate magic within his body to generate powerful magical effects. However, doing so is physically taxing. Most spellwarped abilities cause the spellwarped to take some amount of **warp damage**. Warp damage cannot be cured by effects that restore hit points, effectively reducing the spellwarped's maximum hit points.

A spellwarped cannot voluntarily take warp damage that would exceed half his maximum hit points. An hour of rest cures warp damage equal to a character's level.

Base Class Abilities

A character with spellwarped as a base class gains the following abilities.

Skill Points: 5.

Defenses: +4 to one defense, +2 to other defenses (see the Innate Magic ability, below).

Action Points: +3.

Weapon and Armor Proficiency: A spellwarped is proficient with simple weapons, any two weapon groups, light and medium armor, and shields.

Warp Regeneration (Mag): The spellwarped does not need to rest to cure warp damage. He automatically heals warp damage equal to his level every hour, regardless of any activity he takes in the meantime. If he rests, he also recovers warp damage for resting, doubling the warp damage he heals.

Class Abilities

All spellwarped have the following abilities.

Spellpower: The strength of a spellwarped's spells and abilities are determined by his spellpower. His spellpower is equal to his key attribute or his character level, whichever is higher.

Innate Magic: Each spellwarped draws his magical power from a particular kind of magic. This is a choice made when the first level of the class is taken, and it cannot thereafter be changed. The choices are listed below. His choice of innate magic is not a **magical** ability, but the active ability granted by that choice is a magical ability.

Alteration: The spellwarped can manipulate the physical forms of creatures. His good defense is Fortitude, his key attribute is Intelligence, and he treats Disguise, Escape Artist, and Jump as class skills. An alteration spellwarped may be called an alterer, bodywarper, or shifter.

As a standard action, he can change minor aspects of his appearance, such as removing a mole or lengthening his beard. This can grant him a +2 bonus to Disguise checks. Major changes are not

possible.

Pyromancy: The spellwarped can manipulate fire and heat. His good defense is Fortitude, his key attribute is Willpower, and he treats Acrobatics, Jump, and Sprint as class skills. A pyromancy spellwarped may be called a pyromancer.

As a standard action, he can snap his fingers to create a small ember of flame in his hand for 5 minutes. This ember casts light as a torch, and can deal 1 point of fire damage with a successful touch attack. It can be dismissed as a swift action or extinguished as a move action.

Telekinesis: The spellwarped can manipulate objects and creatures with his mind. His good defense is Mental, his key attribute is Willpower, and he treats Devices, Escape Artist, and Sleight of Hand as class skills. A telekinesis spellwarped may be called a telekine.

As a standard action, he can concentrate to move objects within ten feet of him telekinetically. He can slowly lift or manipulate one object by up to one foot per round. The object can weigh up to five pounds. This level of control is insufficient to make skill checks or wield a weapon or shield effectively.

Temporal: The spellwarped can manipulate time. His good defense is Reflex, his key attribute is Perception, and he treats Awareness, Sleight of Hand, and Sprint as class skills. A temporal spellwarped may be called a temporalist or timewarper.

The spellwarped always knows exactly what time it is, and can track the passage of time precisely without effort.

Invocation: A spellwarped can invoke his innate magic to generate powerful effects. He chooses a single invocation at 1st level from those available based on his choice of innate magic. Using an invocation inflicts **warp damage** to the spellwarped equal to half the minimum spellwarped level required to learn the invocation (minimum 1).

At his 4th spellwarped level, and every two spellwarped levels thereafter, he gains an additional invocation. Some invocations have minimum spellwarped levels, as indicated in the title of the ability. The list of invocations is given at [Invocations](#), page 49.

The spellwarped's accuracy with invocations is equal to his spellpower.

2nd – Spellwarped Body (Mag): The spellwarped's body is fundamentally altered by exposure to magic. He shows signs of the magic coursing through his body: strangely or inconsistently colored hair, natural skin markings which often resemble runes, and so on. Anyone observing the spellwarped can make an Awareness or Spellcraft check with a DR equal to 20 – his spellwarped level to recognize that the character is a spellwarped. Critical success on the check allows the observer to determine the type of innate magic the spellwarped has. In addition, the spellwarped gains an ability based on his innate magic.

Alteration – Sturdy Body: The spellwarped gains a +2 bonus to his Fortitude defense. This bonus increases by 1 at spellpower 5 and every 5 spellpower thereafter.

Pyromancy – Energy Resistance: The spellwarped gains **damage reduction** against cold and fire damage equal to twice his spellpower.

Telekinesis – Tactile Telekinesis: The spellwarped gains a +2 bonus to Strength and Dexterity-based checks. This bonus increases by 1 at spellpower 5 and every 5 spellpower thereafter.

Temporal – Accelerated Movement: The spellwarped gains a +2

bonus to his Reflex defense and a +10 foot bonus to his movement speed. At spellpower 8, 14, and 20, the defense bonus increases by 1 and the speed bonus increases by 10 feet.

3rd – Magical Senses (Mag): The spellwarped learns to recognize the telltale signs of his chosen magic. He must concentrate as a standard action to use this ability, and he may do so any number of times per day.

Alteration – Perceive Alteration: The spellwarped can discern the true form of all creatures within 50 feet of him for 1 round, ignoring any effects which magically alter their shapes. This also grants him a +5 bonus to Awareness checks to see through disguises.

Pyromancy – Flame of Life: The spellwarped can see the life-fire that lies within all living creatures, allowing him to clearly see all living creatures within 50 feet of him for 1 round. It also allows the spellwarped to see unusually warm objects, such as fires. This is a **Detection** ability, and it can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Telekinesis – Spatial Awareness: The spellwarped can feel the forms of all objects and creatures around him, granting blindsense out to a 50 foot range for 1 round.

Temporal – Rapid Search: The spellwarped can accelerate his mind to immediately search everything within a 10 foot radius of him with the Awareness skill as a standard action. Alternately, he may use this ability to read a book ten times as fast as normal.

3rd – Spellwarped Aspect (Mag): The spellwarped gains a new ability based on his continued exposure to magical energy. Most aspects are specific to particular kinds of innate magic, but some aspects can be taken by any spellwarped. These aspects are listed under the General heading.

At his 7th spellwarped level, and every four spellwarped levels thereafter, the spellwarped gains an additional spellwarped aspect. Some aspects require a minimum spellwarped level, as indicated in the title of the ability. The full list of spellwarped aspects is given below.

General:

Resilient: The spellwarped increases the defense improved by his choice of innate magic by 2. This can increase his hit points, if appropriate.

Spellwarped Ritualist: The spellwarped can learn and perform rituals as if he were an arcane caster with a spellpower equal to his spellwarped spellpower. The maximum level of ritual that he can learn or perform is equal to half his spellwarped level or half his spellwarped key attribute, whichever is lower. In addition, he gains an ability based on which type of spellwarped he is.

- *Alteration* If a ritual requires a specific component with a value, the spellwarped can substitute its equivalent value in ritual components instead. This cannot be used to replace components without a value or components with special properties that alter the ritual's effect, such as the body for a *resurrection* ritual.
- *Pyromancy* The spellwarped can use any combustible item as a ritual component. It can replace an amount of normal ritual components equal to the value of the item. It cannot replace special ritual components.
- *Telekinesis* The spellwarped can perform rituals from up to 30 feet away from the ritual components.
- *Temporal* The spellwarped performs rituals twice as quickly.

7th – Warp Overload: The spellwarped can voluntarily take **warp damage**, even if that would exceed half his maximum hit points.

He is only unable to voluntarily take warp damage if the total warp damage would exceed his maximum hit points.

11th – Persistent Senses: The spellwarped can constantly gain the benefit of his magical senses ability. He can toggle his enhanced senses on or off as a swift action. If the ability does not have a duration, such as the temporal magical senses ability, this aspect has no effect.

2nd – Surge of Power (Mag):

Telekinesis – Kinetic Deflection: The spellwarped reflexively deflects attacks away with his mind. He gains a +2 bonus to his **physical defenses**.

Temporal – Accelerate Movement: The spellwarped accelerates his movement and reactions. He gains a +2 bonus to his Reflex defense and a +10 foot bonus to his movement speed. At spellpower 8, 14, and 20, the defense bonus increases by 1 and the speed bonus increases by 10 feet.

Alteration:

Alter Movement: The spellwarped gains his choice of the Acrobatics Mastery, Climb Mastery, Jump Mastery, or Swim Mastery feats. He may select this aspect multiple times, choosing a different bonus feat each time.

7th – Damage Reduction: The spellwarped gains **damage reduction** against physical damage equal to his spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.

11th – Alter Size: As a standard action, the spellwarped can grow or shrink by one size category, up to a maximum of one size category different from his normal size. This effect lasts until he uses this ability again. This is a **Sizing** effect, and does not stack with other Sizing effects.

11th – Regeneration: At the end of each round, the spellwarped heals hit points equal to his spellpower.

Pyromancy:

Flame Aura: The spellwarped emanates an aura of fire. At the end of each round, enemies adjacent to him take fire damage equal to his spellpower. He can suppress or resume this aura as a **swift action**.

Intense Flames: The spellwarped can choose to have his spellwarped abilities ignore an amount of fire damage reduction equal to his spellpower.

7th – Flame Eater: When the spellwarped resists fire damage with his spellwarped body ability, he heals hit points equal to the damage resisted.

7th – Retributive Flames: When a creature makes a melee attack against the spellwarped, it takes d6 damage +1d per two spellpower.. Each creature can only take this damage once per round.

11th – Intense Flame: The spellwarped gains a bonus to fire damage with all invocations equal to the number of dice he would roll for that invocation's fire damage. This does not affect invocations that do not deal fire damage.

Telekinesis:

Kinetic Deflection: The spellwarped may use his Intelligence in place of his Dexterity or Constitution to determine his **physical defenses**.

Improved Object Manipulation: When the spellwarped uses his object manipulation ability, he can affect objects within 10 feet, with a weight limit of up to two pounds per spellpower. He has enough control to make checks with a DR of up to 10.

7th – Force Barrier: The spellwarped gains a +1 bonus to **physi-**

cal defenses.

7th – Shieldbearer: The spellwarped may wield shields, except tower shields, telekinetically. The shield floats in his square, granting him its bonus to his physical defenses just as if he were wielding it. He does not need a free hand to wield the shield, and suffers no arcane spell failure for its use, though he is still affected by its **encumbrance penalty**. The shield follows him as he moves. If it is forcibly removed from his square, he loses control over it and it falls to the ground.

11th – Mind Armory: The spellwarped may control a number of weapons equal to half his Intelligence with his mind blade ability. This does not allow him to make additional attacks per round, but he may attack interchangeably with any weapon he controls. Each weapon threatens an area and contributes to overwhelm penalties, just as with his normal mind blade ability.

Temporal:

Accelerate Mind: The spellwarped gains a +2 bonus to Intelligence-based and Perception-based checks.

Sprint Mastery: The spellwarped gains the Sprint Mastery feat (see page ??).

Swift: The spellwarped gains the Swift feat (see page ??).

Uncanny Dodge: The spellwarped can react to danger before his senses would normally allow him to do so. He reduces his overwhelm penalties by 1. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed. In addition, he is not **unaware** (*critically hit on every attack*) when attacked by surprise.

7th – Improved Uncanny Dodge: The spellwarped reduces his overwhelm penalties by 2. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed.

15th – Accelerate Attack: Whenever the spellwarped makes a **standard attack**, he can make an additional **strike** at a –5 penalty. This does not stack with any other effects which grant extra strikes.

5th – Manipulate Magic (Su): The spellwarped can channel his innate magic to manipulate magical abilities. Using this ability causes the spellwarped to take **warp damage** equal to half the **power** of the target ability.

Alteration – Absorption: As an immediate action, when the spellwarped makes successfully resists an attack against his Fortitude from a magical ability, he may absorb the magic harmlessly into his body. It has no effect on him, even if it would normally have an effect on a failed attack.

Pyromancy – Fuel the Flame: As an immediate action, when the spellwarped is affected by a magical ability, he may channel its energy into a burst of flame around him. Enemies within a Medium (20 ft.) radius of the spellwarped take fire damage equal to his spellpower. The spell still has its normal effect on the spellwarped.

Telekinesis – Mind over Matter: As an immediate action, when the spellwarped is subject to an attack against his Fortitude from a magical ability, he may use his Mental defense instead.

Temporal – Accelerate Magic: As a swift action, the spellwarped can halve the duration of any magical ability affecting him. This can end the effect immediately if it has less than one round remaining. If this would reduce the duration by more than one day, the duration is instead reduced by one day.

9th – Magic Resistance (Mag): The magic within the spellwarped allows him to completely ignore other magic, granting him **magic resistance** equal to 10 + his Constitution or level, whichever is higher.

13th – Improved Manipulate Magic (Mag): The spellwarped can use his manipulate magic ability to affect any ally within Medium (100 ft.) range of him.

Invocations

All invocations are **magical** abilities unless otherwise noted.

Some invocations mimic the effects of spells. The spellwarped's spellpower with these effects is equal to his spellpower with the spellwarped class.

Alteration Invocations

1st – Body Bludgeon: The spellwarped distorts a part of his body and strikes a foe with it. He makes a Spellpower vs. Armor defense physical attack against a foe within his **reach**. This attack scores critical hits like other physical attacks. Success means the target takes 1d6 bludgeoning damage per two spellpower + half his Strength. Failure means the target takes half damage.

At his 4th spellwarped level, this damage increases to 1d6 bludgeoning damage per spellpower + half his Strength.

1st – Shrink: This invocation functions like the *shrink* spell.

4th – Enlarge: This invocation functions like the *enlarge* spell.

4th – Purge: The spellwarped can end any single effect or condition on him which requires a successful attack against his Fortitude. If he identify the effects on him, such as with a Spellcraft check, he may freely choose which effect to end. If he cannot differentiate the effects, choose the effect ended randomly.

6th – Amorphous Body: The spellwarped transforms his body into an amorphous form for Short (*Focus + 5 rounds*) duration. In this form, he gains several benefits. He gains a +20 bonus to Reflex defense against grapple attacks, is immune to critical hits, and can move through spaces that are no more than two inches in width without **squeezing**. While moving through spaces smaller than he could normally move through, he moves at half speed.

6th – Healing Transformation: As a standard action, the spellwarped can heal a creature within Close (30 ft.) range by transforming it into a healthier version of its normal body. The target heals 1d6 points of damage per spellpower. This also removes any of the following conditions: blinded, deafened, diseased, exhausted, fatigued, nauseated, sickened, and poisoned.

6th – Mighty Throw: This invocation functions like the *mighty throw* spell.

8th – Bludgeon the Horde: This attack functions like the body bludgeon attack, except that the spellwarped may attack all foes within his reach, as if he were wielding a reach weapon. Success deals 1d8 bludgeoning damage per two spellpower + half his Strength. Failure deals half damage.

8th – Flight: As a standard action, the spellwarped can grow wings that last for 5 rounds. The wings grant him a fly speed equal to his land speed. While **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), he can fly (see Flying, page 10). He can only fly for a number of rounds equal to half his spellpower, even if he uses this ability again to extend the duration of the wings. After that limit is reached, he must rest for 5 minutes before flying again.

12th – Reinforced Flight: This functions like the flight invocation, except that the spellwarped can fly while encumbered.

Pyromancy Invocations

Unless otherwise noted, a pyromancer's invocations are **Fire** effects, and shed light equivalent to a torch for their duration.

1st – Burn: The spellwarped makes a Spellpower vs. Reflex defense attack against a foe within Medium (100 ft.) range. Success means the target takes d6 damage +1d per two spellpower.. Critical success deals double damage. Failure means the target takes half damage.

At his 4th spellwarped level, this damage increases to 1d8 damage +1d per two spellpower..

1st – Flame Weapon: As a swift action, the spellwarped can create a weapon made of flame that lasts for 5 rounds. The weapon is sized appropriately for him, and may take the form of any weapon he is proficient with. He can attack with the weapon as if it were a normal weapon of its type, except that he uses his spellpower to determine his damage in place of his level or Strength, and all damage dealt with the weapon is fire damage. All other damage modifiers apply normally.

If the flame weapon leaves his hand, it is extinguished 1 round later.

4th – Fiery Protection: As a standard action, the spellwarped can bestow fire and cold damage reduction equal to twice his spellpower on a creature within 30 feet of him. The protection lasts for Short (*Focus + 5 rounds*) duration.

4th – Flame Shield: As a standard action, the spellwarped can wreath a willing creature within Close (30 ft.) range in flame for Short (*Focus + 5 rounds*) duration. Whenever a creature makes a melee attack against the target, the attacking creature takes d6 damage +1d per two spellpower.. A creature can only be dealt damage by this spell once per round.

6th – Conflagration: As a standard action, the spellwarped can release a powerful explosion of flame. He makes a Spellpower vs. Reflex attack against everything within a Medium (20 ft.) radius burst of him. Success against a target means it takes d8 damage +1d per two spellpower.. Critical success deals double damage. Failure against a target means it takes half damage.

6th – Fireball: This invocation functions like the *fireball* spell.

6th – Ignite: The spellwarped makes a Spellpower vs. Reflex attack against a foe within Close (30 ft.) range. Success means the target takes 1d8 damage +1d per two spellpower., and is **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 2 rounds. Critical success deals double damage. Failure means the target takes half damage, but is still ignited.

8th – Firestride: As a move action, the spellwarped can teleport to any active flame of at least Tiny size within Medium (100 ft.) range. When he does so, he immolates himself and disappears into a pile of ash before stepping out from the flame unharmed. An ordinary torch is sufficient flame to teleport to, but not a candle.

8th – Flameheart: As a standard action, the spellwarped can become a being of pure fire for Short (*Focus + 5 rounds*) duration. In this form, he is immune to physical damage and can pass through openings as small as one inch at no movement penalty. However, he cannot attack normally or use any of his items, as they meld into his body. He may use any of his invocations normally. In addition, as a standard action, he can make a Spellpower vs. Reflex attack to touch a creature. Success means the target takes 1d8 damage +1d per two spellpower.. Critical success deals double damage.

8th – Flight of the Phoenix: As a standard action, the spellwarped can create wings of flame that last for 5 rounds. The wings grant him a fly speed equal to his land speed. While **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), he can fly (see Flying, page 10).

10th – Lifeseeking Flame: As a standard action, the spellwarped fires an orb of flame at a target within Long (300 ft.) range. If he does not target a creature, the flame automatically strikes a living creature within range. It is able to unerringly strike creatures you cannot see or are not aware of, including invisible or concealed creatures. You can direct the orb to avoid specific targets, allowing you to strike a hidden foe among your allies. If there is no valid target, the orb dissipates harmlessly.

The struck target takes 1d10 fire damage per two spellpower.

14th – Immolation: This invocation functions like the *immolation* spell.

18th – Phoenix Revival: When the spellwarped takes vital damage, he may ignore the damage as an immediate action, even if the vital damage would be sufficient to kill him. If he does, he dissolves into a pile of ash for 2 rounds. During this time, he can take no actions. If the pile of ash remains intact after 2 rounds, the spellwarped is restored to his normal body. He has no hit points remaining, and warp damage equal to half his maximum hit points, but is healed of all vital damage. However, if the pile of ash is dispersed, the spellwarped dies. The ash cannot be harmed by fire damage, and if the pile of ash would take at least 50 points of fire damage during a round, the spellwarped returns one round sooner. The spellwarped may take his normal actions in the round after he is restored.

After using this ability, the spellwarped cannot use it again for 1 hour.

20th – Immolate: As a standard action, the spellwarped makes a Spellpower vs. Fortitude attack against a foe within Close (30 ft.) range to consume it in flames from the inside out. Success deals 1d8 fire damage per spellpower. Critical success kills the target instantly. Failure deals half damage.

Telekinesis Invocations

1st – Mind Crush: As a standard action, the spellwarped can make a Spellpower vs. Fortitude attack against a creature within Close (30 ft.) range. Success means the target takes d6 damage +1d per two spellpower. and is **sickened** (*moves at half speed*) for 2 rounds. Critical success deals double damage. Failure means the target takes half damage, but is still sickened.

At his 4th spellwarped level, this damage increases to 1d8 damage +1d per two spellpower..

1st – Mind Blade: As a swift action, the spellwarped can telekinetically wield an unattended weapon within Close (30 ft.) range for 5 rounds. The weapon must be a light or medium weapon appropriate for his size. This allows him to attack with the weapon just as if he were holding it in one hand, except that he uses his spellpower in place of his Strength or Dexterity. In all other respects, this functions as if he were wielding the weapon normally, including contributing to overwhelm penalties. The weapon floats in midair and threatens all squares adjacent to it. As a move action, he may move the weapon up to 30 feet in any direction, even vertically. If the weapon goes outside of Close (30 ft.) range, he loses control of it and it falls to the ground.

4th – Dual Mind Blade: This invocation functions like his mind blade invocation, except that the spellwarped may wield two weapons at once. They must stay in the same space, and he may make two-weapon fighting attacks with the weapons, just as if he were wielding them with two hands.

4th – Mighty Mind Blade: This invocation functions like the mind blade invocation, except that the spellwarped may also use a heavy weapon appropriate for his size, allowing him to attack with it just as if he were holding it in two hands.

6th – Distant Manipulation: As a standard action, the spellwarped can mentally manipulate objects and creatures at up to Close (30 ft.) range for up to 5 rounds. This allows him to take any actions which he could normally take with his hands, using his spellpower in place of his Strength or Dexterity, as appropriate.

8th – Immobilize: As a standard action, the spellwarped can make a creature within Medium (100 ft.) range of him **immobilized** (*Unable to leave its location*) for 2 rounds.

10th – Telekinetic Blast: This invocation functions like the **telekinetic blast** spell.

Temporal Invocations

Unless otherwise noted, all temporal invocations are **Temporal** effects.

Decelerate: As a standard action, the spellwarped can attempt to slow a creature down. He makes a Spellpower vs. Mental attack against a creature within Medium (100 ft.) range. Success means the target is **immobilized** (*Unable to leave its location*) for 2 rounds. Failure means it moves at half speed for 2 rounds.

Timelock: As a standard action, the spellwarped can attempt to lock a creature in time. He makes a Spellpower vs. Mental attack against an adjacent creature. Success means the target slips out of time for 1 round. During that time, it can take no actions, but cannot be harmed, moved, or affected in any way. Critical success means it slips selectively out of time for 1 round. During that time, it can take no actions, but can be harmed or moved as normal. It is not considered **helpless** (*physical defenses are 10, vulnerable to coup de grace*).

A creature affected by this ability is immune to the effect for 5 rounds, even if the attack failed.

4th – Disjointed Time: As a standard action, the spellwarped chaotically disrupts the local flow of time of a creature within Close (30 ft.) range. The target is **impaired** (20% failure) with attacks and checks for 5 rounds.

4th – Haste: This invocation functions like the **haste** spell.

6th – Flash Step: As a move action, the spellwarped can accelerate a willing creature within Close (30 ft.) range so much that he can seem to pause time for everyone but the target. This allows the target to immediately take a single move action. During this move action, the target moves at double speed, cannot be followed or withdrawn from, and may move through squares occupied by creatures or threatened by blocking enemies without penalty. The target still suffers the effects of any environmental hazards.

6th – Slow: This invocation functions like the **slow** spell.

8th – Inhuman Speed: As a move action, the spellwarped can accelerate himself to immense speed, allowing him to move up to five times his speed. During this time, he cannot be followed or withdrawn from, can move through squares occupied by enemies or threatened by blocking enemies without penalty, and can treat

liquids as if they were solid ground.

10th – Timestream: The spellwarped manipulates time in a Large (50 ft.), 10 ft. wide line-shaped zone that extends out from him for 5 rounds. All creatures and objects that pass through the line are **slowed** (*unable to act in movement phase, move at half speed*) for 1 round. The spellwarped can exclude his allies from the effect. The timestream is virtually invisible, requiring a DR 30 Awareness check to notice in a clear environment, though objects passing through the effect can make it more obvious.

10th – Mass Haste: This invocation functions like the **haste** spell with the Mass augment applied.

12th – Mass Flash Step: This invocation functions like the flash-step invocation, except that it affects up to five willing creatures.

12th – Mass Slow: This invocation functions like the **slow** spell with the Mass augment applied.

16th – Time Reversal: As a swift action, the spellwarped can take one warp damage to create a “time lock.” The time lock persists for one round. As a standard action, he can take eight warp damage to make a Spellpower vs. Mental attack a creature within Medium (100 ft.) range to reverse time for it. Success means the target is restored to its exact condition at the point immediately after the time lock was created. The effects of any actions that the creature took in the intervening time are undone, any damage it dealt or took is removed, it is returned to its original location, and the creature is restored in all other ways, just as if the intervening time had never occurred. If its original location is occupied, the time reversal fails. The spellwarped cannot reverse time for himself in this way.

After reversing time in this way, the spellwarped must wait 5 rounds before he can create a time lock or reverse time again.

16th – Supreme Acceleration: As a standard action, the spellwarped can accelerate himself so much that he can take an additional round of actions immediately. During this round, all creatures he attacks are treated as **helpless** (*physical defenses are 10, vulnerable to coup de grace*), but he cannot perform a **coup de grace** or similar ability; such an act requires more care and precision than is possible with such immense speed. After using this ability, he must wait 5 rounds before he can use it again.

18th – Time Stop: As a standard action, the spellwarped can step into an alternate timestream, causing him to speed up so greatly that all other creatures seem frozen. He can act for 1d3+1 rounds of apparent time. During this time, all objects and creatures are frozen in place and are completely invulnerable to the spellwarped, though he may affect them with invocations normally. After using this ability, he must wait 5 rounds before he can use it again.

Multiclass Characters

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character’s different classes combine to determine a multiclass character’s overall abilities. Multiclassing improves a character’s versatility at the expense of focus.

Class And Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character’s classes.

Level: “Character level” is a character’s total number of levels. It is used to determine when feats and attribute score boosts are

gained, as noted on Table 1.7: Character Advancement (page 19). Whenever a creature's "level" is specified, without reference to a particular class, the character level is used.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: The normal rules for determining hit points apply to multiclass characters.

Defenses: The normal rules for determining defenses apply to multiclass characters.

Skills: A multiclass character gains all class skills from all of his classes. However, only the character's base class grants skill points. If a character has multiple base classes, he must choose which base class grants skill points. When a character gains new class skills, he may redistribute his skill points to gain training or mastery in his new class skills.

Class Abilities: A multiclass character gets all the class abilities of all his or her classes, but must also suffer the consequences of the special restrictions of all his or her classes.

In some cases, two classes can have virtually identical abilities. Use the following guidelines to determine how abilities stack.

- If two identical class abilities are not based on level and are not gained following a specific pattern, they do not stack.
- If two identical class abilities are not explicitly based on level, but both classes gain them in a predictable pattern, the levels of the two classes stack for determining when the next improvement to the class ability will be gained.
- If two identical class abilities are explicitly based on level, the levels of the two classes stack for determining the power of the ability.
- If two identical class abilities say how they stack, those rules trump any other rules.

These are some examples of how to use these guidelines.

- Both a druid and a ranger gain wild speech. A druid/ranger who has wild speech from both classes has the same wild speech ability as a druid or ranger would.
- Both a barbarian and a rogue get uncanny dodge and improved uncanny dodge at the same level. A barbarian/rogue adds his barbarian and rogue levels together to determine when he acquires improved uncanny dodge.

Weapon and Armor Proficiency: Only a character's base class grants weapon and armor proficiencies. If a character has multiple base classes, she must choose which base class grants weapon and armor proficiencies.

Chapter 4

Skills

A character's skills describe the myriad of talents that people have.

Acquiring Skills

Skill Points

At 1st level, you gain a certain number of skill points. Skill points can be spent to improve your abilities with particular skills (see Skill Training, page 53).

Class Skill Points

You get a base allotment of 5, 10, or 15 skill points, depending on your character's **base class**. These skill points can only be spent on the **class skills** associated with your base class.

Other Skill Points

You gain additional skill points equal to twice your starting Intelligence. If your Intelligence is negative, you instead lose skill points equal to your Intelligence, starting with normal skill points before removing class skill points. Some other abilities, such as the Skill Savant feat (see Skill Savant, page ??), can also grant additional skill points. Unless otherwise noted, all skill points other than skill points from your base class can be spent on any skills.

Skill Training

You can spend one skill point to become trained in a skill, or two skill points to master a skill. Your training determines your base modifier for attacks and checks using that skill, as described below. This is called your **skill training modifier**.

- **Untrained** Becoming untrained in a skill costs no skill points. You are untrained in all skills by default. Your modifier with an untrained skill is equal to half the skill's **key attribute**. If the skill does not have a key attribute, your modifier is +0.
- **Trained** Becoming trained in a skill costs one skill point. Your modifier with a trained skill is equal to the skill's **key attribute**. If the skill does not have a key attribute, your modifier is equal to half your level.
- **Mastered** Mastering a skill costs two skill points. Your modifier with a mastered skill is equal to the skill's key attribute + 2. If the skill does not have a key attribute, your modifier is equal to your level.

Class Skills

The class skills for each class are summarized on Table 4.1: Class Skills.

Using Skills

Most uses of skills are **checks** (see Checks, page ??). The consequences of success and failure on skill checks and attacks are defined in the individual descriptions of each skill.

Skill Bonus

Your bonus with a skill is calculated as follows:

Training modifier (see Skill Training, page 53) + other bonuses and penalties

Bonuses and Penalties: Miscellaneous modifiers include racial bonuses, armor check penalties, bonuses provided by feats, and more.

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.

Skills that require a free action to use can never be used more than once for the same purpose within a round. For example, if you fail to notice a creature sneaking up on you, you can't keep making Awareness checks as a free action until you notice. You could try again in the next round, however.

Special Skill Checks

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 check modifier wins. If these scores are the same, roll again to break the tie. Typical opposed checks are described in Table 4.2: Example Opposed Checks

Table 4.1: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Climb	C	—	C	C	C	—	C	C	—	—	—	Str
Jump	C	—	C	C	C	—	C	C	—	—	—	Str
Sprint	C	—	C	C	C	—	C	C	—	—	—	Str
Swim	C	—	C	C	C	—	C	C	—	C	—	Str
Acrobatics	C	—	C	C	C	—	C	C	—	—	—	Dex
Escape Artist	—	—	—	C	C	—	—	C	—	—	—	Dex
Ride	—	—	—	C	—	C	—	—	—	C	—	Dex
Sleight of Hand	—	—	—	—	—	—	—	C	—	—	—	Dex
Stealth	—	—	—	—	C	—	C	C	—	—	—	Dex
Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Craft ¹	C	C	C	C	C	C	C	C	C	C	C	Int
Devices	—	—	—	—	—	—	—	C	—	—	—	Int
Disguise	—	—	—	—	—	—	—	C	—	—	—	Int
Heal	—	C	C	—	C	C	C	—	—	—	—	Int
Knowledge	—	C	—	—	C	—	—	—	C	C	C	Int
Linguistics	—	C	—	—	—	—	—	C	—	—	C	Int
Awareness	C	C	C	C	C	C	C	C	C	C	C	Per
Creature Handling	C	—	C	—	—	C	C	—	—	—	—	Per
Sense Motive	—	C	—	—	—	C	—	C	—	—	—	Per
Spellcraft	—	C	C	—	C	—	—	—	C	C	C	Per
Survival	C	—	C	—	C	—	C	—	—	—	—	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	—	Varies ²
Perform	—	—	—	—	C	—	—	C	—	—	—	Varies ²
Profession ¹	C	C	C	C	C	C	C	C	C	C	C	Varies ²
Bluff	C	C	C	C	C	C	C	C	C	C	—	— ³
Persuasion	C	C	C	C	C	C	C	C	C	C	—	— ³

C: class skill

1. Always treated as a class skill

2. Attribute varies depending on skill usage

3. No attribute applies

Group Skill Checks

When multiple characters are trying to use the same skill simultaneously, they may be able to work together. Most skills can be done as a group skill check, where the more skilled characters assist the less skilled characters and work together to find the best result. There are two kinds of group skill checks.

Collaborative Checks: When making a collaborative skill check, each member of the group gets their own result. Collaborative checks might include a group of scouts sneaking up on an enemy camp, a group of adventurers climbing a cliff, or a group of spies lying about their true allegiances.

When making a collaborative check, the group must choose a leader before making the check. Each member of the group can make the check using the higher of their skill modifier and half the leader's skill modifier. Other modifiers apply normally.

The group leader must remain in a position to help the other members of the group for the group members to gain this benefit. For example, if a group is making a collaborative check to leap across a chasm, the leader must jump last. If the group is making a collaborative Stealth check, the leader must remain adjacent to the other members of the group to prevent their mistakes quietly. The exact circumstances depend on the situation.

Collective Checks: The group works together to get a single result. Collective checks might include a group of diplomats persuading a noble to go to war, a group of medics tending to a dying warrior, or a group of scouts keeping watch for enemy attacks.

When making a collective check, the group simply uses the highest result from any character making the check.

Making Group Skill Checks: A group skill check is not always possible. If the whole group is leaping over a chasm at once to escape a dragon, there is not enough time to designate a leader and have them aid the others to make a collaborative check. In general, a group skill check is only possible if the group has at least five rounds to work together, though this time may vary widely depending on the situation and the skill being used.

Skill Description Format

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

Table 4.2: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Lie	Bluff (—)	Sense Motive (Per)
Create a forged artwork	Craft (Int)	Craft (Int) or Awareness (Per)
Create a false map	Craft (Int)	Craft (Int) or Knowledge (geography)
Make a bully back down	Intimidate (varies)	Special ¹
Make someone look like someone else	Disguise (Int)	Awareness (Per)
Sneak up on someone	Stealth (Dex)	Awareness (Per)
Steal a coin pouch	Sleight of Hand (Dex)	Awareness (Per)
Tie a prisoner securely	Devices (Int) ²	Escape Artist (Dex)

1 An Intimidate check can be opposed by the target’s Mental defense, not a skill check. See the Intimidate skill description for more information.
2 You can also tie a prisoner with a grapple attack. See Grapple, page 20.

In addition to the skill’s name, the line also indicates the attribute associated with the skill, if there is one. 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:

Check: What a character (“you” in the skill description) can do with a successful skill check, and the check’s DR.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to repeated attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Tasks

A task is a particular way to use a skill. Each skill has a number of tasks listed. These tasks are simply examples, and do not list everything the skill can be used for. You should be creative with your skills, rather than only using the tasks written here.

Hidden Tasks

Some tasks are called **hidden tasks**, and are marked with a [Hidden] tag in the task name. These tasks rely on hidden information that your character should not have access to. For example, you can make a Sense Motive check to identify whether a creature is lying. If you are told to make a Sense Motive check when a creature talks, you can deduce that it is probably lying regardless of the success or failure of the check. To solve this issue, any checks for hidden tasks should be made secretly by the GM. Usually, you should not even know that your character made a check unless you learn a result from it.

If you are suspicious of a situation, you can ask the GM to make a relevant check for your character. This usually should not grant a bonus to the check, but it can ensure that the GM did not forget to make the check!

Acrobatics (Dex)

The Acrobatics skill represents your ability to balance, tumble, and perform similar feats of agility and poise.

Agile Charge

You can make a DR 10 Acrobatics check while **charging** to change directions while charging. Success means you can make a single turn of up to 90 degrees during the movement. Failure means you can’t change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall **prone** (*–4 to melee accuracy and defense, +4 defense vs ranged attacks*).

Balance

When you are on a slippery or narrow surface, you must make an Acrobatics check to move. Success means you move along the surface at half speed. Critical success means you move along the surface at full speed. Failure means your action is wasted, and you do not move. Critical failure means you fall prone. If you do not have enough room to fall prone, you may fall off of the edge you are balancing on.

The DR of Acrobatics checks to balance varies with the surface, as described in Table 4.3: Balancing DRs. In addition, if you are forcibly moved while on a slippery or narrow surface, you must make an Acrobatics check against the same DR. Success means you stay standing. Failure means you fall prone.

Table 4.3: Balancing DRs

Narrow Surface	DR
At least one foot wide	0
At least six inches wide	5
At least two inches wide	10
At least one inch wide	15
Less than than one inch wide	20
Surface Condition	DR Modifier
Water covered	+2
Slightly mobile (rope bridge)	+2
Ice or oil covered	+5
Very mobile (slack rope)	+5

Mitigate Fall

As you hit the ground after a fall, you can make an Acrobatics check to reduce falling damage. A DR 5 check allows you to treat a fall as if it were 10 feet shorter. For every 10 points by which you beat that DR, you can reduce the falling damage by 10 additional feet.

Rapid Stand

You can make a DR 10 Acrobatics check to stand up from a prone position more quickly. Success means you stand up as a

swift action. Critical success means you stand up as a **free action**. Failure means you must spend a move action to stand up. Critical failure means you spend a move action and are unable to stand up. You cannot attempt this check unless you can spend a move action to stand up.

Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to spot concealed things, to correctly identify sounds, or to smell the distinctive rotting flesh smell that accompanies undead.

Each creature has a variety of senses. The Awareness skill governs the use of every sense. It is most commonly used with sight, hearing, and smell, though other uses are possible. Often, bonuses or penalties will apply only to certain senses. For example, it is extremely difficult to see when there is no light, but that has no effect on how difficult it is for you to hear sounds. In such cases, you only roll one Awareness check, and you apply the modifiers separately for each sense.

While sleeping, you take a -10 penalty to Awareness.

Discern Illusion [Hidden]

Whenever you observe a **Figment** or **Glamour**, you can make an Awareness check to notice its unreal nature. The DR is specified in the description of the ability creating the illusion, but is usually equal to a check result made when using the ability. Success means you recognize the effect as an illusion, and can see through it as if it was almost entirely transparent. Failure means you don't notice anything amiss.

If the illusion is completely missing a sense that should logically be present, such as a *silent image* of people marching in heavy armor, the DR to interact with the illusion with that sense is lowered by 5.

You cannot retry this check until you gain meaningful new information that would help you identify the illusion.

Identify Disguise [Hidden]

Whenever you observe a disguised creature or object, you can make an Awareness check to identify the disguise. The DR is equal to the Disguise check result used to create the disguise (see Disguise, page 62). Success means you know that the creature or object is disguised. Critical success means you can also discern its true appearance beneath the disguise. Failure means you don't notice anything unusual.

You cannot retry this check until you gain meaningful new information that would help you identify the disguise.

Identify Forgery

As a standard action, you can make an Awareness check to identify forgeries. The DR to identify a forgery is equal to the Craft check result used to make the item (see Craft, page 59). Success means you correctly identify whether the item is a forgery or not. Failure means you don't notice anything indicating the item is a forgery.

You cannot retry this check until you gain meaningful new information that would help you identify the forgery.

Notice Creatures and Events

As a free action, you can notice creatures and events around you. The DR depends on the sense used and the obviousness of the event, as described on tables below. Success means you notice something, but you don't know any details – only its general direction. For every 5 points by which you beat the DR, you learn an additional piece of information, such as what caused the event or the location of the creature. Failure means you don't notice anything.

This can be used to determine the precise location of a creature or object, even if you can't see it. The DR to identify the location is equal to the DR to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

Read Lips

Whenever you see a creature speaking, you can make an sight-based Awareness check to read its lips. The DR is 10 for ordinary conversation, or up to 20 if the speaking creature makes an effort to avoid moving its lips. You must be able to understand the language spoken. Success means you can understand the general content of the message, but not the exact words. Critical success means you understand the exact words. Failure means you don't understand the message.

Search

As a standard action, you can make a Awareness check to notice things in a single 5-ft. square within 10 feet of you. If you do, you gain a +5 bonus to the check.

Senses

Sight: The DR to see something depends on the obviousness of the sight, as shown on Table 4.4: Sight-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

Table 4.4: Sight-based DRs

Situation	Base DR ¹
Creature or object	0
Creature trying to hide	Stealth check result ²
Hidden trap, secret door, or mechanism	Craft or Devices check result
Magic trap	15 + double level of spell used to create trap

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 57)

2 Don't add size-based DR modifiers to the Awareness check.

Sound: The DR to hear a sound depends on the intensity of the sound, as shown on Table 4.5: Sound-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

Scent: The DR to smell something depends on the intensity of the scent, as shown on Table 4.6: Scent-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

The DRs given are for a creature with an ordinary sense of smell, like a human.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a DR which is 5 lower. An unusually weak smell, such

Table 4.5: Sound-based DRs

Situation	Base DR ¹
Creature shouting	-5 ¹
Creature talking normally or fighting	0
Creature whispering	5
Creature standing still	10
Creature trying to be quiet	Stealth check result ²

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 57)

2 Don't add size-based DR modifiers.

as a creature who has just taken an unscented bath, has a DR which is 5 higher.

Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks.

Scent Ability: Some creatures have an unusually good sense of smell. Creatures with the scent ability gain a +5 bonus to scent-based Awareness checks.

Table 4.6: Scent-based DRs

Situation	Base DR ¹
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature	10

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 57)

Other Senses: Other senses can exist, and creatures can make Awareness checks to use those other senses appropriately.

Modifiers

All Awareness checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.7: Awareness DR Modifiers.

This table should not generally be consulted during a game. It is provided to make it easier to estimate a task's difficulty.

Table 4.7: Awareness DR Modifiers

Distance	DR Modifier ¹
Up to 20 feet away	+0
21–100 feet away	+2
101–500 feet away	+5
501–2500 feet away	+10
2500–10000 feet away	+15
Number	DR Modifier
1–4 creatures or objects	+0
5–20 creatures or objects	-2
21–100 creatures or objects	-5
101–500 creatures or objects	-10
501–2500 creatures or objects	-15
Background	DR Modifier
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

1 Doubled for scent-based Awareness checks.

Bluff (—)

The Bluff skill represents your ability to mislead people with your words. It is usually used when you are lying. Using a Bluff check is part of conversation or other actions, so it requires no special action to perform.

Blend In

You can make a Bluff check to blend in with a crowd. Your Bluff check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in a temple or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Distract

As a standard action, you can make a Bluff check to distract a creature you are interacting with. Your Bluff check is opposed by your target's Sense Motive check. Success means they take a -5 penalty to Awareness and Sense Motive checks against targets other than you for 1 round. Failure means they take no penalty, and realize you were trying to distract them.

Normally, distracting a creature requires both visible motion and sound. If you take a -5 penalty to the Bluff check, you can distract a creature without moving, or without making sound, but not without both. In addition, you can take a -5 penalty to your Bluff check to distract everyone who can see or hear you.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed (see Stealth, page 70, for details).

Impersonate

When you are pretending to be another creature, you can assume the mannerisms and speech patterns of the creature you are impersonating. To do so, you must make a Bluff check. Anyone observing you can oppose your check with a Sense Motive check to identify the impersonation (see Identify Impersonation, page ??). If you succeed, the observer thinks your impersonation is accurate. If you critically succeed, they also take a -5 penalty to any other check to see through your impersonation, such as to notice a flawed disguise. If they succeed, they notice inconsistencies or mistakes in your impersonation, and may realize you are not what you seem.

If you do not know how you are supposed to act, or are physically unable to perform necessary actions, impersonation is more difficult. You take a -2 penalty if you cannot replicate minor details of an impersonation, such as a deep voice beyond your vocal range. You take a -5 penalty if you cannot replicate significant details of an impersonation, such as the singing voice of a famous bard or the noble manners of a crown prince. You take a -10 or greater penalty if you cannot replicate fundamental aspects of the impersonation, such as the actions required to lead a complex ritual as an archmage. Observers who do not know your impersonation is inaccurate can

take similar penalties; see Identify Impersonation for details.

A creature may not believe your impersonation even if you make a successful Bluff check. For example, a halfling can impersonate an orc's voice perfectly with a Bluff check, but without a disguise anyone who sees the halfling will immediately realize it is not an orc (see Disguise, page 62).

Lie

As a free action, when you say something which you know is untrue, you can make a Bluff check to avoid revealing your deception. Anyone observing you lie can oppose your check with a Sense Motive check. If you succeed, the observer does not notice any indication that you are lying. If they succeed, they realize that you are lying.

A creature that fails its Sense Motive check may choose not to believe you for other reasons. This check only prevents a creature from recognizing the lie based on your body language and behavior. To convince creatures to believe or take actions based on lies, you need the Persuasion skill (see Compel Belief, page 66).

Secret Message

As part of normal speech, you can make a Bluff check to attempt to convey a hidden message to another character without others understanding it using codes, metaphors, and similar misdirection tools. The DR is 10 for simple messages and 15 for complex messages. If the message contains completely new information, the DR increases by 5. You can freely increase the DR to make the message more difficult to intercept, but doing so also makes it more difficult for the intended recipient to interpret.

Anyone witnessing the exchange may make a Sense Motive check against the same DR to identify the hidden message. Creatures who know your system for conveying hidden messages – normally, the intended recipient – receive a +10 bonus. Creatures who know in advance that a message will be conveyed also receive a +5 bonus on this check.

Climb (Str)

The Climb skill represents your ability to climb obstacles.

Climb

You can make a Climb check as a move action to move up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds). Success means you move a number of feet equal to the size of your space, as described on Table 4.8: Climb Speeds. Critical success means you move at twice that speed. Failure means your action is wasted and you do not move. Critical failure means you fall.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand.

The DR of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.9: Climb DRs and Table 4.10: Climb DR Modifiers.

Climbing Distractions: If you take damage while climbing, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you

Table 4.8: Climb Speeds

Size	Speed	Size	Speed
Medium	5 ft.		
Small	5 ft.	Large	10 ft.
Tiny	2-1/2 ft.	Huge	15 ft.
Diminutive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

must make another Climb check against the wall's DR to avoid falling.

Climb Speed: A creature with a climb speed can move a distance equal to its climb speed with a successful Climb check. However, it does not move double its speed if it gets a critical success on a Climb check.

Grab Edge

If you are next to the edge of a wall or cliff, you can grab it. Grabbing an edge is done as part of other movement, and does not take an action in itself. The DR of the check depends on the nature of the edge, but a typical stone or similarly solid edge has a DR of 5. You can pull yourself up from a grabbed edge as a move action that requires a Climb check against the edge's DR.

Your ability to grab an edge depends on your reach. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) The maximum vertical reach for an individual creature is usually given by the 1 and 1/2 times the creature's height. Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

If you can't reach an edge, you can jump to grab it (see Leap, page 64).

Stop Fall

It is possible, but difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a DR equal to the wall's DR + 10.

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The DR is 5 higher than normal for the wall, but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 5.

Wallrunning on a ceiling is impossible.

Creature Climb

As a standard action, you can make a Climb vs. Reflex attack against a creature adjacent to you. The creature must be three or more size categories larger than you. Success means you can climb the creature as if it were a solid object with a Climb DR equal to its Reflex defense. The creature takes a -4 penalty to accuracy on physical attacks against you, but is not otherwise encumbered by your presence unless it cannot support your weight. It can attempt

Table 4.9: Climb DRs

Climb DR	Surface or Activity	Example
0	Steep slope	A hill too steep to walk up
5	Surface with large hand and foot holds	Knotted rope, Very rough rocks, ship's rigging
10	Surface with some hand and foot holds	Surface with pitons or carved holes, rough wall
10	Surface with only large hand holds	Pulling yourself up by your hands while dangling
15	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
15	Overhang or ceiling with large handholds	Tree limbs, butcher's ceiling with meat hooks
20	Rough surface with no holds	Weathered natural rock, well-made stone wall
30	Bracing between two opposite smooth surfaces	Parallel glass windows
35	Smooth surface	Glass window, <i>wall of force</i>

Table 4.10: Climb DR Modifiers

DR Modifier ¹	Description
-5	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
-2	Climbing a corner where you can brace against perpendicular walls
-2	Inclined surface (between 45 and 60 degrees)
-2	Climbing a free-hanging object, such as a rope, where you can brace against a nearby wall
+2	Surface is slightly slippery, such as damp stone
+5	Surface is very slippery, such as ice or oil-covered stone

¹ These modifiers are cumulative with modifiers of different kinds. Use any that apply (but not if one modifier is just a more extreme version of another).

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

to remove you by attacking you, or with an appropriate **combat maneuver**, such as grappling or shoving.

Craft (Int)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with a separate degree of training. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison

- Stone
- Textiles (Cloth, fabric)
- Traps
- Wood

A Craft skill is specifically focused on physical objects. If nothing can be created by an endeavor, it probably falls under the heading of a Profession skill. Complex structures, such as buildings or siege engines, may require Knowledge (engineering) in addition to an appropriate Craft skill.

Craft Skill: Craft is always treated as a class skill, regardless of your classes.

Create Item

You can use the Craft skill to create an item by expending time and material components. Creating an item often requires multiple consecutive Craft checks. Success on a check means you make progress on completing the item. If you make enough progress, you complete the item. Failure means you failed to make progress, but can try again without penalty. Critical failure means you botched the item, and negating all progress and ruining half of the material components. You can start again from scratch with your remaining components.

Each item takes a certain amount of working time to craft, as shown on Table 4.11: Crafting Time (page 60), and the expenditure of one quarter of the item's price in raw materials. In order to craft an item, you must make a Craft check against the item's Craft DR, as shown on Table 4.12: Craft DRs. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending on the tools available and the item to be crafted. For example, crafting a bow with improvised wood-working tools would impose a -5 penalty, but cutting a diamond without specialized tools is impossible. Note that raw materials for some items, particularly alchemical items, may be hard to come by in some areas. A typical day's work consists of 8 hours of work.

To determine the time required to craft an item, consult the table below.

Table 4.11: Crafting Time

Item Price	Crafting Time
1gp or less	One hour
10gp or less	Eight hours
100gp or less	One week ¹
500gp or less	One month ¹
1000gp or less	Two months ¹

¹ Assuming 8 hours of work each day.

Table 4.12: Craft DRs

Item	Craft Skill	Craft DR
Acid	Alchemy	5
Alchemist's fire, smokestick, or tindertwig	Alchemy	10
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	15
Armor or shield	Metal or wood	5 + AD bonus
Longbow or shortbow	Wood	10
Crossbow	Wood	10
Simple melee or thrown weapon	Metal or wood	5
Martial or exotic melee or thrown weapon	Metal or wood	10
Mechanical trap	Traps	Varies ¹
Very simple item (wooden spoon)	Varies	2
Typical item (iron pot)	Varies	5
High-quality item (bell, average lock)	Varies	10
Complex or superior item (fine china, document with official seal)	Varies	15+

¹ Traps have their own rules for construction.

Appraise Item

You can make a Craft check to estimate the value of an item with 1 minute of careful study. The Craft skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer. This functions like crafting the item from scratch, except that the Craft DR is 5 lower than normal, and you use one-half the item's price to determine the price of raw

materials and the crafting time.

Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for use. A forgery can be detected with the Identify Forgery uses of the Craft and Awareness skills.

Identify Forgery

As a standard action, you can make a Craft check to evaluate whether an item is a forgery. The DR to identify a forgery is equal to the Craft check used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you randomly identify the item as genuine or forged. The check is made secretly, so you can't be sure how good the result is.

Repair Item

You can make a Craft check to repair a broken item. This functions like crafting the item from scratch, except that you use one-tenth of the item's price to determine the price of raw materials and the crafting time.

Other Tasks

You can use the Craft skill for various tasks related to the object of your craft. For example, you could use Craft (wood) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The DRs of such tasks, and what can be accomplished, can vary widely. In general, the more difficult the task, and the more loosely it is related to the skill, the higher the DR.

Creature Handling (Per)

The Creature Handling skill represents your ability to handle creatures without being able to speak with them. With it, you can convince them to do what you want or train them to follow commands. This skill can only be used with creatures with an Intelligence of -6 or lower.

Animals are easier to handle than other kinds of creatures. The DRs listed are for animals; the DRs to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions. Critical failure with these checks may make the target hostile, depending on the circumstances.

Pacify: As a standard action, you can use this ability.

Target: One creature

Range: Medium (100 ft.)

Attack: Creature Handling vs. Mental

Special: The target's defense is increased as normal for Creature Handling attacks and checks if it is not an animal. You take a -10 penalty to accuracy against an actively hostile target.

Success: The target takes no actions. If it is threatened or damaged, this effect is automatically broken.

Duration: Sustain (standard)

Tags: Compulsion, Mind

Perform Trained Action: As a free action, you can make a DR

5 check to convince a creature to perform an action it is trained to perform. Generally, wild animals are not trained in any actions, so this is not effective on them.

Push: As a standard action, you can make a DR 15 check to convince a willing creature to perform an action it is not trained to perform, but which it is physically capable of performing. This also covers making a creature perform a forced march and similar activities.

Training Creatures

You can use Creature Handling to train a creature. Success means the creature learns a trick or becomes domesticated. Failure means your time is wasted, and you must try again. Exceptional failure may indicate that the animal becomes unable to learn the trick, becomes hostile, or other consequences depending on the situation. Training a creature takes a week or more; this requires spending at least four hours each day with the creature. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If the training is interrupted for a week or more, the attempt automatically fails.

Teach a Trick: You can teach a creature a specific trick with one week of work and a successful Creature Handling check against the indicated DR. A creature can learn a number of tricks equal to its Intelligence + 10. Thus, a creature with an Intelligence of -9 can learn a single trick, while a creature with an Intelligence of -5 can learn five tricks. Possible tricks (and their associated DRs) include, but are not necessarily limited to, the following.

Attack (DR 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. Normally, a creature will attack only humanoids, monstrous humanoids, giants, or other creatures. Teaching a creature to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DR 5): The creature comes to you, even if it normally would not do so.

Defend (DR 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DR 5): The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DR 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DR 10): The creature stays in place and prevents others from approaching.

Heel (DR 5): The creature follows you closely, even to places where it normally wouldn't go.

Perform (DR 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DR 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DR 5): The creature stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DR 10): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DR 5): The creature pulls or pushes a medium or heavy load.

Rear a Wild Creature: To rear a creature means to raise a wild creature from infancy so that it becomes domesticated. The time required depends on the creature in question. The DR for this check is equal to 5 + the number of levels the creature has. You can rear as many as three creatures of the same kind at once without penalty. You can rear additional creatures, but you take a cumulative -2 penalty to checks you make to rear all of the animals. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

Bonus Tricks: Some trainers can teach creatures bonus tricks in addition to their normal maximum number of tricks known. Once a creature has learned a bonus trick, that trick may not be retrained into a different trick by any trainer without the same ability to grant bonus tricks. However, any trainer may untrain the trick.

Devices (Int)

You can use the Devices skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The DR of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DR accordingly. DRs are listed on Table 4.13: Devices DRs.

Table 4.13: Devices DRs

Device Type	Base DR
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Challenging device (typical lock or trap)	15
Difficult device (good lock, complex trap)	20
Magic trap	15 + double spell level
Extraordinary device (extraordinary lock)	25

Special Circumstances:
You can attempt to leave no trace of your tampering while making a Devices check to activate or subvert a device. This increases the Devices DR by 5, but increases the Awareness DR to notice the tampering by 10.

Activate Device

As a standard action, you can make a Devices check to make a device perform a function it was designed to do, even if you lack the normal requirements. For example, you could tie or untie a knot, apply a poison, lock or unlock a lock without its key, or activate a trap without using its normal triggering mechanism (hopefully without being in its line of fire).

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The DR is 10 lower than normal. Success grants you an insight into the device's mechanisms. For every 5 points by which you succeed, you glean additional information about the device, which can also help you estimate the device's true difficulty.

Failure means you learn nothing about the device.

Break Device

As a standard action, you can make a Devices check to break a device. The DR is 5 lower than normal. This is generally not subtle, such as jamming a lock or breaking a trap while triggering it in the process. It cannot change the state of a device, but you can prevent it from being used normally; a locked door will remain locked, but you can prevent it from being unlocked with its key. Failure means the device continues to function. Critical failure may cause you to think that you successfully broke the device, while in fact it functions normally.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding, including binding a helpless foe. The DR to escape the binding is equal to your check result.

Improvise

You can construct ad-hoc devices from available materials. It takes five minutes to make a device of up to Tiny size. You can make a Small device in the time required to make two Tiny devices, a Medium device in the time required to make two Small devices, and so on. You make a Devices check against the DR required to craft the item normally. Success means you create a device that lasts long enough for a single use before breaking. For every 5 points by which you succeed, the device lasts for an additional use.

Normally, you must have materials at hand which are designed for the construction of the device. You can jury-rig devices together from inappropriate materials by increasing the DR by 10. The materials do not have to be well-suited to the device's construction, but they must be physically capable of performing any necessary actions. For example, you could construct a simple arrow-throwing trap from bent sticks or creatively strung rope, but not from sand. Especially appropriate or inappropriate materials may decrease or further increase the DR.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DR is 5 higher than normal. This could allow you to sabotage a hinge or lock so it breaks once it is used, disable a trap without triggering it, or disable a lock so it is perpetually closed or open. Failure means you were unsuccessful, and your action was wasted. Critical failure means you break the device immediately, think you sabotaged the device when you did not, or activate the trap, depending on the circumstances.

Once you have disabled a device, you can attempt to recover it for later use if you can carry it. This requires a separate Devices check to subvert the device. The DR is 5 higher than normal, as usual for a check to subvert a device.

Disguise (Int)

The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects. This skill does not help you act appropriately while disguised; see Perform (acting) and Bluff.

Conceal Object

As a standard action, you can make a Disguise check to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Disguise check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Disguise Creature

You can make a Disguise check to change the appearance of a creature using makeup, costumes, and so forth. An observer can perceive the presence of a disguise with a Disguise or Awareness check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you're attempting to change the creature's appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

Creating a disguise takes 1d4 x 10 minutes. You can take a -5 penalty to reduce the time to 1d4 minutes, or a -10 penalty to reduce the time to 1d4 rounds.

The Disguise check is made secretly, so that you can't be sure how good the result is. However, you can attempt to judge its effectiveness with an identify disguise check using either Disguise or Awareness.

Characteristic	Disguise Check Modifier
Different gender	-2
Different race or subtype	-2
Different age category	-2 ¹
Different creature type	-5
Additional limb	-5 ²
Different size category	— ³

1 Per step of difference between your actual age category and your disguised age category. The steps are: young, adulthood, middle age, old, and venerable.

2 Per limb. You must have suitable disguise materials available.

3 You cannot disguise yourself as a different size category without the Disguise Specialization feat (see page 80).

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like the *disguise creature* ability, but the result of your Disguise check can't exceed the result of a Awareness check you have made to observe the creature. People viewing the disguise who know what that person looks like get a +5 bonus on their checks to identify the disguise.

Identify Disguise [Hidden]

Whenever you observe a disguised creature or object, you can make an Disguise check to identify the disguise. The DR is equal to the Disguise check result used to create the disguise. Success means you know that the creature or object is disguised. Critical success means you can also discern its true appearance beneath the disguise. Failure means you don't notice anything unusual.

You cannot retry this check until you gain meaningful new infor-

mation that would help you identify the disguise.

Escape Artist (Dex)

The Escape Artist skill represents your ability to escape bindings and move through small areas by contorting your body.

Escape Bindings

As a standard action, you can make an Escape Artist check to escape bindings and restraints. The DRs of various restraints are given on the table below.

Restraint	Escape Artist DR
Ropes	Binder's grapple or Devices check
Net	10
Manacles	20
Masterwork manacles	30
Grappler	Grappler's grapple attack result
<i>Entangle</i> and similar spells	Spellcaster's attack result

Squeeze

As a standard action, you can make an Escape Artist check to move one foot forward in a space too small to normally fit you. A DR 15 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. A DR 20 check allows you to move in a space that can fit your head, but not your shoulders. Success means you make progress through the space, while failure means your action is wasted.

While using Escape Artist to squeeze into otherwise impossible spaces, you cannot take any physical actions other than squeezing until you escape. If you are squeezing in a space that can only fit your head and shoulders, the normal penalty to physical defenses for squeezing is doubled to -4. You are treated as *helpless* (*physical defenses are 10, vulnerable to coup de grace*) while squeezing in a space that cannot fit your shoulders.

If you take a -10 penalty to your Escape Artist check, you can squeeze as a move action, rather than as a standard action.

Heal (Int)

The Heal skill allows you to tend the wounds of others. In order to heal a creature, you must be able to see and touch it.

Accelerate Recovery

If you spend a minute tending to a character, you can make a DR 10 Heal check to accelerate its recovery. Success means it recovers a quarter of its hit points, as if it had rested for half an hour. For every 5 points by which you beat the DR, you increase the effective rest time by half an hour, to a maximum of two hours of rest at DR 25. A character can only be treated in this way once until it rests for half an hour.

To accelerate a creature's recovery, you need a few items and supplies (bandages, salves, and so on) that are easy to come by in civilized areas.

First Aid

As a standard action, you can make a DR Heal check to stabilize a dying character (see Dying, page 18). The target can use your Heal check in place of its Fortitude defense to avoid dying. In addition, if your check result is at least 10, the target is partially stabilized, causing it to only make stabilization rolls once per minute. For details, see Dying, page 18.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. To resist the next attack by the poison or disease, it can use your Heal check or its Fortitude defense, whichever is higher. Treating a poison takes a standard action. Treating a disease takes five minutes of work.

Treat Wound

As a standard action, you can make a Heal check to treat some specific wounds, such as from a caltrop. Success usually means the wound is gone, as indicated by the effect's description.

Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Check Modifiers: You gain a bonus of up to +10 on Intimidate checks if the target thinks you or your group is stronger than it is, or that it is otherwise in some real danger from you. Likewise, you take a penalty of up to -10 if the target thinks you or your group is weaker than it is, or that there is otherwise no chance that you could cause it harm.

Choosing an Attribute: Depending on how you are trying to intimidate creatures, you can use any attribute as a key attribute for Intimidate. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can use Strength to make the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can use Willpower to make the Intimidate check.

Coercion

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you do not apply a relationship modifier. In addition, the DR is up to 10 lower if the group thinks your group is significantly stronger than them, or up to 10 higher if the group thinks your group is significantly weaker.

Demoralize

As a standard action, you can use this ability.

Target: One creature **Range:** Medium (100 ft.)

Attack: Intimidate vs. Mental

Success: The target is *shaken* (20% failure near its fear) by you.

Duration: Condition

Tags: Delusion, Mind

Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform. Distance moved with Jump checks is counted against your normal maximum movement in a phase.

Several modifiers apply to all Jump checks, which are described below.

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult. If you make a Jump attack or check without a running start, you roll twice and take the lower result.

Hop Up

You can make a DR 5 Jump check while moving to jump up onto an object as tall as your waist, such as a table or small boulder. Doing so counts as 5 feet of movement. Success means you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. You do not need to get a running start to hop up.

Jump Down

You can make a DR 5 Jump check while moving to intentionally jump down from a height to reduce your falling damage. Success means you take damage as if you had dropped 10 fewer feet than you actually did. Failure means you take the normal falling damage. You do not need to get a running start to hop up.

Leap

As part of movement, you can make a Jump check to jump. You move forward any number of feet, up to a maximum equal to one quarter of your land speed + your Jump check result. Your maximum height must be no greater than half of your Jump check result, and at least equal to a quarter of your forward distance travelled. For example, if you have a land speed of 30 feet and you get a Jump check result of 20, you can move forward a maximum of 25 feet. If you instead jump forward twenty feet, your maximum height must be between 5 and 10 feet.

You always reach your maximum height at the midpoint of the jump. However, you can interrupt your leap before travelling the full horizontal distance. For example, if you need to travel five feet forward and five feet vertically to reach a rope, you can start a leap which would take you ten feet forward and reach a maximum height of five feet. Making such a leap would require a Jump check result of 10. When you reach the rope, you can stop your movement there, ignoring the forward motion which would make you travel the full ten feet.

When leaping, your movement may not be stopped by hitting the ground after travelling the normal distance, such as if you jump off of a ledge. In that case, you move one quarter of your jump distance farther forward as you fall before your fall becomes entirely downward. If an insufficiently long jump would cause you to fall into a gap, you can attempt to stop your fall (see Stop Fall, page 58) if you can reach the wall.

Rebounding Leap

While in midair, if you make contact with a solid object that can support your weight, you can jump off of that object, as the *leap* ability. You are not considered to have a running start. In addition, you take a -5 penalty to the check (in addition to the penalty for not having a running start), because rebounding off of an object in midair is difficult. You must travel at least 10 feet in the air between each rebounding jump.

Knowledge (Int)

Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of separate skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Engineering (architecture, buildings, bridges, fortifications, siege weapons)
- Dungeoneering (aberrations, caverns, oozes, spelunking, subterranean monsters)
- Geography (lands, terrain, climate, people, outdoor monsters)
- Local (humanoids, legends, inhabitants, laws, customs, history, nobility, royalty)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Planes (the Primal Planes, the Aligned Planes, the Astral Plane, outsiders, elementals, magic related to the planes, extraplanar monsters)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

You cannot retry Knowledge checks until you are presented with significant new information about the subject that could jog your memory.

Identify Monster

You can make a Knowledge check reactively to identify a monster and recall its special powers or vulnerabilities. In general, the DR is equal to 5 + the monster's level. Success allows you to remember the monster's name and its most well-known features. For every 5 points by which you beat the DR, you remember an additional piece of useful information. Failure indicates you don't remember anything important about the monster. Critical failure means you remember incorrect information.

Answer Question/Recall Information

You can make a Knowledge check reactively to remember information related to your field of study. The DR varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is DR 5. Answering a challenging question which would be beyond the reach of most initiates is DR 15. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be DR 20 or higher.

Appraise Item

You can make a Knowledge check to estimate the value of an item with 1 minute of careful study. The Knowledge skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth $(d10+5)/10$ x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Linguistics (Int)

The Linguistics skill represents your mastery of spoken and written languages. Normally, you don't make Linguistics checks to speak or understand languages. You either know a language or you don't. However, training in Linguistics causes you to learn additional languages, and you can use Linguistics to attempt to decipher unfamiliar languages.

Learning Languages: If you are trained in Linguistics, you learn additional **common languages** equal to one quarter of your level. If you have mastered Linguistics, you instead learn additional common languages equal to half your level. In place of two common languages, you may instead learn a **rare language**. Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

Druidic is a special language. Druids learn Druidic as part of their initiation as druids, and are forbidden from teaching it to non-druids. As a result, it cannot be learned through ordinary means. Druidic uses its own alphabet.

Decipher Script

You can make a Linguistics check to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DR is 10 for the simplest messages, 15 for standard texts, and 20 or higher for intricate, exotic, or very old writing. In addition, the DR increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered. Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Success means you understand the general content of a piece of writing about one page long (or the equivalent). Failure means you fail to understand the writing. Critical failure means you draw a false conclusion about the text. The check to decipher the writing is made secretly, so that you can't tell whether the conclusion you draw is true or false.

Identify Language

You make a DR 10 Linguistics check to identify the language used in speech or writing, even if you can't understand the language.

Perform (Varies)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with a separate degree of training. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Acting (drama, impersonation, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Choosing an Attribute: Depending on how you are trying to perform, you can use any attribute as a key attribute for Perform.

Performance Types: In general, there are three types of performances: instrumental performances, visual performances, and vocal performances.

Instrumental Performances: These performances require an instrument of some sort to create sound, which always requires at least one hand to manipulate the instrument. They affect all creatures who can hear the performance.

Visual Performances: These performances require some sort of motion, such as juggling. They affect all creatures who can see the performance.

Vocal Performances: These performances use your voice to create sound. These are simpler to create than instrumental performances, since they don't require an instrument. However, vocal performances are always in a particular language. They affect all creatures who can hear the performance and understand the language the performance is in.

Limitations while Performing: While you are performing, your actions are slightly limited. You cannot cast spells or take other actions requiring similar levels of focus and concentration. In addition, you take a -10 penalty to Perform checks for any other performances. This penalty stacks. For example, if you were playing a lyre, singing, and juggling balls with your feet, you would take a -10 penalty to your singing and a -20 penalty to your juggling. These limitations are in addition to any restrictions imposed by your method of performing, such as your hands being occupied playing an instrument.

You can otherwise act normally while performing, including attacking in combat, if doing so is physically possible.

Performance Time: In general, you can maintain a performance for a number of minutes equal to 5 + your Constitution. After that time, you must rest for 5 minutes before performing again.

Entertain

You can make a Perform check to provide entertainment or to show off your skills.

Earn Income

You can make a Perform check to practice your trade and make a decent living, earning about half your Perform check result in gold pieces per week of dedicated performance.

Persuasion (—)

You can use the Persuasion skill to convince people to do or think what you want. Depending on how it is used, it represents a combination of verbal acuity, tact, argumentative ability, grace, etiquette, and personal magnetism. Using a Persuasion check usually takes at least a minute of sustained conversation.

Persuasion checks are usually made against a group. For the purposes of a Persuasion check, a “group” consists of creatures who consider themselves to be allies. For example, in a king’s court, you cannot simply influence the king alone; his trusted advisors are also part of the same group. It is possible to influence one group without influencing another. For example, the king and his advisors may be unpersuaded, but the prince may find your arguments compelling. Groups can also consist of a single creature. The game master decides what the groups are.

The base DR for a Persuasion check against a group is equal to 5 + the highest level of any character in the group or the highest Sense Motive of any character in the group, whichever is higher.

Not all social interactions require Persuasion checks. Much of the time, being extraordinarily persuasive is unnecessary, and creatures can be convinced with normal, inartful conversation and good reasoning. Persuasion checks should only be used when your personal persuasiveness matters.

Compel Belief

As part of conversation, you can make a Persuasion check to cause creatures to believe something you say. If you are lying, you must also make a Bluff check to lie. Success means the group believes what you are saying is true. What they choose to do with that information is up to them, however. Failure means they do not believe you, but they do not react poorly; perhaps they simply want more verification. You may be able to try again, depending on their patience. Critical failure means the group reacts poorly, and you may have permanently damaged your credibility with them.

Your check is modified by how believable your argument is, as well as whether the group has strong feelings about the truth of your story.

Form Agreement

You can make a Persuasion check to convince a group to accept a deal you offer. This can be used to persuade the chamberlain to let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the ogre mages that have captured you that they should ransom you back to your friends instead of twisting your limbs off one by one.

Success means the group will fulfill their end of the deal. Of course, if you don’t fulfill your part, they are likely to react poorly. Failure means they did not accept the deal, but they may propose an alternate arrangement, or you can propose another deal without penalty. Critical failure means that there is virtually no chance to reach an agreement, and the group may become hostile or take other

Table 4.14: Believability Modifiers

Description	DR Modifier
Expected to be true (“Nothing interesting happened while I was on patrol”)	–5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“The north gate is under attack!”)	+5
Extremely unlikely (“The mayor is secretly a were-wolf.”)	+10
Virtually impossible (“Your husband is secretly a were-wolf.”)	+15 or more
Demonstrably untrue (“You are secretly a were-wolf.”)	— ¹

¹ You cannot convince someone of something that is proven to be false.

Table 4.15: Motivation Modifiers

Description	DR Modifier
Target wants to believe (“That dress looks lovely on you.”)	–5
Target does not have strong feelings (“I’m busy.”)	+0
Target doesn’t want the story to be true (“Your brother is a murderer.”)	+5

steps to end the conversation. They may have been insulted by how unfair the deal was, or you may have made a critical verbal misstep.

Your check is modified by your relationship with the group and how favorable the deal is.

Relationship	Modifier
Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.	–15
Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.	–10
Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.	–5
Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.	–2
Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.	+0
Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.	+2
Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.	+5
Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.	+10
Nemesis: Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.	+15

Risk vs. Reward Judgement (Persuasion)	Modifier
Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for information that isn't important to the character.	-15 or more
Good: The reward is good and the risk is minimal. The subject is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern with a reputation for vicious brawls and later report on everyone they saw there.	-10
Favorable: The reward is appealing, but there's risk involved. If all goes according to plan, though, the deal will end up benefiting the subject. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-5
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the subject. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The subject is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against an ancient red dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the subject ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a rusty kitchen knife for a shiny new longsword.	+15 or more

Gather Information

An evening's time, a few gold pieces for buying drinks and making friends, and a DR 5 Persuasion check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DR for the check is generally 5 or higher. The difficulty depends on how widely known and shared the information you seek is.

Profession (Varies)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with a separate degree of training. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Profession is always treated as a class skill, regardless of your classes.

Choosing an Attribute: Depending on your profession, you can use any attribute as a key attribute for Profession.

Appraise Item

You can make a Profession check to estimate the value of an item with 1 minute of careful study. The Profession skill used must be related to the item. This check is always Intelligence-based, regardless of your profession.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at

all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Earn Income

You can make a Profession check to practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Perform Task

You can make a Profession check to perform some tasks related to your profession. This allows you to use Profession in place of other skills when it is appropriate. For example, a sailor could use Profession to tie common knots in place of Devices or Survival, or a farmer could use Profession to identify common animals and plants in place of Knowledge (nature). The DR when using Profession may be higher than it would be to use the normal skill for the task.

Ride (Dex)

The Ride skill allows you to ride horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page 68.

Control Mount

When riding a willing creature in combat that is not trained for battle, you must a DR 10 Ride check as a move action to control it. Success means it obeys your commands that round. Failure means it remains still and refuses to obey your commands until you make a successful check to control it. Critical failure means the mount acts of its own volition.

Fall

If you fall off your mount, or if your mount is downed in battle, you take damage from the fall. Falling off of a typical Large creature,

such as a horse, deals 1d6 bludgeoning damage, while falling from larger creatures deals damage appropriate to the distance fallen. As an immediate action while falling, you can make a DR 6 Ride check. Success means you reduce the effective height of the fall by 10 feet. Failure means you take damage normally.

Guide Mount

While riding a willing creature, you must make a DR 0 Ride check at the start of your turn to guide it with your knees. Success means it obeys your commands, and you can have both hands free to take other actions. Failure means you must use a hand to control the mount that round. Critical failure means the mount acts of its own volition. If you cannot use a hand to control the mount, you fall off the mount if it moves during your turn.

Leap

You can make a DR 5 Ride check to stay on your mount as it jumps. This check is made as part of your mount's movement. Success means that you stay on the mount. Failure means you fall off your mount as it starts to jump.

Spur Mount

You can make a DR 5 Ride check as a move action to get your mount to move faster. Success means it makes an Sprint check to move faster. Failure means your action was wasted.

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DR 5 Ride check to stay in your saddle. This does not take an action. Success means you stay in your saddle. Failure means you fall off your mount.

Take Cover

You can make a DR 10 Ride check as a move action to drop low and take cover behind your mount. This requires the use of both your hands. Success means you gain the benefits of active cover. Failure means you can't get low enough and gain no benefit from the action. Critical failure means you fall off your mount. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

Ride Modifiers

If a mount is not trained as a mount, the DR to ride it increases by 10. If it lacks a saddle and other riding gear, the DR to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the DR to ride it that round increases by 5.

Sense Motive (Per)

The Sense Motive skill represents your ability to read body language and emotion. Most Sense Motive tasks are **hidden tasks**.

Discern Enchantment [Hidden]

Whenever you interact with a creature, you can try to notice whether it is affected by mind-affecting abilities with a Sense Motive check. If the creature is not affected by any such abilities, the check

automatically fails. If the creature is affected by Compulsion or Delusion effects that are not currently altering its behavior, the check also automatically fails. If the creature's behavior is currently being altered by a **Compulsion** effect, the DR is 10, and success means you identify the presence of a Compulsion. If the creature's behavior is currently being altered by a **Delusion** effect, the DR is 20, and success means you identify the presence of a Delusion. Failure means you do not notice any such effects on the creature.

You can also use this ability to identify **Subtle** effects on yourself, using the same DRs.

Discern Lies [Hidden]

Whenever you observe a creature speak, you can make a Sense Motive check. The DR is equal to the speaking creature's Bluff check result. Success means you identify whether the creature was lying. Failure means you do not notice any indication that the creature is lying.

Discern Secret Message

Whenever you observe a hidden message being conveyed, you can make a Sense Motive check. The DR is equal to the DR of the secret message (see Bluff, page 57). Success means you recognize that a hidden message is present, but not its contents. Critical success means you can understand the message. Failure means you don't notice the hidden message.

Social Assessment

You can make a DR 5 Sense Motive check to get a general assessment of a social situation. This does not take an action by itself, but you must observe the group for at least a minute. Success means you learn a piece of useful information about the situation, such as a general understanding of expected behaviors or a rough understanding of the social hierarchy. For every 5 points by which you beat the DR, you gain an additional insight into the situation.

You can make a social assessment after only a single round of observation, but you take a -10 penalty on the check. If you don't understand the language the group is using, you take a -10 penalty on the check. The information gained at a given DR may vary in usefulness depending on how obvious or subtle the situation is.

Sleight of Hand (Dex)

The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 4.16: Sleight of Hand Modifiers.

Conceal Action

You can make a Sleight of Hand check to conceal an action you take, preventing observers from noticing that you took the action. You can conceal any physical action that only requires the use of your hands and arms. Your check is opposed by the Awareness check of any observers. Success means your action is unnoticed. Failure means they are able to notice your action normally.

The space required to perform the action is the size of the action, and applies a bonus or penalty as noted above. For example, winking

Table 4.16: Sleight of Hand Modifiers

Size	Check Modifier
Fine	+8
Diminutive	+4
Tiny	+0
Small	-4
Medium	-8
Large	-12
Huge	-16
Gargantuan	-20
Colossal	-24

only requires moving your eye, so you gain a +8 bonus to conceal the action. Firing a longbow requires manipulating an object as large as you are, so you take a -8 penalty to conceal the action.

Observers that you touch as part of the action gain a +10 bonus to their Awareness check. If you strike them hard, as with an attack, the bonus increases to a +20 bonus.

If you successfully conceal a ranged attack, the attack is treated as if it were an attack from an invisible creature. The target may be **unaware** (*critically hit on every attack*) of the attack. If the target is hit, it can tell the direction the attack came from, but not that you made the attack.

Nonhumanoid creatures without hands and arms may conceal actions using different parts of their body. Large movements can never be concealed with this ability; see the Stealth skill.

Conceal Object

You can make a Sleight of Hand check as a standard action to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Sleight of Hand check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Pickpocket

You can make a Sleight of Hand check as a standard action to steal an object from another creature. The object must be loose and accessible, such as in a pocket. The DR depends on whether the creature notices your attempt using Awareness. If the creature's Awareness check exceeds your Sleight of Hand check, the creature notices your attempt and the DR is equal to the creature's Reflex Defense. Otherwise, the creature does not notice your attempt, and the DR is 10. Success means you successfully steal the object. Failure means you do not steal the object.

Spellcraft (Per)

The Spellcraft skill represents your ability to notice and understand spells and magical effects.

While sleeping, you take a -10 penalty to Spellcraft.

Identify Magical Effect

Whenever you observe a magical effect, you can make a Spellcraft check to identify its nature. This grants you no special ability

to notice hidden magical effects, but can allow you to understand magical effects you have already noticed. The DR is equal to 5 + the **power** of the effect. Success means you know in general terms what the effect does. Critical success means you know exactly what the effect does, and if it is a common effect, what ability caused it. Failure means you do not recognize the effect.

If the effect has obvious visual or other cues to its true nature, such as a wall of fire, the DR is lowered by 5. If the effect has obvious cues that are misleading, such as a wall of fire that heals creatures that pass through it, the DR is increased by 5.

You cannot retry this check until you gain meaningful new information that would help you identify the effect.

Identify Spellcasting

You can identify spells being cast within 100 foot **range** of you. The DR is equal to 5 + the spell level of the spell. Success means you know what spell is being cast. Failure means you do not.

Identify Potion

You can make a DR Spellcraft check to identify a potion. This takes a minute of careful evaluation. For most potions, the DR is 15, and success means you identify what spell the potion contains. Failure means you do not learn anything about the potion's nature.

Potions can be crafted to conceal their true nature. The DR to identify such potions is usually 25. Success means you know what spell the potion contains. Failure means you identify the potion as whatever spell the potion is intended to resemble. Critical failure means you do not learn anything about the potion's nature.

Identify Written Spell

You can make a Spellcraft check as a standard action to identify a scroll or similar piece of magical writing. The DR is equal to 10 + the spell level of the spell. Success means you know what spell is written.

Teleport Trace

As a standard action, you can make a Spellcraft check to learn information about a teleportation within Medium (*100 ft.*) range of you. The DR is equal to 10 + 1 per round since the teleportation occurred. Success means you identify the direction of the teleportation. Critical success means you also identify the distance. Failure means you learn no information about the teleportation.

Sprint (Str)

The Sprint skill represents your ability to move more quickly and take movement-related actions.

Multi-Legged Sprinting: Creatures with four or more legs can sprint more easily. They gain a +10 bonus to Sprint checks.

Sprint

As part of movement, you can make an Sprint check to move faster. If you beat DR 5, you double your speed during that action. For every 10 points by which you beat that DR, you double your speed again: 3x speed at DR 15, 4x speed at DR 25, and so on.

You can sprint for a number of rounds equal to 2 + half your

Constitution. After that time, you must take a **short rest** before you can sprint again. You can sprint in any movement mode that you have a speed for.

Wallrun

As part of movement, you can make a Sprint check to run along a wall rather than climbing. The DR is 10 higher than normal for the wall (see Climb, page 58, for typical wall DRs), but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 10.

Wallrunning on a ceiling is impossible.

Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or hiding. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Hide [Hidden]

As a move action, or as part of movement, you can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Awareness checks of any observers. Success means that you can't be seen, heard, or detected in any way. Failure means that the observer can observe you using any senses they detected you with.

If you do not have passive cover or concealment from a creature (see Cover, page 15 and Concealment, page 15), your Stealth check is automatically treated as a 0 against sight-based Awareness checks that creature makes, regardless of your modifiers. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as a shield you hold in front of you.

If you move at up to half your speed during your turn, you take a -5 penalty to Stealth checks. If you move at up to your full speed during your turn, you take a -10 penalty to Stealth checks. It's practically impossible (-20 penalty) to remain unobserved while attacking, sprinting, or charging.

Creature Size: A creature larger or smaller than Medium gains an bonus or penalty on Stealth checks to hide equal to twice its **size modifier**: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4,

Huge -8, Gargantuan -12, Colossal -16.

Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, as well as your mastery of various survival-related tasks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The DR depends on the terrain, as shown on Table 4.17: Terrain DRs. Success means that you and any group you lead can move without any trouble. Failure means you may encounter a natural hazard, depending on the terrain. Critical failure means you become lost.

You can notice that you are lost the next time that you succeed on a check to navigate in the wilderness. Rediscovering your location requires backtracking for 1d6 hours and another Survival check against the same DR.

This check is made once every 8 hours you spend travelling overland. If you move at half speed, you gain a +5 bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The DR depends on the terrain, as shown on Table 4.17: Terrain DRs. Success means that you can feed yourself, and require no additional food or water. For every 2 points by which you succeed, you can provide food and water to an additional person.

This check is made once every 8 hours you spend travelling overland. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.17: Terrain DRs

Terrain	Navigation DR	Sustenance DR
Desert	15	20
Forest	10	15
Jungle	10	10
Mountains	10	15
Hills	5	10
Plains	5	10
Swamp	15	15

Predict Weather

You can make a DR 10 Survival check to predict the weather. This requires a minute of observation. Success means you know what the weather will be like up to 24 hours in advance. For every 5 points by which you succeed, you can predict the weather one additional day in advance.

Track

You can make a Survival check to follow tracks. The DR of the check depends on how easy the tracks are to notice, as shown on Table 4.18: Track DRs and Table 4.19: Track Modifiers. You must make another Survival check after following the trail for 1 mile,

or if it becomes especially difficult to follow. While tracking, you move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DR depends on the surface and the prevailing conditions, as given on the table below: The base DR to follow tracks is 5 if you use scent to track, regardless of the condition of the ground.

A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance.

Table 4.18: Track DRs

Surface	Description	Survival DR
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15

Table 4.19: Track Modifiers

Condition	DR Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16
Every 24 hours since the trail was made	+1 ³
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

³ With scent-based tracking, apply this modifier per hour since the trail was made.

If you fail a Survival check to track, you can retry after 5 minutes

of searching.

Use Rope

You can make a Survival check as a standard action to tie knots. Success means you tie the knot successfully. Failure means your action is wasted, but you can try again. Tying a typical knot is DR 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DR 15. Knots can also be tied with the Devices skill.

You can also make a Survival check in place of a ranged attack to set a grappling hook. You take a -2 penalty per 10 feet.

Swim (Str)

The Swim skill represents your ability to swim.

Swimming

You can make a Swim check to move through water. The DR depends on the turbulence of the water, as shown on Table 4.20: Swim DRs. Success means you move forward by up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). Critical success means you move twice as fast. Failure means you make no progress through the water.

Table 4.20: Swim DRs

Water	Swim DR
Calm water	5
Rough water	10
Stormy water	15

Swimming Underwater

You can swim underwater just like you can above water. If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to 5 + your Constitution. After that period of time, you must make a DR 10 Constitution check every round to continue holding your breath. Each round, the DR for the check increases by 5. If you fail, you begin to drown.

Swim Speed

A creature with a swim speed can move a distance equal to its swim speed with a successful Swim check. In addition, it gains a +10 bonus to any Swim checks it makes.

Chapter 5

Feats

Feats are special abilities that every character has. Feats can be used to specialize your character particular area, to grant your character new abilities, or to change the way your character does certain things.

Gaining Feats

Your character gains two feats at 1st level, a third at 3rd level, a fourth at 6th level, and a fifth at 10th level. Classes can sometimes grant bonus feats as well, which are in addition to these feats which every character gets. A character cannot gain the same feat twice.

Prerequisites

Some feats have prerequisites. Unless your character has all of the prerequisites, they cannot take the feat. Prerequisites can include a minimum starting attribute score, another feat or feats, a minimum level of training in a skill, or some other property of a character. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

Types Of Feats

All feats belong to one of four broad categories.

General: General feats can have a wide variety of effects. They often grant new abilities or improve your defenses.

Combat: Combat feats improve your combat capabilities. They can increase the damage you deal, grant you new combat abilities, or improve your defenses.

Spell: Spell feats improve your spellcasting abilities. All Spell feats except for the Ritual Caster feat are useless to characters who cannot cast spells (see Ritual Caster, page ??).

Skill: Skill feats improve your skills. They can make you more likely to succeed with skill checks and grant you new abilities based on your skills.

Feat Tags

All feats are tagged according to their category. In addition, some feats have more specific tags that describe what the feat does. The tags are described below.

Bloodline Feats:

Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those possibilities by gaining abilities related to their ancestry. Each blood-

line feat belongs to a specific type of monster, such as “dragon”.

You can only have one type of bloodline feat. Each type of bloodline has a single feat with “Heritage” in the name, which all other feats in the bloodline have as a prerequisite.

Magical Feats: Magical feats are **magical** in nature. Many feats are not entirely magical, but have specific effects that are magical. These effects are indicated by the **[Magical]** tag.

Style Feats: Style feats grant a character the ability to fight or cast spells in a particular style, granting them bonuses while in that style. A character can only be in one style at once. Once per round, a character can initiate a style, change to a different style, or stop using a style as a **free action**.

Most style feats have requirements. If a style requires specific equipment, such as a melee weapon, you must meet the requirements to activate the style. If you fail to meet a style's requirements during a round, you leave the style at the end of the round.

Feat Tables

Table 5.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	77
Draconic Heritage	Gain aspects of draconic power	—	Bloodline	80
Iron Will	Wil 2	Increase mental resilience	—	86
Toughness	Con 2	Increase physical fortitude	—	81
Class Feats	Prerequisites	Benefits	Feat Types	Page
All Energy Becomes One	Monk base class, Con 2	Absorb and redirect damage	Magical	75
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Acrobatics Specialization	Mastered Acrobatics	—	—	75
Awareness Specialization	Mastered Awareness	—	—	76
Bardic Exemplar	Perform Specialization	Mock foes and bolster allies with performances	Magical	85
Bluff Specialization	Mastered Bluff	—	—	76
Climb Specialization	Mastered Climb	—	—	78
Craft Specialization	prerequisites	—	—	78
Creature Handling Specialization	Mastered Creature Handling	—	—	79
Devices Specialization	Mastered Devices	—	—	79
Disguise Specialization	Mastered Disguise	—	—	80
Escape Artist Specialization	Mastered Escape Artist	—	—	82
Intimidate Specialization	Mastered Intimidate	—	—	83
Heal Specialization	Mastered Heal	—	—	83
Jump Specialization	Mastered Jump	—	—	86
Knowledge Specialization	Mastered Knowledge	—	—	86
Linguistics Specialization	Mastered Linguistics	—	—	87
Perform Specialization	Mastered Perform	—	—	85
Persuasion Specialization	Mastered Persuasion	—	—	87
Ride Specialization	Mastered Ride	—	—	87
Sense Motive Specialization	Mastered Sense Motive	—	—	87
Sleight of Hand Specialization	Mastered Sleight of Hand	—	—	88
Spellcraft Specialization	Mastered Spellcraft	—	—	88
Sprint Specialization	Mastered Sprint	—	—	88
Stealth Specialization	Mastered Stealth	—	—	88
Survival Specialization	Mastered Survival	—	—	88
Swim Specialization	Mastered Swim	—	—	88
Spell Feats	Prerequisites	Benefits	Feat Types	Page
Abjurer	Abjuration spell	—	Magical	75
Conjurer	Conjuration spell	—	Magical	78
Diviner	Divination spell	—	Magical	80
Eldritch Knight	Any spell	—	—	76
Enchanter	Enchantment spell	—	Magical	81
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Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: Requirements a character must meet before taking the feat. This entry is absent if a feat has no prerequisites.

Benefit: What the feat enables the character (“you” in the feat description) to do.

Abjurer [Magical, Spell]

You have great talent with Abjuration spells.

Prerequisite: **Abjuration** spell known.

Benefit:

Abjurer Shield: Whenever you cast an Abjuration spell with a duration, you can give one willing creature targeted by the spell a deflective shield. The shielded creature gains a +1 bonus to **physical defenses** as long as the spell lasts. This is a **Magical, Shielding** effect. You can only shield one creature in this way at a time. If you shield another creature, all previous shields are dismissed when the new shield takes effect.

3rd – Counterspell: While you are casting a spell, at any time before it resolves, you can take an **immediate action** to turn that spell into a counterspell. If you do, your spell has no effect when it resolves. Instead, choose a creature within Medium (100 ft.) range of you. If that creature is casting a spell, and your spell’s level, including all augments, is at least as high as their spell’s level, their spell also has no effect when it resolves.

5th – Ablative Shield: The shielded creature also gains damage reduction against physical damage equal to your spellpower.

7th – Magic Against Magic: You gain a +2 bonus to accuracy with the **antimagic** spell. In addition, when you use your **counterspell** ability with the **antimagic** spell, it is treated as being two spell levels higher than its actual level for the purpose of determining which spells it can counter.

9th – Versatile Shield: The shielded creature’s damage reduction applies against all damage, not just physical damage.

11th – Pierce Shields: Your skill at creating defenses allows you penetrate defenses more easily. You gain a +1 bonus to **accuracy** with magical attacks.

13th – Punishing Counterspell: When you use your **counterspell** ability, you can make the target **miscast** their spell instead of negating the spell’s effects. In addition, the range of your **counterspell** ability increases to Long (300 ft.).

15th – Empowered Shield: The shielded creature’s defense bonus increases to +2.

17th – Mass Counterspell: When you use your **counterspell** ability, you may target up to five creatures.

19th – Abjuration Master: Your Abjuration spells are easier to cast. You can cast Abjuration spells as if they were one level lower than their actual level. This does not stack with spell level reductions from other feats.

Acrobatics Specialization [Skill]

Prerequisite: Acrobatics as a mastered skill.

Benefits:

Specialization, Lesser: You gain a +2 bonus to Acrobatics.

2nd – Rapid Balance: Using Acrobatics to balance on slippery or narrow surfaces does not reduce your speed.

4th – Agile Charge: You can change directions freely while making a **charge**.

6th – Surface Tolerance: You reduce DR modifiers for surface conditions on Acrobatics checks to balance by 2. This allows you to ignore minor surface conditions, such as slippery surfaces, when balancing.

8th – Specialization: The bonus to Acrobatics increases to +3.

10th – Legendary Airwalker (Mag): You can attempt to move on surfaces that cannot support your weight. Surfaces that can support at least a quarter of your weight, such as thin tree branches and dense liquids, are DR 20. Surfaces that can support at least a tenth of your weight, such as water, are DR 25. Surfaces that can support at least a hundredth of your weight, such as tree leaves, are DR 30. Surfaces that cannot support your weight at all, such as air, are DR 40. Success means you move along the surface at half speed. Failure means you fall through the surface. The DR increases by 2 for each consecutive round that you spend moving in this way.

12th – Fall Tolerance: You take half damage from **falling damage**.

14th – Surface Tolerance, Greater: The reduction of DR modifiers for surface conditions increases to 5. This allows you to ignore almost all surface conditions when balancing.

16th – Specialization, Greater: The bonus to Acrobatics increases to +4.

18th – Rapid Airwalker: You can move at full speed with the **legendary airwalker** ability.

All Energy Becomes One [Class, Magical]

Prerequisite: Monk as a **base class**, starting Constitution of 2.

Benefits:

Absorb Energy: Whenever you would take **energy damage**, you can take an **immediate action** to channel the energy into your body. If you do, you gain damage reduction against that attack equal to your **ki** power.

3rd – Channel Energy: At the end of each round, if you reduced damage with your **absorb energy** ability, you can channel that energy into your weapons. If you do, choose a damage type that you reduced this round with that ability. All damage you deal with your weapons gains that damage type until the end of the next round.

5th – Energetic Unity: You can use **absorb energy** to reduce any non-physical damage you take, instead of only energy damage.

7th – Channel Power: While you are channeling energy with your **channel energy** ability, you deal +1d damage with your weapons.

9th – Sustained Channeling: You can sustain your channel energy ability as a swift action.

11th – Absorb Energy, Greater: You increase the damage reduction to twice your **ki** power.

13th – Kinetic Absorption: You can use **absorb energy** to reduce any damage you take, instead of only non-physical damage.

15th – Channel Power, Greater: You increase your damage bonus with your weapons to +2d.

17th – Attuned Channeling: When you use your **channel energy** ability, you can spend an **action point**. If you do, you attune to the ability, causing it to last as long as you stay attuned to it. For details, see Attunement, page 119.

19th – Reflexive Absorption: You can use your **greater absorb**

energy ability once per round without spending an action. You cannot use it twice to affect the same attack.

Awareness Specialization [Skill]

Prerequisite: Awareness as a mastered skill.

Benefits:

1st – Specialization, Lesser: You gain a +2 bonus to Awareness.

2nd – Broad Search: When you take the Search action, you can search a 10-ft. square within 30 feet of you (see Search, page 56).

4th – Extraordinary Senses: You gain one of the following senses: **blindsense** (50 ft.), **darkvision** (100 ft.), **scent**, or **tremorsense** (50 ft.).

6th – Distance Tolerance: You reduce DR modifiers for distance on Awareness rolls by 2. This usually allows you to ignore up to 100 feet of distance.

8th – Specialization: The bonus to Awareness increases to +3.

10th – Legendary Senses: You gain one of the following senses: **blindsense** (200 ft.), **blindsight** (50 ft.), **darkvision** (500 ft.), **tremorsense** (200 ft.), or **tremorsight** (50 ft.).

12th – Trapmaster: Whenever you come within 50 feet of a trap, you can make an Awareness check to notice it, even if you were not searching for traps.

14th – Distance Tolerance, Greater: The reduction of DR modifiers for distance increases to 5. This usually allows you to ignore up to 500 feet of distance.

16th – Specialization, Greater: The bonus to Awareness increases to +4.

18th – Supreme Senses: You can choose an additional sense from the *legendary senses* ability. Its range is doubled.

Eldritch Knight [General, Spell]

Prerequisite: Ability to cast a spell.

Benefit:

1st – Combat Concentration, Lesser: You gain a +2 bonus to Concentration checks made to cast spells.

1st – Armor Tolerance, Lesser: You reduce your chance of arcane spell failure from wearing armor by 10%.

3rd – Spellstrike (Magical): As a standard action, you can spend an **action point** to use this ability.

Special: Choose a weapon you wield, or your **unarmed attack**.

Effect: You imbue magical power into the weapon. This requires concentration as if casting a spell. Breaking your concentration does not cause a **miscast backlash**, however. During the **delayed action phase**, you may make a **strike** with the weapon. If you maintained your concentration, the strike gains a +2d bonus to damage.

5th – Combat Concentration: The bonus to Concentration checks increases to +5.

7th – Armor Tolerance: The reduction of arcane spell failure increases to 20%.

9th – Seeking Spellstrike (Magical): When you use your *spellstrike* ability, if you maintained your concentration, you gain a +1 bonus to accuracy with the **strike**.

11th – Spellsword Rhythm (Magical): Whenever you hit a creature with a **strike**, you gain a +1 bonus to **accuracy** with spells against that creature during the next round. In addition, whenever you hit a creature with a **spell**, you gain a +1 bonus to **accuracy**

with **strikes** against that creature during the next round.

13th – Combat Concentration, Greater: The bonus to Concentration checks increases to +10.

15th – Spellstrike, Greater (Magical): When you use your *spellstrike* ability, the damage bonus if you maintained your concentration increases to +3d.

17th – Armor Tolerance, Greater: The reduction of arcane spell failure increases to 30%.

19th – Spellsword Rhythm, Greater (Magical): The accuracy bonus increases to +2.

Blindfighter [Combat]

Prerequisite: Starting Perception 2.

Benefit:

1st – Blind Precision: Whenever you have a miss chance caused by being unable to see your opponent, you can roll the miss chance twice and take the better result.

2nd – Unseen Defense: You are not **defenseless** (–5 *defense vs. melee*) against foes you cannot see if you know their location.

4th – Blindsense: You gain **blindsense** (50 ft.).

6th – Attack the Unseen: If you know the location of a creature you cannot see, and you have **line of effect** to that creature, you can target it with targeted abilities.

8th – Blind Feint: If you are attacked by a creature who incorrectly thinks you are **unaware** of the attack, you can take an **immediate action** to spend an **action point**. If you do, you can immediately make a **strike** against that creature.

10th – Blindsight: You gain **blindsight** (50 ft.). In addition, the range of your blindsense improves to 200 feet.

12th – Controlled Sight: You are immune to all abilities that depend on sight to affect you.

14th – Blindsight, Greater: The range of your blindsight improves to 100 feet. In addition, the range of your blindsense improves to 500 feet.

16th – Blind Feint, Greater: When you use your **blind feint** ability, the target is **unaware** of the attack.

18th – Supreme Sight: The range of your blindsight improves to 200 feet. In addition, the range of your blindsense improves to 1,000 feet.

Bluff Specialization [Skill]

Prerequisite: Bluff as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Bluff.

2nd – Sustained Distraction: If you successfully distract a creature, you can sustain that distraction on that creature with a **swift action** as long as you continue to be distracting. You must make a new check each round, and the DR increases by 2 for each round you have distracted them. For details, see Distract, page 57.

4th – Deceive Magic: Any magical abilities which detect lies are unable to detect lies you speak.

6th – Impersonation Tolerance: You reduce DR modifiers for details you cannot replicate when impersonating creatures 2 (see Impersonate, page 57).

8th – Specialization: The bonus to Bluff increases to +3.

10th – Dual Speech (Mag): Whenever you speak, you can make a Bluff check to speak in two voices at once. The base DR is 15. Success means you speak the same words with two different vocal

patterns, such as tone or accent, though you cannot significantly change the volume. You can freely choose which creatures hear which pattern, treating all creatures you are not aware of as a single group. Failure means you choose one of the vocal patterns and speak in that pattern. Critical failure means the words come out garbled and incomprehensible.

If you increase the DR by 5, your vocal patterns can be in different languages. If you increase the DR by 10, your vocal patterns can use entirely different words.

12th – Deceive Magic, Greater: Whenever you impersonate a creature, if your Bluff check is high enough, magical abilities treat you as if you were that creature. The DR is equal to 10 + the **power** of the ability you are deceiving. For example, if you impersonate an undead creature, the *inflict light wounds* spell would heal you. This does not grant you any abilities associated with creatures you impersonate.

14th – Impersonation Tolerance, Greater: The reduction of DR modifiers for impersonating details you cannot replicate increases to 5.

16th – Specialization, Greater: The bonus to Bluff increases to +4.

18th – Deceive Reality: Whenever you are attacked, after learning whether the attack succeeded or failed, you can spend an **action point** as an immediate action. If you do, you can make a Bluff check to pretend the attack affected you differently. The DR is equal to the result of the attack roll. Success means you can choose the result of the attack roll, potentially causing it to miss instead of hitting, or to hit instead of missing. However, you cannot make the attack critically fail. After using this ability, you cannot use it again until you take a **short rest**.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment

Special: You can only have one Bloodline feat.

Benefit:

1st – Celestial Power: Your **power** with abilities from this feat is equal to your Willpower or your level, whichever is higher.

1st – Holy Blessing: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range:** Close (30 ft.)

Effect: The target gains a +2d bonus to damage with all attacks.

Duration: Attunement

Tags: Good, Magical

3rd – Holy Protection: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range:** Close (30 ft.)

Effect: The target gains damage reduction equal to your celestial power against **Evil** physical effects, and physical attacks made by evil creatures.

Tags: Good, Magical

5th – Angel Wings: You gain feathery wings that sprout from your back. You can use these wings to glide at a rate equal to your land speed (see Gliding, page 10). The wings themselves are **mundane**, but the ability to glide and fly with them is **magical**.

7th – Complete Protection: The damage reduction from your *holy protection* ability also applies against non-physical effects.

9th – Empowered Blessing: The damage bonus from your **holy**

blessing ability increases to +3d.

11th – Angelic Flight: Your *angel wings* grant you a fly speed equal to your land speed. While **unencumbered** (not carrying a heavy load or wearing medium or heavy armor), you can fly (see Flying, page 10). You can only fly for a number of rounds equal to half your celestial power. After that limit is reached, you must take a **short rest** before flying again.

13th – Holy Retribution: Whenever an evil creature makes a physical melee attack against the creature protected by your *retributive protection* ability, you make a celestial power vs. Mental attack against the attacking creature. Success means the attacker takes 1d4 divine damage +1d per celestial power.

15th – Empowered Blessing, Greater: The damage bonus from your **holy blessing** ability increases to +4d.

17th – :

19th – Angelic Flight, Greater: You no longer have a limit on how long you can fly with your *angelic flight* ability.

Reaper [Combat]

You can attack with such force that you cleave through your foes.

Prerequisite: Starting Strength of 2.

1st – Sweeping Strike: As a standard action, you can spend an **action point** to use this ability.

Area: Up to three contiguous squares **Range:** Threatened

Targets: Everything in the area

Special: Choose one or two melee weapons you are wielding that deal slashing or bludgeoning damage.

Effect: You make a melee **strike** against the target with the chosen weapon or weapons. You take a –1d penalty to damage with the strike.

2nd – Cleave: Whenever you get a **critical hit** with a strike using a slashing or bludgeoning weapon, you can take an **immediate action** to make another strike with the same weapon. The target of the new strike must be adjacent to the struck creature. You may continue making additional strikes as long as you keep getting critical hits. However, you may not attack the same creature more than once.

4th – Reaping Charge: As a standard action, you can spend an **action point** to use this ability.

Targets: Special; see below

Special: Choose one or two melee weapons you are wielding that deal slashing or bludgeoning damage.

Effect: You move up to half your movement speed in a straight line. Choose either the right or left side of the line. You can make a **strike** against each creature and object on that side of the line that you threaten at any point during your movement. You take a –2d penalty to damage on the strike.

6th – Spinning Cleave: When you use your *cleave* ability, the target of your additional attack does not have to be adjacent to the struck creature.

8th – Wide Sweep: When you use your *sweeping strike* ability, you can target up to five contiguous squares you threaten.

10th – Reaping Whirlwind: When you use your *reaping charge* ability, you do not have to choose a side of the line. You can attack any creatures and objects that you threaten at any point during your movement.

12th – Mobile Cleave: When you use your *cleave* ability, you

can move up to half your movement speed before making the strike. This movement counts against your normal movement limit in that phase.

14th – Reaping Charge, Greater: You can move up to your full movement speed when you use your *reaping charge* ability, rather than half your movement speed.

16th – Whirlwind Sweep: When you use your *sweeping strike* ability, you can target any number of contiguous squares you threaten.

18th – Reap the Harvest: When you use your *reaping charge* or and *sweeping strike* abilities, if every creature you attacked is dead at the end of the round, you regain the action point spent to use the ability.

Climb Specialization [Skill]

Prerequisite: Climb as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Climb.

2nd – Damage Tolerance: Taking damage while climbing does not force you to make an additional Climb check to avoid falling.

4th – Climb Speed: You gain a **climb speed** equal to half your land speed. A successful Climb check to move allows you to travel a distance equal to your climb speed.

6th – Scale the Beast: You gain a +2 bonus to Climb attacks you make to climb on other creatures (see Creature Climb, page ??). In addition, you gain a +1 bonus to accuracy with physical attacks against creatures you are climbing on.

8th – Specialization: The bonus to Climb increases to +3.

10th – Climb Speed, Greater: Your climb speed increases to be equal to your land speed.

12th – Impossible Climber: You can climb surfaces that are perfectly smooth. The DR is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling. In addition, you are treated as one size category smaller than normal for the purpose of determining which creatures you can climb on.

14th – Scale the Beast, Greater: The bonus to Climb attack to climb on creatures increases to +4. In addition, the bonus to physical accuracy against creatures you are climbing on increases to +2.

16th – Specialization, Greater: The bonus to Climb increases to +4.

18th – Impossible Climber, Greater: You can wallrun on ceilings in the same way you wallrun on walls. In addition, the size category decrease for the purpose of climbing on creatures improves to two size categories smaller than normal.

Conjurer [Magical, Spell]

Prerequisite: **Conjuration** spell known.

Benefit:

1st – Astral Spirit: When you cast the **summon monster** spell, you can manifest an astral spirit instead of an animal. An astral spirit is a floating, spirit-like creature with a translucent body. Its size is Medium, and it is vaguely humanoid in shape. It has a physical form, and occupies space like any other creature.

An astral spirit does not have a land speed, but it has a 30 foot **fly speed** with good maneuverability. In addition, it can teleport any distance as a move action as long as its destination is within Medium (100 ft.) range of you. If an astral spirit hits with its strike, it deals arcane damage.

3rd – Astral Spell Transit, Lesser: Your attacks with spells ignore

cover, but not **total cover**.

5th – Fortified Manifestations: Objects and creatures you create with **Manifestation** abilities have additional hit points equal to your spellpower.

7th – Astral Echo: Whenever you teleport, you drift between your plane and the Astral Plane until the end of the next round. During this time, all attacks against you have a 20% failure chance.

9th – Regenerating Manifestations: Whenever you cast a spell, objects and creatures you have created with **Manifestation** abilities heal hit points equal to your spellpower.

11th – Astral Spell Transit: You double the range of all spells you cast. In addition, all **Teleportation** spells you cast can teleport twice their normal distance.

13th – Sustained Manifestations: Once per round, when you cast or sustain a spell, you can also sustain a **Manifestation** spell as a **free action**.

15th – Fortified Manifestations, Greater: Objects and creatures you create with **Manifestation** abilities have damage reduction equal to your spellpower.

17th – Astral Spell Transit, Greater: When determining whether you have **line of effect** to a particular location with a spell, you can ignore a single solid obstacle up to five feet thick. This can allow you to cast spells through solid walls, though it does not grant you the ability to see through the wall.

19th – Astral Echo, Greater: You constantly drift between your plane and the Astral Plane. All attacks against you have a 20% failure chance. You can suppress or resume this ability as a **swift action**. In addition, whenever you teleport, your connection to the Astral Plane is strengthened until the end of the next round. During this time, all attacks against you have a 50% failure chance.

Duelist [Combat]

Prerequisite: Starting Dexterity of 1, starting Intelligence of 1.

Benefit:

1st – Parry: Whenever a creature **initiates** a **strike** against you, you can take an **immediate action** to attempt to parry its attack. If you do, you gain a +2 bonus to physical defenses against the attack.

2nd – Defensive Stance: As a **swift action**, you can spend an **action point** to use this ability.

Target: One creature **Range:** Medium (100 ft.)

Special: You can change the target of this ability to a new creature within range as a **swift action**.

Effect: You gain a +2 bonus to physical defenses against the target.

Duration: Attunement

4th – :

6th – Overwhelm Tolerance: Your *defensive stance* ability prevents you from suffering **overwhelm penalties** against attacks from the target creature.

8th – Riposte: Whenever you use your *parry* ability, you can spend an **action point**. If you do, you **initiate** a **strike** against the attacking creature.

10th – Focused Defense: You gain a +1 bonus to physical defenses against attacks you do not suffer **overwhelm penalties** on.

14th – Rapid Parry: Once per round, you can *parry* an attack without spending an immediate action.

Craft Specialization [Skill]

Prerequisite: Craft (any) as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to all Craft skills.

2nd – Craft Magic Item (Magical): You can imbue items with magic using your crafting skill. Imbuing an item with magic takes material components, as described in Magic Item Creation, page 198. It takes you one hour per 10 gp of material components to create a item.

You can also mend a broken magic item if it is one that you could make. Doing so costs a tenth of the raw materials and a quarter of the time it would take to craft that item in the first place. You cannot mend a **destroyed** magic item.

4th – Crafting Savant: You gain two additional **skill points** which can only be spent on Craft skills.

6th – Rapid Creation: Crafting magic items takes you one hour per 100 gp of material components.

8th – Specialization: The bonus to Craft skills increases to +3.

10th – Rapid Creation: Crafting magic items takes you one hour per 500 gp of material components.

12th – Crafting Savant, Greater: The number of extra skill points increases to four.

14th – Rapid Creation: Crafting magic items takes you one hour per 2,500 gp of material components.

16th – Specialization, Greater: The bonus to Craft skills increases to +4.

18th – Rapid Creation: Crafting magic items takes you one hour per 12,500 gp of material components.

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Creature Handling.

2nd – Sustained Pacify: You can sustain the *pacify* ability from the Creature Handling skill as a swift action, rather than as a standard action (see Pacify, page 60).

4th – Compressed Training: You can teach a creature a trick with 12 hours of work, split as you choose, rather than in a week of 4 hour sessions (see Training Creatures, page 61).

6th – Species Tolerance: You reduce Creature Handling DR modifiers for handling non-animals by 2.

8th – Specialization: The bonus to Creature Handling increases to +3. In addition, you can train creatures to learn one bonus trick beyond their normal maximum (see Bonus Tricks, page ??).

10th – Battleforged Training: You can teach a creature the Battleforged trick. The DR to train the trick is 20. A creature with the trick gains the following benefits:

- Its maximum hit points increase by an amount equal to its level.
- It gains a +1 bonus to accuracy with all attacks.
- It gains a +1d bonus to damage with **strikes**.

12th – Rapid Pacify: You can use the *pacify* ability from the Creature Handling skill as a swift action, rather than as a standard action.

14th – Species Tolerance, Greater: The reduction of DR modifiers for handling non-animals increases to 5. This usually allows you to ignore penalties for working with non-animals.

16th – Specialization, Greater: The bonus to Creature Handling

increases to +4. In addition, the number of bonus tricks you can train creatures to learn increases to two.

18th – Battleforged Training, Greater: You can teach a creature that has learned the Battleforged trick the Greater Battleforged trick. The DR to train the trick is 30. A creature with the trick gains the following benefits, which replace the benefits of the Battleforged trick:

- Its maximum hit points increase by an amount equal to twice its level.
- It gains a +2 bonus to accuracy with all attacks.
- It gains a +2d bonus to damage with **strikes**.

Sniper [Combat]

Prerequisite: Starting Perception of 2.

Benefit:

1st – Aim: As a standard action, you can use this ability.

Target: One creature or object **Range:** Line of sight

Effect: You gain a +2 bonus to accuracy on **strikes** against the target.

Duration: Sustain (swift). If you lose sight of the target for a full round, this effect ends.

2nd – Penetrating Aim: Your physical ranged attacks ignore **cover**, except total cover.

4th – Distance Tolerance, Lesser: You reduce your accuracy penalties from **range increments** by 2.

6th – Sniper Shot: You gain a +2d bonus to damage on **strikes** against **unaware** (*critically hit on every attack*) creatures that are affected by your *aim* ability.

8th – Failure Tolerance: You ignore effects that give you a 20% miss chance or failure chance with physical ranged attacks, such as **concealment**.

10th – Distance Tolerance: The reduction in accuracy penalties for range increments increases to 4.

12th – Sustained Aim: You can sustain your *aim* ability as a **free action**.

14th – Sniper Shot, Greater: The bonus to damage increases to +4d.

16th – Distance Tolerance, Greater: The reduction in accuracy penalties for range increments increases to 6.

18th – Rapid Aim: You can spend a **action point** to use your *aim* ability as a **swift action**.

Devices Specialization [Skill]

Prerequisite: Devices as a mastered skill.

Benefit:

1st – Specialization, Lesser (Magical): You gain a +2 bonus to Devices.

2nd – Rapid Improvisation: As a standard action, you can spend an **action point** to use the *improvise* ability to create a device (see Improvise, page 62).

4th – Steady Hands: You cannot **critically fail** on Devices checks. If you would critically fail, you simply fail instead, and suffer the normal penalties for non-critical failure.

6th – Disable Arcana, Lesser (Magical): You can disable arcane spell effects on objects or areas as if they were merely complex devices. You must be aware of an effect to disable it, either through the Spellcraft skill or because the effect is noticeable. You cannot

disable effects on creatures. The DR to disable an effect is equal to 15 + the effect's **power**. Success means the spell is **dispelled**. This has no effect on abilities that cannot be dispelled.

8th – Specialization: The bonus to Devices increases to +3.

10th – Improbable Improvisation: You reduce the DR for using the *improvise* ability to make devices from unsuitable materials by 5.

12th – Disable Arcana (Magical): You can disable spell effects from any source, not just arcane spell effects.

14th – Durable Improvisation: Devices you create with the *improvise* ability last for twice as many uses before they break.

16th – Specialization, Greater: The bonus to Devices increases to +4.

18th – Disable Arcana, Greater (Magical): You can disable all magical effects on objects or areas, not just spell effects.

Disguise Specialization [Skill]

Prerequisite: Disguise as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Disguise.

2nd – Quick Change: As a standard action, you can spend an **action point** to use the *disguise creature* or *emulate creature* ability.

4th – Disguise Aura (Magical): Whenever you use the *disguise creature* or *emulate creature* abilities, you can decide how the target and any items on the target appear when examined by **Divination** spells. For example, you could cause all of their equipment to appear nonmagical, or you could cause them to have a strong aura of good when examined with the *detect alignment* spell. The maximum **power** you can emulate is equal to your Disguise check result –15.

Anyone using divination magic on the creature must make a spellpower check with a DR equal to your Disguise check result in order to perceive the truth. Regardless of the result of the check, the caster is not aware that the check was made.

6th – Mismatch Tolerance: You reduce Disguise penalties for differences between the target's normal appearance and its intended appearance by 2. This allows you to ignore minor mismatches, such as if the target is a different gender than its intended appearance.

8th – Specialization: The bonus to Disguise increases to +3.

10th – Disguise Size (Magical): As a **standard action**, you can spend an action point to use this ability.

Target: You

Effect: You increase or decrease your size by one **size category**.

Duration: Attunement

14th – Mismatch Tolerance, Greater: The reduction of Disguise penalties for appearance differences increases to 5. This can allow you to ignore significant appearance differences.

16th – Specialization, Greater: The bonus to Disguise increases to +4.

Diviner [Magical, Spell]

Prerequisite: **Divination** spell known.

Benefit:

1st – Prophecy: As a **standard action**, you can spend an **action point** to use this ability.

Special: The scope of this ability is limited to the next hour. This time period is called the *time of prophecy*. When you use this ability, you visualize an action that a creature (or group of creatures) could take within the *time of prophecy*.

Effect: You see a brief, cryptic vision describing the most likely outcome of the action you visualized. This vision does not reveal any consequences that might occur after the *time of prophecy* has ended.

The vision does not have to be a literally accurate representation of the future. For example, if you used this ability to foresee the results of entering a room that had a group of creatures waiting in ambush, you might see a vision of flashing daggers in darkness darting towards your exposed back, regardless of whether the creatures would actually use daggers to attack.

After using this ability, you cannot use it again until the *time of prophecy* has ended, regardless of whether the action was taken.

3rd – Precognitive Reaction, Lesser: You gain a +1 bonus to Reflex defense. In addition, you gain a +2 bonus to **initiative** checks.

5th – Deep Prophecy: When you use your *prophecy* ability, you can increase the *time of prophecy* to eight hours. This affects both the distance you can see into the future and the time you must wait before using the ability again.

7th – Truesight: You gain the **truesight** ability with a 50 foot range.

9th – Precognitive Reaction: The bonus to initiative checks increases to +4. In addition, you are aware of all attacks against you, even those you cannot see, as long as you are conscious. This allows you to use abilities to defend yourself, and prevents you from being **unaware** (*critically hit on every attack*).

11th – Dual Prophecy: You may use your *prophecy* ability while you have an active *time of prophecy*. If you have two active *times of prophecy*, you must wait until one has expired to use your *prophecy* ability again.

13th – Truesight, Greater: The range of your **truesight** increases to 500 feet.

15th – Flexible Prophecy: When you use your *prophecy* ability, you can choose the *time of prophecy* to be any five-minute increment of time, to a minimum of thirty minutes and a maximum of eight hours.

17th – Precognitive Reaction, Greater: The bonus to Reflex defense increases to +2, and the bonus to initiative checks increases to +6. In addition, you can never be surprised in combat. Whenever there are **surprise phases**, you can act in them.

19th – Oracle: When you use your *prophecy* ability, the maximum *time of prophecy* you can choose is increased to one week. In addition, you may have three active *times of prophecy*, rather than two.

Draconic Heritage [Bloodline]

Special: You can only have one Bloodline feat.

Benefit:

1st – Draconic Power: Your **power** with abilities from this feat is equal to your level or your Constitution, whichever is higher.

1st – Draconic Ancestry: Choose a type of dragon from among the dragons on Table 5.2: Dragon Types. You have the blood of that type of dragon in your veins. This grants you damage reduction

equal to twice your *draconic power* against the damage type that dragon's breath weapon deals.

1st – Low-Light Vision: You gain **low-light vision**. If you already have low-light vision, you instead double the benefit, allowing you to quadruple the illumination range of light sources.

2nd – Draconic Weapons: You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page 94.

2nd – Darkvision: You gain **darkvision** with a 50 foot range. If you already have darkvision, you instead increase the range of your existing darkvision by 50 feet.

4th – Draconic Wings: You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to your land speed (see Gliding, page 10). The wings themselves are physical, but the ability to glide with them is **magical**.

6th – Breath Weapon: As a **standard action**, you can spend an **action point** to use this ability.

Special: The area affected by this ability depends on your *draconic ancestry*, as described in Table 5.2: Dragon Types.

Burst: Medium (20 ft.) cone or Large (50 ft.) line

Targets: All creatures in the area

Attack: Draconic power vs. Reflex

Success: The target takes 1d6 damage +1d per two draconic power. The damage type depends on your *draconic ancestry*, as described in Table 5.2: Dragon Types.

Critical Success: As above, but double damage.

Special: After using this ability, you must wait one round before using it again.

8th – Draconic Flight, Lesser (Magical): As a standard action, if you are **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), you can use your draconic wings to fly with a **fly speed** equal to your land speed.

10th – Widened Breath: The area affected by of your *breath weapon* increases. A line breath weapon becomes a Huge (100 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (50 ft.) cone.

12th – Draconic Weapons, Greater (Magical): The natural weapons gain an **enhancement bonus** equal to one quarter of your *draconic power*.

14th – Draconic Flight (Magical): You can use your *draconic flight* ability to fly as a **swift action**.

16th – Devastating Breath: The damage dealt by your *breath weapon* increases by +1d.

18th – Draconic Flight, Greater (Magical): You can use your *draconic flight* ability to fly as a **free action**.

Enchanter [Magical, Spell]

Prerequisite: **Enchantment** spell known.

Benefit:

1st – Mind Fragments: When you use **Mind** abilities, you can affect creatures with a **mundane** immunity to **Mind** abilities. You take a –5 penalty to accuracy on attacks against such creatures. This does not allow you to affect creatures with a **magical** immunity to **Mind** abilities.

3rd – Mind Scour: As a **standard action**, you can spend an **action point** to use this ability.

Table 5.2: Dragon Types

Dragon	Energy Type	Breath Weapon
Black	Acid	Line
Blue	Electricity	Line
Brass	Fire	Line
Bronze	Electricity	Line
Copper	Acid	Line
Gold	Fire	Cone
Green	Acid	Cone
Red	Fire	Cone
Silver	Cold	Cone
White	Cold	Cone

Target: One creature

Range: Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target takes d6 damage +1d per two spellpower..

In addition, its Mental defense is lowered by 2. This is a **condition**, and lasts until it is removed.

Critical Success: As above, but double damage, and its Mental defense is lowered by 5 instead of 2.

Tags: **Mind**

5th – Subtle Influence: The DR to identify your **Mind** abilities with Spellcraft, and to identify their effects with Sense Motive, increases by 5.

7th – Enchanting Presence: You gain a +1 bonus to Intimidate and Persuasion. In addition, creatures within a 50-foot radius **emanation** of you take a –1 penalty to Mental defense. You may freely exclude creatures you are aware of from this effect.

9th – Brutal Scouring: You gain a +1d bonus to damage with your *mind scour* ability.

11th – Mind Fragments, Greater: The penalty to accuracy against creatures with **mundane** immunity to **Mind** effects decreases to –2.

13th – Enchanting Presence, Greater: The bonus to Intimidate and Persuasion increases to +2. In addition, the penalty to Mental defense against creatures near you is increased to –2.

15th – Mental Breach: You gain a +1 bonus to accuracy with your *mind scour* ability.

17th – Subtle Influence, Greater: The DR increase to identify your **Mind** abilities increases to 10.

19th – Mental Torment: Whenever you target a creature with a **Mind** ability, that creature takes a –1 penalty to Mental defense. This is a **condition**, and lasts until it is removed. This penalty stacks with itself if you target the same creature multiple times.

Toughness [General]

Prerequisite: Starting Constitution of 2.

Benefit:

1st – Durable: You gain additional hit points equal to your Constitution.

2nd – Great Fortitude, Lesser: You gain a +1 bonus to Fortitude defense.

4th – Fatigue Tolerance: You ignore effects which would make you **fatigued** (*move at half speed, unable to sprint or charge*). This allows you to sleep in heavy or medium armor without penalty. In addition, any effect which would make you **exhausted** (*move at half speed, unable to sprint or charge, impaired*) makes you **fatigued** (*move at half speed, unable to sprint or charge*) instead. This ability

does not allow you to ignore this fatigue.

6th – Injury Tolerance: You take a –2 penalty for being **bloodied** instead of a –5 penalty. In addition, having **vital damage** causes you to suffer a penalty to accuracy, checks, and defenses equal to half the amount of vital damage you have.

8th – Great Fortitude: The bonus to Fortitude defense increases to +2.

10th – Fatigue Tolerance, Greater: You ignore effects which would make you **exhausted** (*move at half speed, unable to sprint or charge, impaired*), and which compel you to sleep. In addition, you need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night.

12th – Durable, Greater: The increase to hit points increases to twice your Constitution.

14th – Great Fortitude, Greater: The bonus to Fortitude defense increases to +3.

16th – Injury Tolerance, Greater: You do not take penalties for being **bloodied**. In addition, having **vital damage** imposes one quarter of the normal penalties, rather than half.

18th – Deathless: You cannot take more than ten damage per level during a single round. Any excess damage is ignored. In addition, you are immune to **Death** effects.

Escape Artist Specialization [Skill]

Prerequisite: Escape Artist as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Escape Artist.

2nd – Rapid Escape: You can squeeze and escape bindings as a move action, rather than as a standard action.

4th – Constraint Tolerance, Lesser: You reduce your penalties to accuracy and defenses for **squeezing** by 2.

6th – Accelerated Squeeze: Your movement speed is not reduced while squeezing.

8th – Specialization: The bonus to Escape Artist increases to +3.

10th – Escape Magic (Magical): As a standard action, you can spend an **action point** to use this ability.

Effect: You make an Escape Artist attack against all **magical** effects on you. The DR for each effect is equal to 10 + the effect's **power**. Success means the effect is **dispelled**, if it is an effect that can be dispelled.

You can only dispel effects which target you directly, not area effects which include you as a target. If an ability targets multiple creatures, you can only remove its effects on you.

12th – Constraint Tolerance, Greater: The penalty reduction for squeezing increases to 4. This normally allows you to ignore all penalties for squeezing.

14th – Rapid Escape, Greater: You can escape bindings as a **swift action**.

16th – Specialization, Greater: The bonus to Escape Artist increases to +4.

18th – Escape Magic, Greater (Magical): You can use your *escape magic* ability as a **swift action**.

Evoker [Magical, Spell]

Prerequisite: **Evocation** spell known.

Benefit:

1st – Energy Burst: As a standard action, you can spend an **action point** to use this ability.

Special: When you use this ability, you choose a type of energy: cold, electricity, fire, or sonic.

Target: One creature or object **Range:** Close (30 ft.)

Attack: Spellpower vs. Special

Special: If you chose electricity or fire energy, this attack is made against Reflex defense. If you chose cold or sonic energy, this attack is made against Fortitude defense.

Success: The target takes 1d8 damage +1d per two spellpower. The type of energy you choose determines the type of damage dealt.

Critical Success: As above, but double damage.

Tags: As the energy type chosen

3rd – Energy Resistance: You gain damage reduction against **energy damage** equal to your spellpower.

5th – Mighty Telekinesis: You gain a +1 bonus to accuracy with the *telekinesis* spell.

7th – Residual Energy Burst: When your attack succeeds with your *energy burst* ability, the target suffers an additional effect depending on the energy type chosen. These effects are **conditions**, and last until they are removed.

- Cold: If target is a creature, it is **fatigued** (*move at half speed, unable to sprint or charge*).
- Electricity: If the target is a creature, it is **impaired** (20% failure) with attacks and checks.
- Fire: The target is **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish).
- Sonic: If the target has **hardness**, its hardness is reduced by an amount equal to half your spellpower. Otherwise, if it has **damage reduction**, its damage reduction is reduced by amount equal to your spellpower.

9th – Potent Evocation: You gain a +1d bonus to damage with **Evocation** abilities that deal damage measured in a dice pool, as well as with the *energy burst* ability.

11th – Energy Resistance, Greater: The damage reduction against **energy damage** increases to twice your spellpower.

15th – Devastating Evocation: The area affected by your Evocation spells that affect areas doubles.

Executioner [Combat]

Prerequisites: Starting Strength of 1, starting Perception of 2.

Benefit:

1st – Strip the Flesh: As a standard action, you can spend an **action point** to use this ability.

Target: One creature or object **Range:** As weapon

Effect: You make a **strike** against the target. At the end of the round, if the target is not **bloodied**, it takes additional damage equal to the damage you dealt to it with your strike.

2nd – Purge the Weak, Lesser: You gain a +1 bonus to accuracy with physical attacks against **bloodied** creatures.

4th – Final Blow: Whenever you deal **vital damage** to a creature with a **strike**, the creature immediately dies.

6th – Bloodfeeder (Life, Magical): Whenever a creature dies, if you dealt damage to it that round with a **strike**, you heal hit points equal to its level.

8th – Salt the Wound: When you use your *strip the flesh* ability, the target continues taking damage at the end of each round until it becomes **bloodied**. This is a **condition**, and can be removed by abilities that remove conditions.

10th – Purge the Weak: The accuracy bonus against **bloodied** creatures increases to +2.

12th – Final Blow, Greater: Whenever a creature's hit points drop to zero, if you dealt damage to it that round with a **strike**, it immediately dies. In addition, whenever you deal damage to a creature that has no hit points remaining with a **strike**, it immediately dies.

14th – Bloodfeeder, Greater (Life, Magical): Whenever a creature dies, if you used your *strip the flesh* ability on it since the last time it took a **short rest**, you regain an **action point**.

18th – Purge the Weak, Greater: The accuracy bonus against **bloodied** creatures increases to +3.

Whirlwind Warrior [Combat]

Prerequisites: Starting Dexterity of 2, starting Perception of 1.

Benefit:

1st – Whirlwind Strike: As a standard action, you can spend an **action point** to use this ability.

Effect: You make a melee **strike** against any number of creatures and objects adjacent to you that you **threaten**. You must use the same weapon to make each strike. Use the same attack result and damage against each target. You take a –2d penalty to damage on the strike.

2nd – Eye of the Storm, Lesser: You reduce your **overwhelm penalties** by 1. If your overwhelm penalty is reduced to 0, you are not considered to be **overwhelmed**.

4th – Unfettered Movement: During each phase, you may move through one creature's space during movement. You move at half speed while in its space. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability.

6th – Spring Attack: As a standard action, you can spend an **action point** to use this ability. If you do, move up to your movement speed and make a **strike**. During the **delayed action phase**, you may continue moving if you have remaining movement available in the phase.

8th – Eye of the Storm: The penalty reduction increases to 2.

10th – Hurricane Strike: The damage penalty on the strike you make with your *whirlwind strike* ability is reduced to –1d.

12th – Unfettered Movement, Greater: Moving through spaces occupied by creatures with your *unfettered movement* ability does not reduce your movement speed.

14th – Eye of the Storm, Greater: The penalty reduction increases to 3.

16th – Spring Attack, Greater: When you use your *spring attack* ability, you can make two **strikes** instead of one. The two strikes cannot be made against the same creature.

18th – Hurricane Defense: When you use your *hurricane strike* ability, you ignore all **overwhelm penalties** until the end of the round, including during the same phase.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Intimidate.

2nd – Critical Demoralization: If you get a **critical hit** when you take the *demoralize* action, the target is **frightened** (50% failure near its fear) by you instead of being shaken. See Demoralize, page 63, for details.

6th – Demoralizing Blow: Whenever you deal damage to a creature, you can spend an **action point** to use the *demoralize* ability as an **immediate action**.

8th – Specialization: The bonus to Intimidate increases to +3.

16th – Specialization, Greater: The bonus to Intimidate increases to +4.

Guardian [Combat]

Prerequisite: Starting Perception and Willpower of 1.

Benefit:

1st – Redirection: Whenever an ally adjacent to you is hit by a **strike**, you may use this ability as an **immediate action**. If you do, you suffer all effects of the attack in place of the target. Any abilities you have that would make the strike miss or fail have no effect, but your abilities that allow you to reduce or ignore its effects work normally. You can learn which strikes hit the target in the current phase before deciding which strike to redirect, but not how much damage they would do.

2nd – Defend the Weak, Lesser: You reduce the **overwhelm penalties** of allies adjacent to you by 1. If an ally's overwhelm penalty is reduced to 0, it not considered to be **overwhelmed**.

4th – Binding Strike: As a standard action, you can spend an **action point** to use this ability.

Target: One creature

Range: Adjacent

Effect: You make a **strike** against the target. If the target takes damage from this strike, it is **immobilized** (*Unable to leave its location*). This effect is immediately broken if you stop being adjacent to the target.

Duration: Condition

6th – Expanded Redirection: You can use your *redirection* ability to redirect the effects of any **mundane** attack, not just **strikes**.

8th – Defend the Weak: The penalty reduction increases to 2.

10th – Certain Bind: You gain a +1 bonus to accuracy with your *binding strike* ability.

12th – Martyr's Boon (Magical): You can use an **action point** to use your *intercession* ability on any ally within Long (300 ft.) range of you.

14th – Defend the Weak, Greater: The penalty reduction increases to 3.

16th – Inescapable: Enemies you threaten must pay four times the normal movement cost to move out of squares you threaten. This replaces the normal penalties for moving through threatened squares (see Moving Near Foes, page 9).

18th – Expanded Redirection, Greater (Magical): You can use your *redirection* ability to redirect the effects of any attack, not just **mundane** attacks.

Heal Specialization [Skill]

Prerequisite: Heal as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Heal.

2nd – Healing Touch (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One willing creature **Range:** Touch
Effect: Make a Heal check. The target is healed for an amount equal to the Heal check result.

4th – Lifesaver: You gain a +5 bonus to Heal checks to stabilize dying creatures (see Dying, page 18).

6th – Vital Healing: For every five points of healing you would restore with your *healing touch*, you can instead heal a point of **vital damage**.

8th – Specialization: The bonus to Heal increases to +3.

10th – Purging Touch (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One willing creature **Range:** Touch
Attack: Heal vs. Special
Special: The attack result is applied to every poison and disease on the target. The DR for each effect is equal to 10 + the **power** of the effect.
Success: Success against a poison or disease causes it to be removed from the target, along with all of its lingering effects.

12th – Empowered Healing: When you use your *healing touch* ability, you can heal additional hit points equal to your level.

14th – Lifesaver, Greater: You can stabilize dying creatures as a **swift action**.

16th – Specialization, Greater: The bonus to Heal increases to +4.

18th – Wellspring of Life: You do not have to spend an **action point** to use your *healing touch* ability.

Illusionist [Magical, Spell]

Prerequisite: **Illusion** spell known.

Benefit:

1st – Create Image: As a standard action, you can spend an **action point** to use this ability.

Range: Medium (100 ft.)

Effect: This ability creates the visual illusion of an object, creature, or force, as determined by you. The figment's size must be no smaller than Tiny, and no larger than Large. The figment does not create sound, smell, or temperature.

During the movement phase, you can move the figment anywhere within the range, with appropriate motions to simulate natural movement. For example, if you created the illusion of a squad of human guards, you could cause them to walk realistically across a room. The figments otherwise remain motionless, except for minor motions that simulate signs of life (if appropriate). If the figment ever leaves this ability's range, the effect immediately ends.

The maximum intensity of a sensation created by this ability is not enough to have any significant detrimental effects on a human experiencing the sensation. For example, it can create a bright light, but not so bright that it would be physically painful to view.

When you use this ability, you make a check with a bonus equal to your spellpower + 5. Creatures can recognize the figment is created by illusory magic by interacting with it physically, or by making an Awareness check against a DR equal to your check result when using this ability. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the figment, but which are missing.

Duration: Sustain (swift)

Tags: Figment

3rd – Reflexive Illusion, Lesser: You gain a +1 bonus to Disguise, Sleight of Hand, and Stealth.

5th – Controlled Image: While your *create image* ability is active, you can concentrate on the figment as a standard action. If you do, you can directly control the figment's movement for the rest of the round, including their actions during the action phase. You cannot alter the fundamental shape of the figment, but you can have it perform complex actions, such as pretending to fight other creatures or engaging in a vigorous dance. The figment's ability to simulate physical tasks that require dexterity or training, such as juggling, is limited by your own. You may need to make relevant checks to make the figment perform complex actions.

7th – Muffled Illusions: The level cost to apply the Silent standard augment to Illusion spells you cast is reduced by 1, to a minimum of 0 (see Standard Augments, page 115). In addition, choose a sense: sound, smell, or temperature. Your *create image* ability can create sensations with the chosen sense.

9th – Flexible Image: Your *create image* ability can create figments between Diminutive and Huge size.

11th – Reflexive Illusion: The bonus to skill checks increases to +2.

13th – Subtle Illusions: The level cost to apply the Stilled standard augment to Illusion spells you cast is reduced by 1, to a minimum of 0 (see Standard Augments, page 115). In addition, choose a sense: sound, smell, or temperature. Your *create image* ability can create sensations with the chosen sense.

15th – Flexible Image, Greater: Your *create image* ability can create figments between Fine and Gargantuan size.

17th – Reflexive Illusion: The bonus to skill checks increases to +3. In addition, choose a sense: sound, smell, or temperature. Your

create image ability can create sensations with the chosen sense.

Perform Specialization [Skill]

Prerequisite: Perform as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Perform.

2nd – Inspiring Performance (Magical): As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: One creature **Range:** Medium (100 ft.)

Effect: Make a Perform check to create an performance that can inspire the target. The target gains temporary hit points equal to your check result.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion, Mind.** In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

4th – Mesmerizing Performance (Magical): As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: Up to five creatures **Range:** Medium (100 ft.)

Attack: Perform vs. Mental

Special: If the target thinks that you or your allies are threatening it, you take a –5 penalty to accuracy on the attack.

Success: The target is **fascinated** (*unable to act unless threatened*) by you. Any act by you or your apparent allies that threatens or damages the target breaks the effect. An observant target may interpret overt threats to its allies as a threat to itself.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Compulsion, Mind.** In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

6th – Inspire Courage (Magical): A target affected by your *inspiring performance* is immune to **Fear** abilities as long as the effect lasts.

8th – Mass Performance (Magical): You can target up to two creatures with your *inspiring performance* ability. In addition, you can target any number of creatures with your *mesmerizing performance* ability.

8th – Specialization: The bonus to Perform increases to +3.

10th – Mesmeric Suggestion (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range:** Medium (100 ft.)

Special: When you use this ability, you make a verbal suggestion of a particular course of action to the target. You can work this suggestion into an active performance without penalty.

Attack: Perform vs. Mental

Special: If the target is not currently **fascinated** (*unable to act unless threatened*) by your *fascinating performance* ability, this attack automatically fails. If your suggestion does not seem reasonable, you take a –5 penalty to accuracy on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses.

Success: The target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. Any act by you or your apparent allies that threatens or damages the target breaks the effect.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Compulsion, Mind.** In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

12th – Endless Fascination (Magical): You can use your *mesmerizing performance* ability without spending an action point.

14th – Irresistible Dance: You ignore all failure chances on Perform attacks and checks you make.

16th – Mass Performance, Greater (Magical): When you use your *inspiring performance* ability, you can target any number of creatures. In addition, the range of your *mesmerizing performance* ability is increased to Long (300 ft.).

16th – Specialization, Greater: The bonus to Perform increases to +4.

18th – Inspire Heroism: Each creature affected by your *inspiring performance* gains additional temporary hit points equal to your level.

Bardic Exemplar [Magical, Skill]

Prerequisite: Perform Specialization feat.

Benefit:

1st – Mocking Performance: As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: One creature **Range:** Medium (100 ft.)

Attack: Perform vs. Mental

Success: The target is **taunted** (*50% failure on attacks not against taunting creature*) by a willing creature of your choice within range of you.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion, Mind.** In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

3rd – Perform Point: You gain a perform point. A perform point can be spent to use **magical** abilities from this feat and the Perform Specialization feat in place of an action point. You recover all spent perform points after a **short rest**.

5th – Song of Serenity: As a standard action, you can spend

an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: One creature **Range:** Medium (100 ft.)

Effect: The target is immune to hostile **Mind** effects.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion, Mind.** In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

7th – Demoralizing Mockery: A creature affected by your *mocking performance* ability takes a –2 penalty to Mental defense as long as the effect lasts.

9th – Hybrid Performance: You can sustain two different **magical** abilities from this feat or the Perform Specialization feat as part of the same **swift action**.

11th – Mass Performance: When you use your *mocking performance* ability, you can target up to five creatures. Each affected creature is taunted to attack the same creature. In addition, when you use your *song of serenity* ability, you can target up to two creatures.

13th – Battle Cry: As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Targets: Any number of creatures **Range:** Medium (100 ft.)

Effect: The target gains a +2 bonus to accuracy with all attacks.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion, Mind.** In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

15th – Serene Bliss: A creature affected by your *song of serenity* ability is not **bloodied** as long as the effect lasts and it has hit points remaining. It suffers the normal penalties for becoming bloodied if the effect ends or it has no hit points remaining.

17th – Mass Performance, Greater: When you use your *mocking performance* ability, you can target any number of creatures. Each affected creature is taunted to attack the same creature. In addition, when you use your *song of serenity* ability, you can target up to five creatures. Finally, the range of your *battle cry* ability is increased to Long (300 ft.).

19th – Champion’s Anthem: A creature affected by your *battle cry* ability may use your level in place of its accuracy with any attack.

19th – Hideous Laughter: If you get a **critical hit** against a creature with your *mocking performance* ability, it laughs uncontrollably until the end of the next round. During this time, it can take no other actions.

Iron Will [General]

Prerequisite: Starting Willpower of 2.

Benefit:

1st – Resilient: You gain additional hit points equal to your Willpower.

2nd – Mental Discipline, Lesser: You gain a +1 bonus to Mental defense.

4th – Unbending Will: You are immune to **Compulsion** effects.

6th – Mind over Matter: You take a –2 penalty for being **bloodied** instead of a –5 penalty. In addition, having **vital damage** causes you to suffer a penalty to accuracy, checks, and defenses equal to half the amount of vital damage you have.

8th – Mental Discipline: The bonus to Mental defense increases to +2.

10th – Mental Fortress: You are immune to hostile **Mind** effects.

12th – Resilient, Greater: The increase to hit points increases to twice your Willpower.

14th – Mental Discipline, Greater: The bonus to Mental defense increases to +3.

16th – Mind over Matter, Greater: You do not take penalties for being **bloodied**. In addition, having **vital damage** imposes one quarter of the normal penalties, rather than half.

18th – Soulbound: When you die, your soul does not depart your body for an hour, during which time your body is treated as alive. If your body is healed of all of its **vital damage** during that time, you immediately return to life. In addition, you are immune to **Death** effects.

Jump Specialization [Skill]

Prerequisite: Jump as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Jump.

2nd – Instant Leap: You must move at least five feet before jumping to have a running start, rather than twenty feet.

4th – Leaping Strike: As a standard action, you can spend an **action point** to use this ability.

Effect: You make a Jump check to leap (see Leap, page 64), and move as normal for the leap, up to a maximum distance equal to your land speed. During the **delayed action phase**, you can make a **strike** from your new location.

6th – Featherlight Jump: When you jump, you can spend an **action point** as a **free action**. If you do, your maximum height for that jump is equal to your Jump check result, rather than half your Jump check result.

8th – Specialization: The bonus to Jump increases to +3.

10th – Death from Above: When you use your *leap strike* ability, you can make the strike during the **action phase** instead of the **delayed action phase**. In addition, when you make the strike, you can be in any location along your jump’s path. If you are above your target when you make the strike, you gain a +1d bonus to damage.

12th – Featherlight: You do not need to spend an **action point** to use your *featherlight jump* ability.

14th – Instant Leap, Greater: You are always considered to have a running start when jumping, even when rebounding off of objects (see Rebounding Leap, page 64).

16th – Specialization, Greater: The bonus to Jump increases to +4.

18th – Death from Above, Greater: The bonus to damage for being above your target increases to +2d.

Knowledge Specialization [Skill]

Prerequisite: Knowledge as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Knowledge.

4th – Knowledge Savant: You gain two additional **skill points** which can only be spent on Knowledge skills.

8th – Specialization: The bonus to Knowledge increases to +3.

12th – Knowledge Savant, Greater: The number of extra skill points increases to four.

16th – Specialization, Greater: The bonus to Knowledge increases to +4.

Agility [Combat]

Prerequisite: Starting Dexterity of 2.

Benefit:

1st – Dodge: At the start of each phase, you can choose a creature you can see. You gain a +1 bonus to Armor defense against attacks by that target during that phase.

2nd – Lightning Reflexes, Lesser: You gain a +1 bonus to Reflex defense.

4th – Rapid Reaction: You gain a +2 bonus to **initiative** checks.

6th – Mobility: Your movement is not impeded by being threatened by the target of your *dodge* ability (see Moving Near Foes, page 9).

8th – Lightning Reflexes: The bonus to Reflex defense increases to +2.

10th – Rapid Reaction, Greater: The bonus to initiative checks increases to +5.

12th – Focused Dodge: You do not suffer **overwhelm penalties** against attacks by the target of your *dodge* ability. In addition, when counting the number of creatures threatening you to determine your overwhelm penalties, you ignore that creature.

14th – Lightning Reflexes, Greater: The bonus to Reflex defense increases to +3.

16th – Evasion: Your **overwhelm penalties** do not affect your Reflex defense.

18th – Supreme Dodge: The bonus to Armor defense granted by your *dodge* ability increases to +2.

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Linguistics.

2nd – Linguistic Savant: You learn two additional **common languages**, or one additional **rare language**.

8th – Specialization: The bonus to Linguistics increases to +3.

12th – Linguistic Savant, Greater: You learn two additional **common languages**, or one additional **rare language**.

16th – Specialization, Greater: The bonus to Linguistics increases to +4.

Miscaster [Magical, Spell]

Prerequisite: Ability to cast a spell.

Benefit:

1st – Selective Backlash: Your **miscast backlash** does not hurt your allies, though it still hurts you.

3rd – Overchannel: Whenever you cast a spell, you can use this ability as an **immediate action**. Your concentration on the spell cannot be disrupted, and you cannot **miscast** the spell for any other reason. Effects that prevent the spell from having any effect, such as the *counterspell* ability from the Abjurer feat, work normally (see Abjurer, page ??). In addition, you cause a **miscast backlash** when

the spell resolves.

However, using this ability causes a mystic backlash from channeling excess magical energy. During the next round, you cannot cast spells other than **cantrips**, and you take a –2 penalty to all defenses.

5th – Widened Backlash: The area affected by your **miscast backlash** increases to a Small (10 ft.) radius burst centered on you.

7th – Suppressed Backlash: Whenever you miscast a spell, you can suppress the **miscast backlash**. If you do, you regain the action point spent to cast the spell (if any).

9th – Selective Backlash, Greater: Your **miscast backlash** does not hurt you.

11th – Resilient Channeler: Using your *overchannel* ability does not impose a penalty to your defenses.

13th – Widened Backlash, Greater: The area increases to a Medium (20 ft.) radius burst centered on you.

15th – Magical Resilience: You gain **magic resistance** equal to 5 + your level.

19th – Empowered Channeler: When you use your *overchannel* ability, you gain a +2 bonus to spellpower with the spell.

Ride Specialization [Skill]

Prerequisite: Ride as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Ride.

2nd – Mounted Warrior: Your mount gains a +2 bonus to **physical defenses**, up to a maximum of your own defenses.

4th – Mounted Archer: The penalty you take when using a ranged weapon while mounted is decreased by 4: –0 instead of –4 if your mount moves during the same phase, and –4 instead of –8 if your mount is sprinting during the same phase.

6th – Knight's Charge: When you **charge** a creature while mounted, you gain a +1d bonus to damage with the strike.

8th – Specialization: The bonus to Ride increases to +3.

10th – Mounted Warrior, Greater: The bonus to defenses increases to +3.

12th – Mounted Archer, Greater: The penalty reduction increases to –8.

14th – Knight's Charge, Greater: The damage bonus increases to +2d.

16th – Specialization, Greater: The bonus to Ride increases to +4.

18th – Loyal Rider: Whenever your mount takes **physical** damage, you may choose to take half that damage, rounded down. The mount takes the other half.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Persuasion.

2nd – :

8th – Specialization: The bonus to Persuasion increases to +3.

10th – Suggestion: As a standard action, you can spend an **action point** to use this ability.

16th – Specialization, Greater: The bonus to Persuasion increases to +4.

Sense Motive Specialization [Skill]

Prerequisite: Sense Motive as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Sense Motive.

6th – Read Mind (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range:** Close (30 ft.)

Attack: Sense Motive vs. Mental

Success: You know the target's surface thoughts. You gain a +2 bonus to Bluff, Persuasion, and Intimidate checks against a creature whose mind you are reading.

Duration: Sustain (swift)

Tags: Mind

8th – Specialization: The bonus to Sense Motive increases to +3.

16th – Specialization, Greater: The bonus to Sense Motive increases to +4.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Sleight of Hand.

2nd – :

8th – Specialization: The bonus to Sleight of Hand increases to +3.

10th – Extradimensional Concealment (Magical): Whenever you take the *conceal object* action, you can spend an **action point**. If you do, you conceal the object in a pocket dimension that cannot be accessed by nonmagical means. This pocket dimension can only hold one object at a time.

10th – Extradimensional Retrieval (Magical): As a standard action, you can spend an **action point** to use this ability. You reach into your pocket dimension to retrieve the object you stored there previously.

Alternately, you can reach into the pocket dimension belonging to a creature you are touching to retrieve the object stored there. If that creature does not have the *extradimensional concealment* ability, or does not have an object in their pocket dimension, this ability fails.

16th – Specialization, Greater: The bonus to Sleight of Hand increases to +4.

Spellcraft Specialization [Skill]

Prerequisite: Spellcraft as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Spellcraft.

8th – Specialization: The bonus to Spellcraft increases to +3.

16th – Specialization, Greater: The bonus to Spellcraft increases to +4.

Sprint Specialization [Skill]

Prerequisite: Sprint as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Sprint.

2nd – Swift, Lesser: You gain a +10 foot bonus to speed in all your movement modes.

6th – Endurance Runner: You can sprint for a number of rounds equal to 5 + half your Constitution, instead of 2 + half your Constitution.

tution.

8th – Specialization: The bonus to Sprint increases to +3.

10th – Swift, Lesser: The speed bonus increases to +20 feet.

14th – Endurance Runner, Greater: You can sprint for a number of minutes equal to 2 + half your Constitution.

16th – Specialization, Greater: The bonus to Sprint increases to +4.

Stealth Specialization [Skill]

Prerequisite: Stealth as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Stealth.

2nd – :

6th – Movement Tolerance: Your penalties for moving while hiding are reduced by 2.

8th – Specialization: The bonus to Stealth increases to +3.

10th – Hide in Plain Sight: You can use the *hide* ability even while observed. You take a –10 penalty to the Stealth check when hiding in this way, and you still need passive cover or concealment to hide.

14th – Movement Tolerance, Greater: The reduction of penalties for moving increases to 5. This allows you to move at half speed without penalty.

16th – Specialization, Greater: The bonus to Stealth increases to +4.

18th – Hide in Plain Sight, Greater: The penalty for hiding while observed is reduced to –5.

Survival Specialization [Skill]

Prerequisite: Survival as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Survival.

2nd – Terrain Tolerance: You ignore **difficult terrain** and harmful natural terrain of any kind. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

4th – Trackless: You can choose to leave no trace of your passage as you move. If you do, tracking you is impossible by any **mundane** means.

8th – Specialization: The bonus to Survival increases to +3.

10th – Planar Tolerance: You are immune to harmful planar effects.

16th – Specialization, Greater: The bonus to Survival increases to +4.

Swim Specialization [Skill]

Prerequisite: Swim as a mastered skill.

Benefit:

1st – Specialization, Lesser: You gain a +2 bonus to Swim.

2nd – :

4th – Swim Speed: You gain a **swim speed** equal to your land speed. A successful Swim check to move allows you to move a distance equal to your swim speed.

8th – Specialization: The bonus to Swim increases to +3.

10th – Underwater Tolerance: You do not suffer any penalties to physical melee attacks, checks, or physical defenses for being underwater. You still suffer the normal penalty with underwater ranged attacks.

16th – Specialization, Greater: The bonus to Swim increases to +4.

Transmuter [Magical, Spell]

Prerequisite: Transmutation spell known.

Benefit:

1st – Fortify Body: You gain a +1 bonus to Armor defense.

3rd – Alter Self: As a standard action, you can spend an **action point** to use this ability.

Effect: You make a Disguise check to alter your appearance (see Disguise creature, page ??), except that you can use your spellpower in place of your Disguise skill. You can only alter your physical body, not your clothes or equipment.

Duration: Permanent; if you use this ability again, any the effects of any previous use immediately ends.

Tags: Alteration

5th – Alter Object: As a standard action, you can spend an **action point** to use this ability.

Target: One unattended, nonmagical object **Range:** Adjacent

Effect: You make a Craft check to alter the target (see Craft, page 59), except that you can use your spellpower in place of your Craft skill. In addition, you do not need any special tools to make the check (such as an anvil and furnace). However, the maximum hardness of a material you can affect with this ability is equal to your spellpower.

Each time you use this ability, you can accomplish work that would take up to five minutes with a normal Craft check.

Duration: Instantaneous

Tags: Alteration

7th – Enhance Body: You gain a +1 bonus to Strength-based checks.

9th – Alter Poison: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range:** Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: Any poison in the target's system is neutralized. It stops suffering any additional effects from poisons in its system. As long as the effect lasts, it is immune to all poisons. In addition, the target's **mundane** poisons, including natural attacks that inflict poison, have no effect.

Duration: Sustain (swift).

Duration: Alteration

11th – Alter Object, Greater: When you use your *alter object* ability, you can accomplish work that would take up to an hour with a normal Craft check.

13th – Enhance Body, Greater: The bonus to Strength-based checks increases to +2.

Vivimancer [Magical, Spell]

Prerequisite: Vivimancy spell known.

Benefit:

1st – Restore Life: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range:** Close (30 ft.)

Effect: The target is healed for 1d8 damage +1d per two spellpower..

Tags: Life

3rd – Unliving Resilience, Lesser: You are immune to **disease**.

5th – Lifebound Resilience, Lesser: You are immune to hostile **Death** effects.

7th – Restore Vitality: When you use your *restore life* ability, for every 2 points of healing, you can instead heal 1 **vital damage**.

9th – Unliving Resilience: You are immune to life damage and hostile **Life** effects.

11th – Lifebound Resilience: At the end of each round, you heal hit points equal to half your spellpower.

15th – Unliving Resilience, Greater: You are healed by life damage instead of being immune to it. This healing applies before immunity, allowing you to heal from life damage dealt by **Life** effects without suffering any other effects..

17th – Lifebound Resilience, Greater: You heal hit points equal to your spellpower each round, instead of half your spellpower.

Other Feat Rules

Bonus Feats

Some abilities grant a character bonus feats. Unless otherwise specified, the character must still meet any prerequisites for the feat. If the character does not meet the prerequisites at the time the bonus feat is granted, the character does not gain the feat. If the character later meets the prerequisites, the character immediately gains the benefit of the bonus feat.

If a character gains a feat as a bonus feat that he or she has already acquired through other means, the character may instead select any other feat for which she qualifies.

Retraining Feats

At every level, your character can choose to retrain an old feat in exchange for a new feat.

Chapter 6

Description

Alignment

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies selfishness and a willingness to hurt or kill others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good-evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told

what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful-chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful-chaotic axis with the good-evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks

out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil – after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominicator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and

would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

Vital Statistics

Age

You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class (see Table: Random Starting Ages). Your character’s minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character’s race and class on Table: Random Starting Ages.

Alternatively, refer to Table 6.1: Random Starting Ages and roll dice to determine how old your character is.

With age, a character’s physical attribute scores decrease and

Table 6.1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Spell-warped	Fighter Mage Paladin Ranger	Cleric Druid Monk
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

his or her mental attribute scores increase (see Table 6.2: Aging Effects). The effects of each aging step are cumulative. However, none of a character's attribute scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table 6.2: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table 6.2: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Per, and Wil.

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Per, and Wil.

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Per, and Wil.

Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Languages

Literacy: All characters with an Intelligence of -2 or higher are presumed to be literate, allowing them to read and write any language they speak. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Language Rarity: Some languages are widely spoken in the

Table 6.3: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4' 10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	x (2d4) lb.
Dwarf, male	3' 9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	x (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	x (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	x (1d6) lb.
Gnome, male	3' 0"	+2d4	40 lb.	x 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	x 1 lb.
Half-elf, male	4' 7"	+2d8	100 lb.	x (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	x (2d4) lb.
Half-orc, male	5' 0"	+2d10	150 lb.	x (2d6) lb.
Half-orc, female	4' 8"	+2d10	110 lb.	x (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	x 1 lb.

world, while others are only encountered in unusual circumstances. Common languages are summarized on Table 6.4: Common Languages, below. Rare languages are summarized on Table 6.5: Rare Languages, below. Rare languages are more difficult to learn (see Learning Languages, page 65).

Table 6.4: Common Languages

Language	Typical Speakers	Alphabet
Common	Civilized creatures	Common
Draconic	Dragons, kobolds	Draconic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnoll	Gnolls	Common
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins	Dwarven
Halfling	Halflings	Common
Orc	Orcs	Dwarven

Table 6.5: Rare Languages

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elemental
Auran	Air-based creatures	Elemental
Celestial	Good outsiders	Celestial
Ignan	Fire-based creatures	Elemental
Infernal	Devils, lawful evil outsiders	Infernal
Sylvan	Dryads, faeries	Elven
Terran	Earth-based creatures	Elemental
Undercommon	Drow	Elven

Chapter 7

Equipment

Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to what weapon group the weapon belongs to (axes, bows, and so on), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and its relative encumbrance (light, medium, or heavy).

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.1: Weapon Groups. For example, all axes belong to the “axes” weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a light blade, and a thrown weapon.

Exotic Weapons: Some weapons are rare and have unusual fighting styles. These weapons are called exotic weapons. Proficiency with a weapon group does not grant you with exotic weapons from that group. You can gain proficiency with exotic weapons with the Weapon Focus feat (see page ??).

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You take a -2 penalty to accuracy with weapons you are not proficient with, and you cannot use them to defend yourself, which can cause you to be **defenseless** (-5 *defense vs. melee*).

Weapon Encumbrance

This is a measure of how much effort it takes to wield a weapon in combat. A weapon's encumbrance indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a medium weapon, or a heavy weapon.

Light: You can use Dexterity to determine your **accuracy** with a light weapon. In addition, light weapons are easier to use while making dual strikes (see Dual Strikes, page 21) or while grappling. Light weapons cannot be held in two hands.

Medium: A medium weapon can be used in one hand. You can also hold a medium weapon in two hands. Changing grips to hold it in one hand or two hands can be done as a move action.

Heavy: Two hands are required to wield a heavy weapon. You can hold it in one hand, but while doing so you cannot attack or defend yourself with it. This usually causes you to be **defenseless** (-5 *defense vs. melee*). Changing grips to hold it in one hand or two

hands is a move action.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 14). Most weapons are melee weapons.

Ranged Weapons

Ranged weapons are used to make attacks against distant foes within the range of your weapon. There are two kinds of ranged weapons: projectile weapons and thrown weapons.

Range Increments

All ranged weapons have a “range increment”, which indicates the distance at which you can effectively attack with the weapon. Any attack against a target within your range increment takes no penalty. For each range increment by which the target is distant from you, you take a cumulative -2 penalty to your accuracy. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Projectile Weapons

Projectile weapons fire ammunition at a target to deal damage. The ammunition generally breaks when used.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Throwing Other Weapons: It is possible to throw a weapon that is not designed to be thrown. The range increment is 10 feet. You are treated as being nonproficient with the weapon. If the attack hits, the weapon deals its normal damage.

Heavy Weapons: Heavy thrown weapons require a standard action to throw, rather than an attack action like normal. They are not always physically thrown with two hands, but they require the use of your entire body to propel the weapon, preventing you from using your hands for anything else. This can cause you to be **defenseless** (-5 *defense vs. melee*).

Ranged Weapons in Melee

You take a -4 penalty to accuracy with medium and large ranged weapons against creatures adjacent to you. In addition, you are usually **defenseless** (-5 *defense vs. melee*) while using ranged weapons.

Table 7.1: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Heavy shield (and spiked), light shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven urgrosh, dwarven waraxe
Blunt weapons	Club, greatclub, mace, morningstar, quarterstaff, sap	Gnome hooked hammer, maul
Blades, heavy	Falchion, greatsword, longsword, scimitar	Bastard sword, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow	
Crossbows	Hand crossbow, heavy crossbow, light crossbow,	repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku	Whip
Headed weapons	Heavy pick, light hammer, light pick, sickle, warhammer	
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur, scythe	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, longspear, shortspear, spear	
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be **defenseless** (-5 *defense* vs. *melee*). To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown weapon are not designed for use in melee, such as shurikens. When using such a weapon as a melee weapon, you are always treated as nonproficient with it, which means you cannot defend yourself with it and do not gain the +4 bonus for being proficient with your weapon.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, a light weapon is an object two size categories smaller than the wielder, a medium weapon is an object one size category smaller than the wielder, and a heavy weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A weapon's encumbrance is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a light weapon sized for a Large creature can be used by a Medium creature as if it had medium encumbrance. In addition, the wielder takes a -2 penalty to accuracy on physical attacks per size difference. If a weapon's encumbrance would be changed to something other than light, medium, or heavy by this alteration, the creature can't wield the weapon at all.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it.

To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon will generally deal damage as if it were one size category smaller than a similar manufactured weapon. An improvised thrown weapon has a range increment of 10 feet.

Drawing and Sheathing Weapons

Sheathing any weapon is a move action. The time it takes to draw a weapon depends on how encumbering the weapon is. Drawing a

light weapon is a swift action, while drawing a medium or heavy weapon is a move action. Drawing a hidden weapon of any type is a standard action.

Natural Weapons

Every creature can attack with its body using an unarmed strike. Many monsters can attack more effectively with specific parts of their body, such as teeth and claws. These are called natural weapons. You are automatically proficient with any natural weapons you possess. Most humanoids possess no natural weapons. Natural weapons are described on Table 7.3: Natural Weapons (page 99).

A creature with multiple natural weapons of the same type can designate one as a primary attack and one as a secondary attack, allowing it to fight with both at once (see Dual Strikes, page 21). You are only considered to have one unarmed strike, so you cannot dual wield with only your unarmed strike (but see the unarmed warrior monk ability, page 39).

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 7.2: Weapons, below).

Encumbrance: Describes whether the weapon is a light, medium, heavy, double, or ranged weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit. The damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a damage die that is one size smaller, as shown on Table ??: Weapon Damage and Creature Size.

If two damage ranges are given, the weapon is a double weapon. Use the second damage figure given for the double weapon's other side.

Range Increment: The range increment of the weapon.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half

another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons.

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

Table 7.2: Weapons

Name	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Armor weapons						
Shield, heavy ³	Medium	1d4	Bludgeoning	special	special	Forceful
Shield, light ³	Light	1d3	Bludgeoning	special	special	Forceful
Spiked armor ³	Light	1d6	Piercing	special	special	Grappling
Spiked shield, heavy ³	Medium	1d6	Piercing	special	special	Forceful
Spiked shield, light ³	Light	1d4	Piercing	special	special	Forceful
Axes						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Throwing (10 ft.)
Battleaxe	Medium	1d8	Slashing	10 gp	6 lb.	—
Greataxe	Heavy	1d10	Slashing	20 gp	12 lb.	—
Handaxe	Light	1d6	Slashing	6 gp	3 lb.	—
Waraxe, dwarven	Heavy	1d10	Slashing	75 gp	8 lb.	Exotic Grip
Blades, heavy						
Falchion	Heavy	1d10	Slashing	50 gp	8 lb.	—
Greatsword	Heavy	1d10	Slashing	25 gp	8 lb.	—
Katana ³	Medium	1d10	Slashing	75 gp	6 lb.	—
Longsword	Medium	1d8	Slashing	15 gp	4 lb.	—
Scimitar	Medium	1d8	Slashing	15 gp	4 lb.	—
Blades, light						
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Throwing (10 ft.)
Dagger, punching	Light	1d4	Piercing	2 gp	1 lb.	Small
Rapier	Medium	1d6	Piercing	20 gp	2 lb.	Disarming
Sword, short	Light	1d6	Piercing or slashing	10 gp	2 lb.	—
Blunt weapons						
Club	Medium	1d6	Bludgeoning	—	3 lb.	—
Greatclub	Heavy	1d10	Bludgeoning	5 gp	8 lb.	—
Mace	Light	1d6	Bludgeoning	12 gp	8 lb.	—
Morningstar	Medium	1d8	Bludgeoning and piercing	8 gp	6 lb.	—
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Sap	Light	1d6	Bludgeoning	1 gp	2 lb.	Nonlethal
Bows						
Longbow ³	Heavy (Ranged)	1d8	Piercing	40 gp	3 lb.	Projectile (100 ft.)
Shortbow ³	Medium (Ranged)	1d6	Piercing	30 gp	2 lb.	Projectile (50 ft.)
Arrows (20)	—	—	—	1 gp	3 lb.	Ammunition
Crossbows						
Crossbow, hand ³	Light (Ranged)	1d6	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Crossbow, heavy ³	Heavy (Ranged)	1d10	Piercing	50 gp	8 lb.	Projectile (100 ft.)
Crossbow, light ³	Medium (Ranged)	1d8	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Bolts, crossbow (10)	—	—	—	1 gp	1 lb.	Ammunition
Bolts, hand (10)	—	—	—	1 gp	1/2 lb.	Ammunition
Flexible weapons						
Flail	Medium	1d8	Bludgeoning	8 gp	5 lb.	Disarming, Tripping
Flail, heavy	Heavy	1d10	Bludgeoning	15 gp	10 lb.	Disarming, Tripping
Headed weapons						
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Throwing (20 ft.)

Pick, heavy	Medium	1d8	Piercing	8 gp	6 lb.	Unbalanced
Pick, light	Light	1d6	Piercing	4 gp	3 lb.	Unbalanced
Sickle	Light	1d6	Slashing	6 gp	2 lb.	Tripping
Warhammer	Medium	1d8	Bludgeoning	12 gp	5 lb.	—
Monk weapons						
Kama	Light	1d6	Slashing	2 gp	2 lb.	Tripping
Nunchaku	Light	1d6	Bludgeoning	2 gp	2 lb.	Disarming, Unbalanced
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Sai	Light	1d4	Piercing or bludgeoning	1 gp	1 lb.	Disarming
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Siangham	Light	1d6	Piercing	3 gp	1 lb.	—
Polearms						
Glaive	Heavy	1d10	Slashing	8 gp	10 lb.	Reach
Guisarme	Heavy	1d10	Slashing	9 gp	12 lb.	Reach, Tripping
Halberd	Heavy	1d10	Piercing or slashing	10 gp	12 lb.	Reach
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Ranseur	Heavy	1d10	Piercing	10 gp	12 lb.	Disarming, Reach
Scythe	Heavy	1d10	Slashing	18 gp	10 lb.	—
Simple weapons						
Club	Medium	1d6	Bludgeoning	—	3 lb.	—
Crossbow, light ³	Medium (Ranged)	1d8	Piercing	35 gp	4 lb.	Projectile (100 ft.)
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Thrown (10 ft.)
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Unarmed strike	Light	1d3	Bludgeoning	—	—	Nonlethal, Unarmed
Spears						
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Lance	Heavy	1d8	Piercing	10 gp	10 lb.	Charging, Reach
Longspear	Heavy	1d8	Piercing	5 gp	9 lb.	Bracing, Reach
Shortspear	Light	1d6	Piercing	1 gp	3 lb.	Bracing, Thrown (20 ft.)
Spear	Medium	1d8	Piercing	2 gp	6 lb.	Bracing, Thrown (20 ft.)
Thrown weapons						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Thrown (10 ft.)
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Thrown (10 ft.)
Dart (5)	Light (Ranged)	1d4	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Thrown (20 ft.)
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Sling ³	Light (Ranged)	1d4	Bludgeoning	2 gp	0 lb.	Projectile (50 ft.)
Bullets, sling (20)	—	—	—	1 gp	5 lb.	Ammunition
Unarmed weapons						
Claw Sheath ³	—	—	—	50 gp	3 lb.	Special
Gauntlet	Light	1d3	Bludgeoning	2 gp	1 lb.	Unarmed
Gauntlet, spiked	Light	1d4	Piercing	5 gp	1 lb.	Unarmed
Unarmed strike	Light	1d3	Bludgeoning	—	—	Nonlethal, Unarmed

Weapon Tags

Some weapons found on Table 7.2: Weapons have tags that indicate that they have special abilities. The list of abilities that weapons can have is given below.

Ammunition: This weapon is designed to be thrown or fired by a projectile weapon in large quantities. It is cheaper to buy and craft, but ammunition is usually **broken** after being fired.

Bracing: As a move action, you can brace this weapon against a charge for 1 round. While you are bracing your weapon, you gain a +5 bonus to damage on attacks with that weapon against creatures that charge you that round.

Charging: This weapon deals double damage when used from the back of a charging mount.

Disarming: You gain a +2 bonus to accuracy on disarm attacks using this weapon.

Double: This weapon has more than one striking surface. You can fight with both ends simultaneously, just like wielding two weapons at once (see Dual Strikes, page 21). Alternately, you can attack with one end at a time. If you have the ability to use a double weapon in one hand, you can only fight with one end at a time, not both.

Exotic Grip: If you have proficiency with exotic weapons, you can use this in one hand.

Finesse: You can apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you. This property has no effect if the weapon is not sized appropriately for you.

Forceful: You can use this weapon to make shove attacks to push people away from you. This allows you to add the weapon's proficiency bonus to accuracy with the shove attack.

Grappling: You gain a +2 bonus to accuracy on physical attacks with this weapon in a grapple.

Nonlethal: This weapon deals nonlethal damage rather than lethal damage. See Nonlethal Damage, page 18.

Projectile: This weapon fires projectiles at range. Projectile weapons have a **range increment** listed in their description, which indicates the distance they can be easily fired. Projectile weapons must be reloaded. The time required to reload a projectile weapon is given in the weapon description. Unless otherwise noted, projectile weapons cannot be used while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*).

Reach: This weapon strikes at double your natural reach (so 10 feet for a typical Small or Medium creature). However, it cannot attack a creature within your natural reach.

Reach weapons can be held using a different grip to strike nearby foes. This is called "short hafting". While short hafting a reach weapon, you ignore the weapon's reach property, but you take a -4 penalty to accuracy with it.

Small: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This makes it easier to conceal (see Sleight of Hand, page 68).

Throwing: This weapon is designed to be thrown. Throwing weapons have a range increment listed in their description, which indicates the distance they can be easily thrown. See Thrown Weapons, page 93.

Tripping: You can use this weapon to make trip attacks, allow-

ing you to use your accuracy with your weapon (including the +4 proficiency bonus) in place of your unarmed accuracy.

Unarmed: This weapon is used as part of an unarmed strike. It cannot be disarmed. Unless you have the Unarmed Fighting feat (see **Unarmed Fighting**), you can't defend yourself with this weapon, which usually makes you **defenseless** (*-5 defense vs. melee*).

Unbalanced: If you roll either a 1 or 2 when attacking this weapon, you critically fail the attack (see Critical Success and Failure, page ??).

Weapon Descriptions

Some weapons in Table 7.2: Weapons have additional abilities which are described below.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw. It may be possible to find or craft unusual sheaths for natural weapons other than claws.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that requires one hand (but not the hand wielding the crossbow).

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that requires both hands.

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that requires both hands.

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 10 crossbow bolts. As long as it holds bolts, you can reload it as a **free action** by pulling the reloading lever. Loading a new case of 10 bolts is a **standard action** that requires both hands.

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Hammer, Gnome Hooked: This weapon has a hammer head which deals 1d8 points of damage, and a hook which deals 1d6 points of damage. The hook is a tripping weapon.

Katana: This weapon must be held in two hands unless you have proficiency with exotic weapons.

Longbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands. A longbow is too unwieldy to use while you are mounted.

When attacking with a bow, you take a -4 penalty to accuracy against creatures that threaten you.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. If you hit, the target is **entangled** (*move at half speed, unable to sprint or charge, impaired*). If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can

Exotic Weapons	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Armor						
Axes						
Axe, orc double	Heavy	1d8/1d8	Slashing	60 gp	15 lb.	Double
Urgrosh, dwarven ³	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double
Blunt weapons						
Blades, heavy						
Sword, two-bladed	Heavy	1d8/1d8	Slashing	100 gp	10 lb.	Double
Blades, light						
Kukri	Light	1d8	Slashing	8 gp	2 lb.	
Bows						
Crossbows						
Crossbow, repeating heavy ³	Heavy (Ranged)	1d10	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Crossbow, repeating light ³	Medium (Ranged)	1d8	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Bolts, repeating (5)	—	—	—	1 gp	1 lb.	Ammunition
Flexible weapons						
Flail, dire	Heavy	1d8/1d8	Bludgeoning	90 gp	10 lb.	Disarming, Double, Tripping
Whip ³	Light	1d3	Slashing	1 gp	2 lb.	Disarming, Nonlethal, Tripping
Headed weapons						
Hammer, gnome hooked ³	Heavy	1d8/1d6	Bludgeoning or piercing	20 gp	6 lb.	Double, Impact, Tripping
Monk weapons						
Polearms						
Simple weapons						
Spear						
Urgrosh, dwarven ³	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double, Impact
Thrown weapons						
Bolas	Light (Ranged)	1d4 ³	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net ³	Medium (Ranged)	—	—	20 gp	6 lb.	Thrown (10 ft.)
Unarmed weapons						

1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or.”

2 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

3 This weapon has special rules.

Table 7.3: Natural Weapons

Natural Weapons	Encumbrance	Damage	Damage Type ²	Special
Bite	Medium	1d8	Piercing and bludgeoning	—
Claw	Light	1d6	Slashing and piercing	—
Constrict ²	Heavy	1d10	Bludgeoning	—
Gore	Heavy	1d8	Piercing	Forceful
Slam	Medium	1d8	Bludgeoning	—
Talon	Light	1d6	Piercing	—
Unarmed Strike	Light	1d3 ³	Bludgeoning	Unarmed

1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or”.

2 This attack can only be used against a foe you are grappling with.

move only within the limits that the rope allows.

An entangled creature can escape with a DR 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DR 15 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty to accuracy with it. It takes 2 full-round actions for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Rapier: A rapier is treated as a medium weapon if it is used as a secondary weapon when making dual strikes (see Dual Strikes, page 21).

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands.

When attacking with a bow, you take a –4 penalty to accuracy against creatures that threaten you.

Sling: You can fire, but not load, a sling with one hand. Loading

a sling is a free action that requires both hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a –1 penalty to accuracy and damage with ordinary stones.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Unarmed Strike: Anyone can attack unarmed, but it is more dangerous than attacking with a weapon. See Unarmed Combat, page 21, for details.

Urgrosh, Dwarven: This weapon has an axe head which deals 1d8 points of damage, and a spear which deals 1d6 points of damage. The spear is a bracing weapon. You must be proficient with axes to use the axe head, and proficient with spears to use the spear head.

Whip: A whip is treated as a light melee weapon with 15 foot reach. However, you can't defend yourself with a whip, which can make you *defenseless* (–5 *defense* vs. *melee*), and you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as full plate armor, and shields.

Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.5: Armor and Shields, below).

Encumbrance: All armor restricts a character's movement to some degree. The heavier the armor, the more restrictive it is. Shields are divided into light shields (including bucklers), heavy shields, or tower shields, while body armor can be light, medium, or heavy. Many classes are not proficient with heavier kinds of armor.

Cost: The cost of the armor for Small or Medium humanoid creatures. See Table 7.6: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your Armor defense, while shields improve all your physical defenses. Wearing multiple suits of armor or wielding multiple shields does not improve your defenses any further.

Dexterity: Heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's **encumbrance penalty** (if any). A Dexterity penalty is not halved.

Your character's encumbrance (the amount of gear he or she carries) may also affect your character's Dexterity.

Shields: Most shields do not affect a character's Dexterity. However, a tower shield halves a character's Dexterity. This is not cumulative with the halving from wearing medium or heavy armor.

Encumbrance Penalty: All armor has an associated **encumbrance penalty**. A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character's encumbrance (the amount of gear carried, including armor) may also apply an encumbrance penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficiency: A character who uses armor she is not proficient with also applies the armor's encumbrance penalty to her accuracy with physical attacks.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically *fatigued* (*move at half speed, unable to sprint or charge*) the next day. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Moving in Armor

The heavier the armor, the more it slows your movement. Light armor has no effect on your movement speed, though it does impose **encumbrance penalties**. Medium and heavy armor reduce your movement speed by five feet (to a minimum of 5 feet).

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 7.4: Donning Armor. Donning armor of any kind takes both hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The encumbrance penalty and defense bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Table 7.4: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Light body armor	1 minute	5 rounds	1 minute ¹
Medium body armor	4 minutes ¹	1 minute	1 minute ¹
Heavy body armor	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

2 The wearer must have help to don this armor. Without help, it can be donned only hastily.

Table 7.5: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Encumbrance Penalty	Arcane Spell Failure Chance	Material	Cost	Weight ¹
Light armor							
Leather	+1	1x	-1	10%	Leather	10 gp	15 lb.
Studded leather	+2	1x	-2	15%	Leather	25 gp	20 lb.
Chain shirt	+2	1x	-2	20%	Metal	40 gp	25 lb.
Medium armor							
Hide	+3	1x	-3	20%	Leather	15 gp	25 lb.
Scale mail	+3	1x	-4	25%	Metal	50 gp	30 lb.
Breastplate	+4	1x	-4	25%	Metal	150 gp	30 lb.
Heavy armor							
Half-plate	+5	1/2x	-6	40%	Metal	200 gp	50 lb.
Full plate	+6	1/2x	-6	35%	Metal	500 gp	50 lb.
Shields							
Buckler	+1	—	-1	5%	Metal	15 gp	5 lb.
Shield, light	+2	—	-2	5% ²	Metal or wood	5 gp	5 lb.
Shield, heavy	+3	—	-3	15% ²	Metal or wood	15 gp	10 lb.
Shield, tower	+4 ³	1/2x	-10	50% ²	Metal	30 gp	45 lb.
Extras							
Armor spikes	-1 ⁴	—	-2	—	Metal	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	— ²	Metal	8 gp	+5 lb.
Shield spikes	—	—	-1	—	Metal	+10 gp	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 Hand not free to cast spells.

3 Tower shields can grant you cover. See the description.

4 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.5: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7.2: Weapons (page 96)) on a successful grapple or overrun attack. If you are not proficient with the spikes, you only deal the damage if you succeed at the attack by 10 or more.

Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can hold items in a hand holding a buckler. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that time.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a DR 25 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and

braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as a medium bludgeoning weapon. See Table 7.2: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its defense bonus until your next action (usually until the next round). Magical abilities on a shield do not affect shield bash attacks made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons or cast spells with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield, Tower: This massive wooden shield is nearly as tall as an average human. In most situations, a tower shield provides the indicated bonus to your physical defenses. However, when you take the total defense action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with total cover. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty to accuracy with physical attacks because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

Studded Leather: Only the studs on studded leather are made of metal. If the studs are made from a special material, only the studs are affected, not the whole armor. For example, ironwood studded leather weighs 17.5 pounds, since the weight of the studs is halved.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 7.5: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Table 7.6: Armor for Unusual Creatures

	Humanoid		Nonhumanoid	
Size	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x4	x8	x4
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

Special Materials

Armor and shields can be made from special materials, which can alter the properties of the item. The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. This causes it to weigh half the normal weight, and allows druids to wear it without penalty. However, it costs twice as much as armor of

the same type would normally cost, to a minimum of an additional 200 gp.

Consumable Items

Many substances exist that can aid adventurers.

Poisons

Poisons can deal damage, weaken creatures, or even kill them. Some effects which are not literally poisonous, such as animal venom or fungal spores, are considered poisons.

Poison Transmission

There are three ways that poisons can be contracted.

Contact: A contact poison affects any creature that touches it with bare skin.

Ingestion: An ingestion poison affects any creature that eats, drinks, or breathes it, depending on the type of poison. Ingestion poisons have no effect when used to coat weapons.

Injury: An injury poison affects any creature injured by something carrying the poison. Almost all injury poisons take liquid form, and are typically used to coat weapons. An attack that deals no damage cannot transmit injury poisons.

Poison Forms

There are four forms of poison.

Gas: Gaseous poisons are difficult to store, but easy to affect foes with.

Liquid: Liquid poisons are the most common type of poison. Liquid poisons can be used to coat weapons, slipped into food, or simply thrown at foes. A dose of a liquid poison is usually about one ounce of the poison.

Pellet: Some rare poisons come in small, solid pellets or cubes. Typically, these pellets contain a powerful liquid poison that becomes inert quickly after being exposed. Pellet poisons cannot be used to coat weapons or thrown at foes, but can be slipped into food.

Powder: Poison in powder form cannot be used to coat weapons, but can be slipped into food or thrown at foes.

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poisons share certain common properties.

Poison Attacks: All poisons have a potency. Unless otherwise noted, a poison's accuracy is equal to its potency. At the end of each round, the poison makes an attack roll against the Fortitude defense of the poisoned creature. Success means the creature suffers the effect of the poison, and gets closer to the poison's terminal effect (see Terminal Effects, below). For every 10 points by which the attack succeeds, it counts as an additional successful attack for the purpose of reaching the poison's terminal effect. If the attack fails, the creature does not suffer the effect of the poison that round, and gets closer to resisting the poison (see Resisting Poisons, below). For every 10 points by which the attack fails, it counts as an additional failed attack for the purpose of resisting the poison.

Resisting Poisons: If a poisoned creature resists a poison three times, the creature stops being poisoned by that poison. Unless otherwise noted, this removes any lingering effects from the poison.

Table 7.7: Typical Poisons

Poison	Transmission	Form	Potency	Primary Effect	Terminal Effect	Type
Nitharit	Contact	Powder	3	Sickened	Nauseated for 1 round	Plant
Sassone leaf	Contact	Powder	6	1d6 damage per round	1d6 damage per two potency	Plant
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	1d8 damage per two potency, nauseated for 1 round	Venom
Black lotus extract	Contact	Liquid	15	1d10 damage per round	1d10 damage per two potency	Plant
Arsenic	Ingestion	Powder	5	1d6 damage per round	1d6 damage per two potency	Plant
Insanity mist	Ingestion	Gas	10	Disoriented	Confused for 1 round	Alchemical

Primary Effects: Most poisons have primary effects. If the poison successfully attacks a poisoned creature, the creature suffers the poison's primary effect as long as the creature remains poisoned. Repeated primary effects, such as damage per round, occur at the end of each round. This includes the round in which the creature is initially affected, but not the round it stops being poisoned.

Terminal Effects: Most poisons have a terminal effect based on the type of the poison. If the poison successfully attacks a poisoned creature three times, the creature suffers the poison's terminal effect. Unless otherwise noted, the terminal effect occurs in addition to the poison's normal effect that round. Once a creature suffers a poison's terminal effect, it stops being poisoned. This does not remove any lingering effects from the poison, but prevents the creature's condition from worsening.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times, but each extra dose increases the potency of the poison by 1.

A poison is considered the same if it has the same name and comes from the same source. For example, a creature bitten multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

Creating Poisons

You can use the Craft (poison) skill to create poisons. To create a poison, you must make a Craft (poison) check against a DR equal to 10 + the poison's potency. For every 2 points by which you beat this DR, the created poison's potency increases by 1.

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison.

- *Plant:* Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. The DR of this check is usually equal to 10 + the potency of the poison.
- *Venom:* Venom requires an appropriate body part from a creature – often, poison it naturally produces.
- *Alchemical:* Alchemical poisons require alchemical materials. These cannot normally be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials with a Craft (alchemy) check equal to 10 + the potency of the poison.

Chapter 8

Adventuring

Encumbrance

Encumbrance rules determine how much a character's armor and equipment hinder his movement. There are several reasons a character can be encumbered. Encumbered characters may be unable to use certain abilities which require free motion.

Encumbrance by Armor

A character's armor affects his or her Dexterity, **encumbrance penalty**, and speed. A character wearing medium or heavy armor is encumbered. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Weight

A creature's Strength determines how much it can carry, as shown on Table 8.1: Weight Limits. A creature can carry up to its unencumbered weight limit without any penalty. If it carries more than that, but less than its maximum weight limit, it is encumbered. A creature encumbered by weight halves its Dexterity (if positive), takes a -4 encumbrance penalty, and moves at two-thirds speed (as if it were in heavy armor). This encumbrance penalty does not stack with the encumbrance penalty from any armor the creature is wearing; only apply the higher of the two.

Lifting and Dragging: A character can lift as much as his or her maximum weight limit over his or her head.

A character can lift as much as 1-1/2 his or her maximum weight limit off the ground (the sum of his unencumbered and maximum weight limits). While overloaded in this way, the character takes a -10 penalty to physical accuracy and physical checks, and can only move by spending a full-round action to move 5 feet.

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 8.1: Weight Limits are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Table 8.1: Weight Limits

Strength	Unencumbered	Maximum	Overloaded	Push/Drag
-9	6 lb.	12 lb.	18 lb.	60 lb.
-8	7	14	21	70
-7	9	18	27	90
-6	12	24	36	120
-5	15	30	45	150
-4	20	40	60	200
-3	25	50	75	250
-2	30	60	90	300
-1	40	80	120	400
0	50	100	150	500
1	60	120	180	600
2	80	160	240	800
3	100	200	300	1,000
4	120	240	360	1,200
5	160	320	480	1,600
6	200	400	600	2,000
7	250	500	750	2,500
8	320	640	960	3,200
9	400	800	1,200	4,000
10	500	1,000	1,500	5,000
11	630	1,260	1,890	6,300
12	800	1,600	2,400	8,000
13	1,000	2,000	3,000	10,000
14	1,300	2,600	3,900	13,000
15	1,600	3,200	4,800	16,000
16	2,000	4,000	6,000	20,000
17	2,500	5,000	7,500	25,000
18	3,200	6,400	9,600	32,000
19	4,000	8,000	12,000	40,000
20	5,100	10,200	15,300	51,000
21+ ¹	—	—	—	—

¹ To calculate weight limits for a creature with epic Strength, double its weight limit every 3 Strength.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 9-1 by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table 8.1: Weight Limits, subtract 3 from its Strength until you find a Strength value shown on the chart. For each time you subtracted in

this way, double the weight limits listed on the chart.

Movement

Table 8.2: Movement and Distance

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—

Table 8.3: Hampered Movement

Condition	Example Extra Movement Cost	
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	x2
Obstacle ¹	Low wall, deadfall, broken pillar	x2
Poor visibility	Darkness or fog	x2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

¹ May require a skill check

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle. A character who moves his or her speed and takes some action, such as attacking or casting a spell, is hustling for about half the round and doing something else for the

other half.

Minimum Movement: In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Table 8.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 8.4: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of **nonlethal damage**, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 8.4: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Forced March: In a day of normal walking, a character walks for 10 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 10 hours in a day by making a forced march. For each hour of marching beyond 10 hours, a Constitution check (DR 10, +2 per extra hour) is required. If

Table 8.5: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.) ¹	4 miles	40 miles
Light warhorse (231-690 lb.) ¹	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.) ¹	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.) ¹	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.) ¹	3 miles	30 miles
Warpony (101-300 lb.) ¹	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.) ¹	2 miles	20 miles
Mule (231-690 lb.) ¹	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.) ¹	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Table 8.1: Weight Limits, above, for more information.

² Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 8.5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 8.5: Mounts and Vehicles for speeds for water vehicles.

Exploration

Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment (*+4 to physical defenses*) relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively **blinded** (*unable to see, defenseless*).

Characters with low-light vision (elves, gnomes, and half-elves) treat sources of light as if they had double their normal illumination range.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 50 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in bright light or is dazzled, and does not resume functioning until 1 round the character leaves the area of bright light or stops being dazzled.

A character with darkvision can see dimly in totally dark areas beyond the range indicated by their ability. They can see in such areas as if the areas were in shadowy illumination.

Breaking And Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing an object is accomplished by simply attacking the object as you would any other target. If it is attended, this is done using the disarm special attack. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Defense: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor defense is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of -10 (-10 penalty to physical defenses).

Hardness: Each object has hardness – a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined.

Very large objects may have separate hit point totals for different sections.

Energy Attacks: Sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged

weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to **nonlethal damage** and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is broken. Further damage applies as negative hit points. If an item has more negative hit points than its maximum hit points, it is destroyed.

Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Mental defenses are equal to 10 + one-half its spellpower. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Defense (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the disarm special attack) to see whether he or she succeeds. The DR depends more on the construction of the item than on the material.

If an item has no more than half its hit points remaining, the DR to break it drops by 5.

A crowbar or portable ram improves a character's chance of breaking open a door.

Wealth And Money

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 8.6: Coin Exchange Values

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

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 8.7: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Items

In general, a character can sell something for a quarter its listed price.

Trade goods, such as gems, are the exception to this rule and can be sold for their full value. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Goods And Services

Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (with an accuracy of +0) against the creature's Armor defense. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DR 15 Heal

Table 8.8: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average	40 gp	1 lb.	Special Substances and Items		
Backpack (empty)	2 gp	2 lb. ¹	Good	80 gp	1 lb.	Acid (flask)	5 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Alchemist's fire (flask)	5 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	10 gp	—
Bedroll	1 sp	5 lb. ¹	Manacles, masterwork	50 gp	2 lb.	Everburning torch	100 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	10 gp	1 lb.
Blanket, winter	5 sp	3 lb. ¹	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	5 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Oil (1-pint flask)	1 sp	1 lb.	Sunrod	2 gp	1 lb.
Bottle, wine, glass	2 gp	—	Paper (sheet)	4 sp	—	Tanglefoot bag	15 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	10 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	5 sp	—
Candle	1 cp	—	Pitcher, clay	2 cp	5 lb.	Tools and Skill Kits		
Canvas (sq. yd.)	1 sp	1 lb.	Piton	1 sp	1/2 lb.	Item	Cost	Weight
Case, map or scroll	1 gp	1/2 lb.	Pole, 10 foot	5 cp	8 lb.	Alchemist's lab	500 gp	40 lb.
Chain (10 ft.)	30 gp	2 lb.	Pot, iron	5 sp	10 lb.	Artisan's tools	5 gp	5 lb.
Chalk, 1 piece	1 cp	—	Pouch, belt (empty)	1 gp	1/2 lb. ¹	Artisan's tools, masterwork	55 gp	5 lb.
Chest (empty)	2 gp	25 lb.	Ram, portable	10 gp	20 lb.	Climber's kit	80 gp	5 lb. ¹
Crowbar	2 gp	5 lb.	Rations, trail (per day)	5 sp	1 lb. ¹	Disguise kit	50 gp	8 lb. ¹
Firewood (per day)	1 cp	20 lb.	Rope, hempen (50 ft.)	1 gp	10 lb.	Healer's kit	50 gp	1 lb.
Fishhook	1 sp	—	Rope, silk (50 ft.)	10 gp	5 lb.	Holly and mistletoe	—	—
Fishing net, 25 sq. ft.	4 gp	5 lb.	Sack (empty)	1 sp	1/2 lb. ¹	Holy symbol, wooden	1 gp	—
Flask (empty)	3 cp	1-1/2 lb.	Sealing wax	1 gp	1 lb.	Holy symbol, silver	25 gp	1 lb.
Flint and steel	1 gp	—	Sewing needle	5 sp	—	Hourglass	25 gp	1 lb.
Grappling hook	1 gp	4 lb.	Signal whistle	8 sp	—	Magnifying glass	100 gp	—
Hammer	5 sp	2 lb.	Signet ring	5 gp	—	Musical instrument, common	5 gp	3 lb. ¹
Ink (1 oz. vial)	8 gp	—	Sledge	1 gp	10 lb.	Musical instrument, masterwork	100 gp	3 lb. ¹
Inkpen	1 sp	—	Soap (per lb.)	5 sp	1 lb.	Scale, merchant's	2 gp	1 lb.
Jug, clay	3 cp	9 lb.	Spade or shovel	2 gp	8 lb.	Spell component pouch	5 gp	2 lb.
Ladder, 10 foot	2 sp	20 lb.	Spyglass	1,000 gp	1 lb.	Spellbook, wizard's (blank)	15 gp	3 lb.
Lamp, common	1 sp	1 lb.	Tent	10 gp	20 lb. ¹	Thieves' tools	30 gp	1 lb.
Lantern, bullseye	12 gp	3 lb.	Torch	1 cp	1 lb.	Thieves' tools, masterwork	100 gp	2 lb.
Lantern, hooded	7 gp	2 lb.	Vial, ink or potion	1 gp	1/10 lb.	Tool, masterwork	50 gp	1 lb.
Lock		1 lb.	Waterskin	1 gp	4 lb. ¹	Water clock	1,000 gp	200 lb.
Very simple	20 gp	1 lb.	Whetstone	2 cp	1 lb.			

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
 — No weight, or no weight worth noting.

check, or until it receives at least 1 point of healing. Any creature moving at half speed or slower can pick its way through a bed of caltrops without stepping on any.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DR 26 Strength check.

Crowbar: A crowbar it grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully re-

quires a ranged attack (DR 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 20 foot radius, provides shadowy illumination out to a 40 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides bright illumination in a 50 foot cone and shadowy illumination in a 100 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Clothing			Mounts and Related Gear			Transport		
Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.	Barding			Carriage	100 gp	600 lb.
Cleric's vestments	5 gp	6 lb.	Medium creature	x2 ²	x1 ²	Cart	15 gp	200 lb.
Cold weather outfit	8 gp	7 lb.	Large creature	x4 ²	x2 ²	Galley	30,000 gp	—
Courtier's outfit	30 gp	6 lb.	Bit and bridle	2 gp	1 lb.	Keelboat	3,000 gp	—
Entertainer's outfit	3 gp	4 lb.	Dog, guard	25 gp	—	Longship	10,000 gp	—
Explorer's outfit	10 gp	8 lb.	Dog, riding	150 gp	—	Rowboat	50 gp	100 lb.
Monk's outfit	5 gp	2 lb.	Donkey or mule	8 gp	—	Oar	2 gp	10 lb.
Noble's outfit	75 gp	10 lb.	Feed (per day)	5 cp	10 lb.	Sailing ship	10,000 gp	—
Peasant's outfit	1 sp	2 lb.	Horse			Sled	20 gp	300 lb.
Royal outfit	200 gp	15 lb.	Horse, heavy	200 gp	—	Wagon	35 gp	400 lb.
Scholar's outfit	5 gp	6 lb.	Horse, light	75 gp	—	Warship	25,000 gp	—
Traveler's outfit	1 gp	5 lb.	Pony	30 gp	—	Spellcasting and Services		
Food, Drink, and Lodging			Warhorse, heavy	400 gp	—	Service	Cost	
Item	Cost	Weight	Warhorse, light	150 gp	—	Coach cab	3 cp per mile	
Ale			Warpony	100 gp	—	Hireling, trained	3 sp per day	
Gallon	2 sp	8 lb.	Saddle			Hireling, untrained	1 sp per day	
Mug	4 cp	1 lb.	Military	20 gp	30 lb.	Messenger	2 cp per mile	
Banquet (per person)	10 gp	—	Pack	5 gp	15 lb.	Road or gate toll	1 cp	
Bread, per loaf	2 cp	1/2 lb.	Riding	10 gp	25 lb.	Ship's passage	1 sp per mile	
Cheese, hunk of	1 sp	1/2 lb.	Saddle, Exotic					
Inn stay (per day)			Military	60 gp	40 lb.	Spell, 1st-level	Spellpower x 10 gp ¹	
Good	2 gp	—	Pack	15 gp	20 lb.	Spell, 2nd-level	Spellpower x 20 gp ¹	
Common	5 sp	—	Riding	30 gp	30 lb.	Spell, 3rd-level	Spellpower x 30 gp ¹	
Poor	2 sp	—	Saddlebags	4 gp	8 lb.	Spell, 4th-level	Spellpower x 40 gp ¹	
Meals (per day)			Stabling (per day)	5 sp	—	Spell, 5th-level	Spellpower x 50 gp ¹	
Good	5 sp	—				Spell, 6th-level	Spellpower x 60 gp ¹	
Common	3 sp	—				Spell, 7th-level	Spellpower x 70 gp ¹	
Poor	1 sp	—				Spell, 8th-level	Spellpower x 80 gp ¹	
Meat, chunk of	3 sp	1/2 lb.				Spell, 9th-level	Spellpower x 90 gp ¹	
Wine								
Common (pitcher)	2 sp	6 lb.						
Fine (bottle)	10 gp	1-1/2 lb.						

1 See spell description for additional costs. If the additional costs put the spell's total cost above 2,000 gp, that spell is not generally available.

2 Relative to normal armor of the same type

Lantern, Hooded: A hooded lantern clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DR to open a lock with the Open Lock skill depends on the lock's quality: simple (DR 20), average (DR 25), good (DR 30), or superior (DR 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DR 30, or DR 35 for masterwork manacles). Breaking the manacles requires a Strength check (DR 26, or DR 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be

held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hemen: This rope has 2 hit points and can be burst with a DR 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DR 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to

twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20 foot radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a light improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Wielding a torch gives a +2 bonus to dirty trick attempts made to dazzle an opponent. Lighting a torch with an open flame or tindertwig is a standard action, while using flint and steel requires a full-round action.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Special Substances And Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a **range increment** of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage and makes the creature **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 1 round. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.

Antitoxin: If you drink antitoxin, you get a +5 bonus to Fortitude defenses against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a continual flame spell cast upon it. An everburning torch clearly illuminates a 20 foot radius and provides shadowy illumination out to a 40 foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a **range increment** of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10 foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1 foot long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature

(as a ranged touch attack with a **range increment** of 10 feet), the bag comes apart and the goo bursts out, causing the target to become **entangled** (*move at half speed, unable to sprint or charge, impaired*).

The goo becomes tough and resilient upon exposure to air, making it difficult to escape. A creature can break the effect by making a DR 15 Strength check or by dealing 5 points of damage to the goo. Unless the attacker uses a slashing weapon, damage dealt to the goo is also dealt to the creature the goo is on. The goo does not have an Armor defense, and can be hit automatically.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a **range increment** of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. You make a Fortitude attack against each creature within a Small (10 ft.) radius spread to deafen them for 5 minutes. Your accuracy on this attack is +5. A deafened creature automatically fails Listen checks, takes a -2 penalty to any checks which involve hearing, and has a 20% chance of spell failure when casting spells with verbal components.

Since you don't need to hit a specific target, you can simply aim at a particular 5 foot square. Treat the target square as if its physical defense was 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Tools and Skill Kits

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all (see Craft, page 59).

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses good energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except

that it focuses evil energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 bonus on Perform checks involving its use.

Pitons: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DR of 15.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 bonus to Fortitude defenses against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see page 102). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the

— — — Base Speed — — —			
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages.

It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spell-

caster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells. Additionally, while you may find spellcasters able to cast some spells, there is no guarantee that they are able to cast the spell you desire. In general, the more common the spell, the more likely you are to find a spellcaster able to cast it.

Chapter 9

Magic

Magic comes in many forms, but it is most commonly wielded with spells. A spell is a one-time magical effect. There are three types of spells: arcane (cast by mages), divine (cast by clerics), and nature (cast by druids). Cutting across these categories are the nine schools of magic. Each of the nine schools represents a different type of mastery over the world, based on fundamentally distinct principles.

Casting Spells

Whether a spell is arcane, divine, or natural, casting a spell works the same way.

Casting Process

- *Choose spell:* You must choose which spell to cast from among the spells you know. If a spell has multiple versions, you choose which version to use when you cast it. Similarly, if a spell has **augments**, you must choose which augments to use when you cast it.
- *Choose augments:* If the spell has **augments**, you can add the level of any number of augments to the spell's level. If you do, the spell gains the effects of those augments. For details, see *Augments*, page 115.
- *Pay action point:* If necessary, you must expend an action point to cast the spell. If you do not have an action point to spend, your attempt to cast the spell fails. Effects that replace action point costs also happen at this time.
- *Perform spell components:* All spells have verbal and somatic components unless their description indicates otherwise (see *Components*, page 118).
- *Choose effects:* You make choices about the spell's effects as you finish casting the spell. This includes deciding which creatures to target, where the spell takes effect, and so on.

All of the above steps take place at the start of the action phase, at the same time that other actions are decided. However, spells take time to cast, and their effects do not resolve until the end of the round. If you take damage or are otherwise distracted during a phase in which you attempt to cast a spell, you may miscast the spell (see *Concentration*, page 114).

At the end of the round, after all non-spell effects resolve, all spell effects resolve simultaneously. At that time, you roll any dice required to determine how successful the spell is. This includes attack rolls, damage rolls, and so on.

Focusing and Concentration

Some actions require focusing, such as casting spells. If you are damaged or distracted while taking an action that requires focus, your concentration may be broken.

Concentration Checks:

To make a concentration check, roll d20 + level or Willpower – **overwhelm penalties**. The DR is equal to 10 + (twice the level of the spell you are casting). If the total damage you took in the current round exceeds your Mental defense, you take a –5 penalty to this check. If the damage exceeds the defense by 10, you take a –10 penalty instead.

Success means you cast the spell successfully. Failure means you miscast the spell (see *Miscasting*, page 115).

Casting a Spell: You must concentrate to cast spells. When you finish casting a spell, if you took any damage while casting it, make a Concentration check (see *Concentration Checks*, page 114). Failure means you miscast the spell (see *Miscasting*, page 115), but you still lose the spell slot used to cast it.

Focusing on Existing Spells: Many spells allow you to spend a standard action focusing to extend their effects. At the end of every round you focus, if you took any damage, make a Concentration check. Failure means your focus ends, but the spell may continue to have effects, as indicated in the spell description. Most spells do not allow you to resume focusing on them after your concentration is broken.

Performing Rituals: You must focus to perform rituals. At the end of every round, if you took any damage, make a Concentration check. Failure means the ritual fails and has no effect. When a ritual fails, half of the ritual components are usually consumed during the ritual, the but remainder can be salvaged.

Distracting Circumstances: In some circumstances, you need to Concentration make a concentration check to cast spells or take other actions even if you haven't taken damage. Examples include being on a galloping horse, in a storm-tossed ship, or in an earthquake.

Focus Limits: Focusing on a spell is mentally tiring. You can focus on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check even if you haven't taken damage. If you fail, you lose your focus on the spell and become fatigued. The difficulty of the test increases by 2 for every additional minute of focus.

Miscasting

If you start casting a spell and fail to complete it, such as if your concentration is broken or your armor interferes with your spellcasting, you miscast the spell. When you miscast a spell, the spell does not have its normal effect. Instead, a wave of magical energy causes a **miscast backlash**, as described below. This is a **magical** effect.

Area: 5 foot radius burst centered on you

Targets: Everything in the area

Effect: The target takes 1d4 physical damage +1d per two spellpower with the spell that was miscast.

At the start of each phase while you are casting a spell, you can choose to stop casting the spell, causing you to **miscast** it instead.

Augments

Every spell has a number of **augments** that can be applied to it. Each augment has a name, a level, and an effect. Whenever you cast a spell with an augment, you can choose to apply the augment to the spell. If you do, you increase the spell's level by an amount equal to the augment's level. In exchange, the spell gains the effects of the augment.

Most augments increase the power or effect of the spell in some way. Some augments alter fundamental aspects of the spell, such as removing the damage it would deal and replacing that with a stronger effect.

Standard Augments

The following augments can be applied to many spells. If a spell changes its properties with an augment, it may become eligible for different standard augments. For example, if you apply the Fireball augment to the **fireburst** spell, it changes to affect an area. You would then be able to apply the Widened augment to increase its area.

1 – **Extended:** The spell's range increases by one step, to a maximum of Extreme (1,000 ft.). The steps are, in order: Touch, Close (30 ft.), Medium (100 ft.), Long (300 ft.), and Extreme (1,000 ft.). This augment can be applied multiple times. Each time, the spell's range increases by an additional step.

This augment can be applied to any spell with a range that is one of the above ranges.

2 – **Quickened:** You can cast the spell as a **swift action**. In exchange, you cannot take any actions during the next round.

2 – **Silent:** You do not need to use **verbal components** to cast the spell.

2 – **Stilled:** You do not need to use **somatic components** to cast the spell.

2 – **Widened:** The spell's area increases by one step, to a maximum of Huge (100 ft.). The steps are, in order: Small (10 ft.), Medium (20 ft.), Large (50 ft.), and Huge (100 ft.). This augment cannot affect spells with other areas. A Small or Medium line is 5 ft. wide, while a Large or Huge line is 10 ft. wide. This augment can be applied multiple times. Each time, the spell's area increases by an additional step.

This augment can be applied to any spell with an area that is one of the above areas.

3 – **Intensified:** The spell deals +1d damage. This augment can

be applied multiple times. Its effects stack.

This augment can be applied to any spell that deals a dice pool of damage.

3 – **Mass:** The spell affects up to five targets. If it deals damage, that damage is reduced by -2d.

This augment can be applied to any spell that affects a single target of the caster's choice. It cannot be applied to spells that affect a single specific target, such as the caster.

Dismissing Spells

As a swift action, you can dismiss any spells you cast that has lasting effects. This requires the same casting components (verbal and somatic) as casting the spell normally. The effects of a dismissed spell immediately end.

Impossible Spell Effects

If you try to cast a spell in circumstances that make the spell's effect impossible, the spell fails and has no effect. You still lose the spell slot used to cast it.

Determining Spell Effects

Spellpower

Both the accuracy and power of your spells is determined by your spellpower. Normally, your spellpower is equal to your level in your casting class, with a +2 if your casting class is your **base class**. Effects that increase spellpower never increase spells per day or spells known. Only your class levels affect those values.

Multiple Casting Classes: If you have levels in more than one spellcasting class, use the spellpower appropriate to the class that you are casting the spell from.

Reducing Spellpower: You can voluntarily reduce the power of the spells you cast by using a lower spellpower. However, you cannot use a spellpower lower than the minimum spellpower required to cast the spell, which is equal to twice the spell's level.

Magic Resistance: Some creatures have magic resistance, which is an ability which allows them to resist **magical** effects such as spells. You can overcome magic resistance by making an attack with an accuracy equal to your spellpower. See Magic Resistance, page 120, for details.

Magical Attacks

To affect an unwilling creature with a spell, you must make a magical attack. Your accuracy is normally equal to your spellpower.

Resisting a Spell

A creature that successfully resists a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack without the use of the Spellcraft skill (see Spellcraft, page 69).

Not Resisting a Spell

A creature can voluntarily forego its defenses and willingly accept a spell's result. However, a character with a special immunity to specific magical effects cannot suppress that quality.

Line of Effect

Almost all abilities must have a **line of effect** to function. Unless otherwise noted in an ability's description, you cannot target a creature you do not have line of effect to. In addition, spells that affect an area do not affect targets that the spell does not have line of effect to.

A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

Destroying Barriers

Some abilities, such as the *fireball* spell, deal damage to both creatures and objects. If a physical barrier is destroyed by an ability, that barrier does not affect the ability's line of effect. For example, a thin curtain of silk normally blocks line of effect. However, a spell that destroyed the curtain would have its full effect on everything behind the curtain.

Targeting Spells

Midair Locations: A creature or object brought into being or transported to your location by a spell cannot appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

Targeting Inside Creatures: Creatures block line of effect to the inside of their own bodies. As a result, you cannot cast a spell that takes effect inside a creature unless you are also inside the creature. This restriction applies even if there is no physical barrier to the inside of the creature; you cannot detonate a *fireball* inside a creature's mouth, even if it has its mouth open at the time.

Special Spell Effects

Attacks

Some spell descriptions refer to attacking. All abilities that affect any unwilling creatures, even if they don't deal damage, are considered attacks. If all creatures affected by a spell are **willing**, the spell is not considered an attack. Spells that damage objects or summon allies are not attacks because the spells themselves don't harm anyone.

Resurrecting the Dead

Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide

on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life gains a **negative level** (-1 to *accuracy*, *defenses*, and *checks*, -5 *hit points*). If the character was 1st level at the time of death, he or she takes 2 points of Constitution drain instead. This negative level or Constitution drain cannot be repaired by anything less than a *wish* or *miracle* spell, but it goes away naturally after a year has passed or after the character gains a new level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Except for *true resurrection*, every ritual to raise the dead requires a body, so keeping or destroying the body is an effective deterrent. The *soul bind* ritual prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul infallibly knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, and other abilities that have very similar effects may not both help their target. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

Stacking Effects

Spells that provide bonuses or penalties usually do not stack with themselves. More generally, two enhancement bonuses don't stack even if they come from different spells; see *Stacking Rules*, page 16, for more details.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. This is called overlapping.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mind Control Effects: Sometimes magical effects that affect a creature's mind render each other irrelevant, such as a spell that removes the target's ability to act. Mental controls that don't

remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed spellpower checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

Dispelling Spells

Spells can be dispelled by effects such as the **dispel magic** spell. When a spell is dispelled, all its effects with a duration end. Unless otherwise specified, any spell with a lasting effect can be dispelled.

If a spell affects multiple targets, it must be dispelled individually on each target. Dispelling the effect on one target does not affect the other targets of the spell.

You may choose to automatically succeed or fail on your attack against any spell that you cast yourself.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

Description

Beneath the spell name is a brief description of the spell's effect. This description has no mechanical significance, and simply describes how the spell usually appears or is used.

Schools of Magic

The next line describes the schools of magic that the spell belongs to. Almost every spell belongs to at least one of nine schools of magic. A school of magic is a group of related spells that work in similar ways. They are described below.

Some spells belong to more than one school of magic. Treat these spells for all purposes as if they were a member of both schools simultaneously. If you are prohibited from casting spells from a certain school, you cannot cast a spell which belongs to that school, even if it also belongs to another school. Likewise, any benefits which apply to casting spells from a specific school apply normally. If you have abilities which apply when casting spells from both schools that make up a spell, the abilities do not stack.

A small number of spells (*limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjuration spells reduce or negate damage, magic, and other effects. They can be used to protect allies and remove harmful

magic.

Channeling

Channeling spells call upon the power of deities or other supernatural entities. They can be used to do anything those entities could do. Arcane spellcasters do not have access to Channeling spells.

Conjuration

Conjuration spells create and transport objects and creatures. They can be used to summon allies, transport creatures, and create objects from thin air.

Divination

Divination spells grant knowledge. They can be used to reveal hidden truths, predict the future, or communicate at great distances.

Enchantment

Enchantment spells alter the minds of creatures. They can be used to influence, control, or debilitate creatures. Almost all enchantment spells are **Mind** spells, and many are **Subtle** as well.

Evocation

Evocation spells create and manipulate energy. They can be used to inflict damage with energy blasts or manipulate the environment.

Illusion

Illusion spells create or manipulate sensory impressions. They can be used to create or remove light, conceal things that exist, or cause creatures to perceive things that do not exist.

Transmutation

Transmutation spells change the properties of creatures and objects. They can be used to grant new abilities, enhance existing abilities, change a target's form, or even alter the flow of time itself.

Vivimancy

Vivimancy spells manipulate the power of life and death, as well as souls. They can be used to heal or inflict wounds, resurrect the dead, create undead monsters, and cripple the bodies of creatures.

[Tags]

Appearing on the same line as the school, when applicable, are tags which further categorizes the spell in some way. Some spells have more than one tag. Ability tags are described at Ability Tags, page 120.

Level

The next line of a spell description gives the spell's level, a number between 1 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are.

Names of spellcasting classes are abbreviated as follows: cleric Clr; druid Drd; mage Mge.

The domains a spell can be associated with include Air, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Knowledge, Law, Lead-

ership, Magic, Nature, Protection, Strength, Travel, Trickery, Vitality, War, and Water.

Components

A spell's components are what you must do or possess to cast it. All spells have verbal and somatic components unless the spell description says otherwise. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material components and focuses are given at the end of the descriptive text.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you speak in a strong voice with a volume at least as loud as ordinary conversation.

A gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast. Likewise, a *silence* spell imposes a 20% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of at least one hand. While casting a spell with somatic components, one hand is used to cast the spell, and cannot be used to defend yourself or take other actions.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some spells require only a swift or immediate action to cast.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when you finish casting the spell, not when you start casting.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Touch: You must touch a creature or object to affect it. Touching a creature requires a successful attack against its Reflex defense. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. Normally, you can touch no more than six targets per round of casting.

If you have the ability to make multiple touch attacks, such as from the *chill touch* spell, and you can make multiple attacks in a round, you can make a touch attack on each of those attacks.

Close: The spell reaches as far as 30 feet.

Medium: The spell reaches as far as 100 feet.

Far: The spell reaches as far as 300 feet.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Unrestricted Ranges

Some spells have an unrestricted range, as denoted by (Unrestricted). A spell with an unrestricted range does not require line of sight or line of effect.

Area

Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

When casting an area spell, you select the point where the spell originates. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a spell's area, provided that you decrease it uniformly across all of the spell's dimensions. For example, you can cast a *fireball* that affects a 5 foot radius if you choose to do so, but you can't cast a *fireball* with any shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Area Types

Burst: A burst spell has an immediate effect on all valid targets within an area.

Emanation: An emanation spell has effects within an area for the duration of the spell. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

Zone: A zone spell has effects within an area for the duration of the spell. Unless otherwise noted, it does not move after being created.

Area Shapes

Cone: A cone extends from the point of origin in a quarter-sphere, up to the given length.

Cylinder: A cylinder extends out from the point of origin in a circle, up to the given radius. Cylinders also have a specific height. Unless otherwise specified, a cylinder's height is the same as its radius. Cylinders ignore obstacles that partially block line of effect, as long as there is a path around the obstacle that lies entirely within the spell's area.

Line: A line extends from the point of origin in a straight line, up to the given length. Lines also have a specific width and height. Unless otherwise specified, a line-shaped spell affects an area 5 feet wide and 5 feet high. The affected squares are chosen such that they stay close to the chosen line as possible. All squares affected by

a line must be contiguous, so every square is adjacent to another affected square, disregarding diagonals.

Shapeable Lines: Some lines are shapeable, as denoted by (S). A shapeable line can make 90 degree turns at any point in its path, which you can freely determine within the normal limitations.

Sphere: A sphere extends from the point of origin in all directions. Any spell which only specifies a radius for its area is sphere-shaped.

Wall: A wall is like a line, except that it has no width. Instead, it affects the boundary between squares. Walls can also be shapeable.

Walls can normally be created within occupied squares, but not within solid objects. Some walls are called solid walls, and cannot be created within occupied squares.

Specific Shapes: Some spells specify a series of volumes that make up the area of the spell. Most commonly, the volumes are cubes. You may arrange the volumes as you want, with the restriction that each volume in the spell's area must be adjacent to one other volume in the spell's area.

Area Sizes

The area affected by many spells falls into one of three sizes. Each size defines the extent to which the spell extends out from its origin, whether as a radius or as a length. Some spells have specific sizes, as given in the spell description.

Small: Small spells extend 10 feet from their point of origin.

Medium: Medium spells extend 20 feet from their point of origin.

Large: Large spells extend 50 feet from their point of origin.

Targets

Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

Multiple Targets: Most spells which have multiple targets also specify an area that the targets must reside in. If the spell says "all creatures", you do not have the ability to choose which creatures it affects; otherwise, you may pick and choose creatures within the area.

Redirecting a Spell: Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action.

Targeting Restrictions: Many spells affect "living creatures", which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Willing Targets: Some spells restrict you to willing targets only. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

Invalid Targets: You can always attempt to cast a spell on an invalid target. If the target is still invalid when the spell resolves, the spell is automatically miscast. For example, you could attempt to cast the *finger of death* spell, which only targets living creatures, on a creature that is secretly undead. The spell would automatically

be miscast, which may reveal the target's true nature.

Duration

A spell's duration entry tells you how long the magical energy of the spell lasts.

Sustain: The spell lasts as long as you take an action to sustain it. A Sustain duration always specifies an action type, such as Sustain (standard). At the end of each round, the spell is dismissed unless you cast the spell that round or the action to sustain the spell. Anything that could break your concentration when casting a spell can also break your concentration while you're sustaining one.

Taking an action to sustain a spell only allows you to sustain a single casting of that spell. However, you can sustain multiple spells at once if you have available actions.

You can only sustain a spell for up to 5 minutes. After that time, the spell is dismissed.

Attunement: The spell lasts as long as you stay attuned to it. Attuning to a spell reduces your maximum action points by 1. If you cast that spell again, even as a **cantrip**, all previous castings of the spell are dismissed at the end of the round. If the spell is dismissed or dispelled, you are no longer attuned to it, and your maximum (but not current) action points increase appropriately.

Condition: The spell lasts until its target removes it, such as by taking the Recover action (see Recover, page 11). Only spells that affect creatures can have the Condition duration.

Timed Durations: Some durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends at the end of your turn.

Spells end after the given length of time has completely elapsed. For example, a spell that lasts 1 round ends at the end of the next round after it is cast, not at the end of the round in which it is cast.

Short: The spell lasts for as long as you focus, plus 5 additional rounds.

Medium: The spell lasts for 5 minutes.

Long: The spell lasts for 1 hour.

Extreme: The spell lasts for 12 hours.

Other: Some spells, such as long-lasting rituals, last for a specific amount of time specified in the spell description. If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Instantaneous: Spells without a listed duration are instantaneous. Spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Targets, Effects, and Areas: If the spell affects creatures directly, the result travels with the targets for the spell's duration. If the spell creates or summons objects or creatures, they last for the duration, and are capable of moving outside the spell's initial area. Such effects can sometimes be destroyed prior to when its duration ends. If the spell creates an emanation, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the emanation and are no longer subject to it when they leave.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

Magic Resistance

Magic resistance is an additional defense against **magical** abilities such as spells. To affect a magic resistant creature with a magical ability, you must make an additional magical attack against the creature's magic resistance value. Your accuracy is equal to your **power** with the ability you using, such as your spellpower with spells. If your attack result beats the creature's magic resistance, the ability works normally. Otherwise, the ability has no effect on the creature.

Magic resistance does not prevent a magical ability from having its normal effect on other creatures or objects. Magical abilities which do not directly affect targets, such as the *summon monster* or *create image* spells, do not allow magic resistance. In addition, Thaumaturgy and Physical abilities do not allow magic resistance (see Ability Tags, page 120).

Normally, creatures with magic resistance can choose to allow spells through their resistance. Some creatures cannot control their magic resistance, so an attack is always necessary to affect them. This is specified in the description of the creature's magic resistance.

Effect

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text", this is where the explanation is found. There are several key parts of a spell which are also contained here.

Damage

This is the amount of damage the spell deals. Typically, the effect will specify who takes the damage. If no effect is specified, the spell damages all of its targets, or all creatures (but not objects) in the area. A spell with this entry is considered a damaging spell. A spell without this entry is not, even if it could be used to deal damage.

Spells can inflict many kinds of damage. Common damage types include acid, arcane, bludgeoning, cold, divine, electricity, fire, life, physical, piercing, slashing, solar, and sonic.

Damaging Items: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get any defenses. It simply is dealt the appropriate damage.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the area.

Ability Tags

Many spells and other abilities have tags that describe the ability's nature. Many of these tags have no game effect by themselves, but they govern how the ability interacts with spells, other abilities, unusual creatures, and so on. They are described below.

Acid: Acid abilities use corrosive acid. They do not function underwater.

Air: Air abilities control the surrounding air. They do not function in environments without air.

Animation: Animation abilities grant a semblance of life to objects.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to it.

Chaotic: Chaotic abilities channel the essence of chaos.

Cold: Cold abilities use cold **energy**. It is possible to freeze liquids and perform similar feats with cold abilities.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. All Compulsion abilities are also **Mind** abilities.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means. Unless otherwise specified, magical Creation abilities do not allow **magic resistance**.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be dispelled, but can be removed with the *break enchantment* or *remove curse* spells.

Death: Death abilities only affect living creatures. A creature killed by a death effect cannot be returned to life by *resurrection* or similar abilities that depend on an intact corpse.

Delusion: Delusion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. All Delusion abilities are also Mind abilities.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Earth: Earth abilities manipulate the ground or other forms of dirt. They do not function if no earth is accessible.

Electricity: Electricity abilities use electrical **energy**.

Enhancement: Enhancement abilities enhance the existing abilities of their targets.

Evil: Evil abilities channel the essence of evil.

Figment: Figment abilities create light, sound, or other sensations. Figments cannot remove real sensations present in their area, but they can add additional sensations. You can only create figments of sensations you understand; for example, you cannot create a figment which speaks in a language you do not understand.

A figment's physical defenses are equal to 10 + its size modifier.

Fire: Fire abilities use fire **energy**. They do not function underwater.

Fire abilities provide light equivalent to a torch for their duration. Abilities without a duration create a brief burst of torchlight.

Flesh: Flesh abilities manipulate the physical flesh of creatures. They have no effect on creatures without flesh, such as ghosts or oozes.

Glamer: Glamer abilities alter sensations present in an area or on a target. They can be used to change how something real appears, or to remove it from perception entirely.

Good: Good abilities channel the essence of good.

Imbuement: Imbuement abilities imbue their targets with magic, granting them new abilities.

Lawful: Good abilities channel the essence of law.

Life: Life abilities attack, restore, or manipulate the life force of creatures. They have no effect on objects and creatures that are not alive.

Undead creatures are affected in a special way by Life abilities.

In addition to any differences given in the effect's description, life damage instead heals undead creatures, and healing instead deals life damage.

Light: Light abilities create visible light. Their area is blocked by barriers that prevent sight, even if the barriers would not otherwise block effect areas. Similarly, their area of effect is not blocked by barriers which do not prevent sight, even if the barriers would normally block effect areas.

Manifestation: Manifestation abilities create temporary constructs formed from raw magical energy. Objects and creatures created with manifestation abilities seem real on the surface, but they have no internal structure. When an object or creature created by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it expires, it disappears without a trace. Unlike **Creation** abilities, magical Manifestation abilities allow **magic resistance**.

Mind: Mind abilities manipulate the minds of creatures. They have no effect on objects or creatures without minds.

Physical: Physical abilities manipulate physical objects rather than having a direct magical effect on their targets. They do not allow magic resistance. Some abilities are not themselves Physical, but have Physical effects, such as *mighty throw*.

Planar: Planar abilities transport matter or information between planes.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature trained in Spellcraft can notice the sensor by making a DR 20 Spellcraft check. The sensor can be dispelled as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Shaping: Shaping abilities change the shape or structure of their targets.

Shielding: Shielding abilities improve the defenses of their targets.

Sizing: Sizing abilities alter the size of their targets. Unless otherwise stated, multiple effects which increase or decrease size do not stack. Opposing size modifications cancel each other out on a one for one basis, and any remaining effects occur normally.

Sonic: Sonic abilities use sonic **energy**.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures affected by Subtle abilities do not generally know that they are being magically influenced. Subtle spells can still be identified with the Spellcraft skill (see Spellcraft, page 69), but the DR is 10 higher than normal.

Telekinesis: Telekinesis abilities use telekinesis, the power of the mind. Many telekinesis abilities create fields of solid telekinetic force.

Teleportation: Teleportation abilities move creature or objects through the Astral Plane to a distant destination. A teleported creature can bring along equipment and held objects as long as their weight does not exceed the creature's maximum load (see Table 8.1: Weight Limits (page 104)). Any excess items are left behind, in order of their distance from the creature's body.

Temporal: Temporal abilities alter the flow of time.

Thaumaturgy: Thaumaturgy abilities alter or destroy magic itself. They do not allow **magic resistance**.

Trap: Trap abilities do not have their full effect immediately. All Trap abilities specify a condition or circumstance, such as opening a door, which triggers the full effect of the ability.

Unless otherwise noted, active Trap effects can be detected with the Awareness skill and disabled with the Devices skill before their effect triggers (see Awareness, page 56, and Devices, page 61). The DR to detect and disable the effect is equal to 20 + the **power** of the effect.

No more than one Trap ability can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dispelled or discharged before any new traps can be placed.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it.

Water: Water abilities use water to cause their effects.

Cantrips

Cantrips are special spells that arcane casters can use at will. Like other spells, they have verbal and somatic components and are subject to arcane spell failure. All cantrips take a standard action to cast unless specified otherwise in the description. Cantrips are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

Rituals

Rituals are ceremonies that create magical effects. Spellcasting characters, or characters with the Ritual Caster feat, can learn and perform rituals. You don't memorize a ritual as you would a normal spell; rituals are too complex for all but the mightiest mages to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. Rituals are considered to be spells for many purposes, such as for **magic resistance** and for effects related to spells, but they are learned and cast in very different ways.

Ritual Descriptions

Like a spell, each ritual has a school, a level, and a magical effect. Rituals are described in Chapter 13. The description of each ritual follows the same format as the description of spells in Chapter 12, except for the description of ritual levels. Unlike spells, which have levels based on class, rituals have levels based on the source of magic: arcane, divine, or nature. A ritual always matches the magic source of the person performing the ritual. For example, *scrying* is an arcane ritual when performed by a wizard, but a divine ritual

when performed by a cleric.

Ritual Requirements

In order to learn and perform a ritual, you must be able to cast at least one spell of the same level as the ritual.

Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you like, as long as you can spare the time and the components to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks.

Ritual Components

Every ritual has a material component cost. This cost can be paid with precious metals or gems, or with special materials designed to perform rituals. Some rituals have unique costs and may require specific material components.

Ritual Costs

The costs to scribe and perform rituals are described on Table 9.1: Ritual Costs.

Table 9.1: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1,250 gp	7th
5th-Level	300 gp	3,000 gp	9th
6th-Level	750 gp	7,500 gp	11th
7th-Level	1500 gp	15,000 gp	12th
8th-Level	3,500 gp	35,000 gp	14th
9th-Level	7,500 gp	75,000 gp	16th
10th-level ¹	17,000 gp	—	—
11th-level	36,000	—	—
12th-level	80,000	—	—
13th-level	170,000	—	—
14th-level	360,000	—	—
15th-level	780,000	—	—

1. There are no rituals that are naturally 10th level or higher, but some rituals can be augmented above 9th level.

Performing Rituals

To perform a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. If you are distracted during the ritual, you must make a Concentration check, just as if you were casting a spell of the ritual’s level. If you fail, the ritual is ruined and you must start from the beginning. You can generally recover half the material components from an interrupted ritual.

Performing a ritual and casting a ritual mean the same thing.

Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The

notation constitutes a universal language that spellcasters have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person’s magical writing remains incomprehensible to even the most powerful spellcaster until she takes time to study and decipher it.

To decipher an magical writing (such as a single spell in written form on a scroll), a character must make a Spellcraft check (DR 20 + the spell’s level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically decipheres a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character decipheres a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast spells of the appropriate type, she can attempt to use the scroll.

Types of Abilities

There are two types of abilities: magical abilities and physical abilities.

Magical Abilities: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa’s petrifying gaze, and a cleric’s domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. Abilities that are magical in nature are indicated with a [Mag] tag. Abilities that are not magical are **physical**.

Many abilities which fundamentally concern magical effects are not themselves magical in nature. This is most common with abilities that represent choices the character makes or knowledge the character has. For example, although all spells are magical abilities, the ability to cast spells is not itself a magical ability, and would not be lost inside a **antimagic field**. It is simply knowledge that the creature possesses. Of course, that knowledge would be useless if the creature had no access to magic.

Physical Abilities: A physical ability has a tangible component and some form of natural explanation. Examples include weapon attacks, a dragon’s breath weapon, and a barbarian’s rage. Physical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. Abilities that are not physical are **magical**.

Chapter 10

Spells

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

Arcane Magic

Arcane Spells

Agony: None
Antimagic: None
Boon of Mastery: None
Charm Person: None
Cone of Cold: None
Corruption: None
Create Acid: None
Curse: None
Elemental Blade: None
Fear: None
Fireball: None
Inertial Shield: None
Inflict Wounds: None
Lightning Bolt: None
Planar Disruption: None
Protection from Alignment: None
Web: None

Divine Magic

Divine Spells

Agony: None
Antimagic: None
Barrier: None
Bless: None
Boon of Mastery: None
Corruption: None
Cure Wounds: None
Curse: None
Inflict Wounds: None
Planar Disruption: None
Poison: None
Protection from Alignment: None
Smite: None
Word of Faith: None

Nature Magic

Nature Spells

Antimagic: None
Barkskin: None
Barrier: None
Boon of Mastery: None
Cone of Cold: None
Control Air: None
Corruption: None
Cure Wounds: None
Elemental Blade: None
Fireball: None
Inflict Wounds: None
Lightning Bolt: None
Poison: None
Water Mastery: None
Web: None

Spell Descriptions

Agony

You inflict debilitating pain on your foe

Target: One creature

Range: Close (30 ft.)

Attack: Spellpower vs. Mental

Success: Physical damage dealt to the target is increased by +2d.

Critical Success: Physical damage dealt to the target is increased by +4d.

Duration: Condition

Tags: Delusion, Mind

Schools: Enchantment

Lists: Arcane, Divine

Notes: This damage increase applies before other effects that modify the total damage dealt, such as **damage reduction**.

Cantrip: The spell has no additional effects on a critical hit. In addition, its duration becomes Sustain (swift). Its effect is still a condition, and can be removed by abilities that remove conditions.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended, Mass.
- 2 – **Complete:** The damage increase applies to all damage, not just physical damage.
- 4 – **Staggering:** Whenever the target takes damage increased by this spell, it is **staggered** for 1 round.

Antimagic

Target: One creature, object, or location

Range: Medium (100 ft.)

Attack: Spellpower vs. Special

Special: The attack result is applied to every **magical** effect on the target. The DR for each effect is equal to 10 + the **power** of that effect.

Success: Success against a magical effect causes that effect to be **suppressed**.

Duration: Sustain (swift)

Tags: Thaumaturgy

Schools: Abjuration

Lists: Arcane, Divine, Magic, Nature

Cantrip: The spell's duration becomes Sustain (standard).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended, Mass.
- 1 – **Suppress Item:** Replace the spell's targets with the following:

Target: One object

Range: Medium (100 ft.)

Replace the spell's effects with the following:

Attack: Spellpower vs. Special

Special: The DR is equal to 10 + the target's spellpower.

Success: The target object is **suppressed**.

Duration: Sustain (swift)

Tags: Thaumaturgy
- 2 – **Banishing:** Replace the spell's effects with the following:

Attack: Spellpower vs. Special

Special: If the target is an effect of an ongoing **magical** ability, such as a summoned monster, the DR is equal to 10 + the target's spellpower. Otherwise, this ability has no effect.

Success: The target is treated as if the spell that created it was **dispelled**. This usually causes the target to disappear.

Tags: Thaumaturgy
- 6 – **Antimagic Field:** Replace the spell's targets with the following:

Special: This emanation always includes you in its area

Emanation: Small (10 ft.) radius centered on you

Replace the spell's effects with the following:

Effect: All magical abilities and objects are **suppressed** in the area. In addition, magical abilities and objects cannot be activated within the area.

Creatures within the area cannot concentrate on or dismiss spells. However, you can concentrate on and dismiss your own **antimagic field**.

Duration: Sustain (swift)

Tags: Thaumaturgy

Barkskin

You toughen a creature's skin, giving it the appearance of tree bark.

Target: One living creature

Range: Close (30 ft.)

Effect: The target gains **damage reduction** against physical damage equal to your spellpower. In addition, it is **vulnerable** to fire damage.

Duration: Attunement

Tags: **Enhancement**

Schools: Transmutation

Lists: Nature

Cantrip: The spell's duration becomes Sustain (swift).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended.

2 – **Stoneskin:** The spell does not make the target vulnerable to fire damage. Instead, it makes the target **vulnerable** to damage from adamantite weapons.

4 – **Empowered:** The damage reduction granted by this spell increases by an amount equal to your spellpower.

This augment can be applied multiple times. Its effects stack.

Barrier

Zone: Medium (20 ft.) radius centered on you

Effect: Whenever a creature makes physical contact with the spell's area for the first time, you make a Spellpower vs. Mental attack against it. Success means the creature is unable to enter the spell's area with any part of its body. The rest of its movement in the current phase is cancelled. Failure means the creature can enter the area unimpeded. Creatures in the area at the time that the spell is cast are unaffected by the spell.

Duration: Sustain (swift)

Schools: Abjuration

Lists: Divine, Nature

Cantrip: The spell's duration becomes Sustain (standard)

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Widened.

3 – **Selective:** Whenever a creature attempts to pass through the barrier for the first time, you can allow it to pass through unimpeded. You must be aware of a creature attempting to pass through the barrier to allow it through.

6 – **Antilife Shell:** The spell only affects living creatures. However, it affects them automatically, without requiring an attack.

This is a **Life** effect from the **Vivimancy** school.

Bless

You invoke a divine blessing to aid your ally.

Target: One creature

Range: Close (30 ft.)

Effect: The target gains a +2d bonus to damage with all attacks.

Duration: Attunement

Schools: Channeling

Lists: Divine

Cantrip: The spell's duration becomes Sustain (swift).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended.

3 – **Empowered:** The spell's damage bonus increases by +1d.

This augment can be applied multiple times. Its effects stack.

5 – **Protection:** The target gains **damage reduction** against all damage equal to your spellpower.

Boon of Mastery

You grant your ally great mastery over a particular domain.

Target: One willing creature

Range: Close (30 ft.)

Special: When you cast this spell, choose a skill. You must have mastered the chosen skill.

Effect: The target gains a +5 bonus to the chosen skill.

Duration: Attunement

Tags: **Enhancement**

Schools: Transmutation

Lists: Arcane, Divine, Nature

Cantrip: The spell's duration becomes Sustain (swift).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended.

3 – **Myriad:** You may choose an additional skill that you have mastered as you cast the spell. The target gains the same bonus to all chosen skills.

You can apply this augment multiple times. Each time, you may choose an additional skill that you have mastered.

Charm Person

You manipulate a person's mind so they think of you as a trusted friend and ally.

Target: One humanoid creature

Range: Close (30 ft.)

Attack: Spellpower vs. Mental

Special: If the target thinks that you or your allies are threatening it, you take a –5 penalty to accuracy on the attack.

Success: The target is **charmed** (*deluded into liking its charmer*) by you. Any act by you or your apparent allies that threatens or damages the **charmed** person breaks the effect.

Critical Success: As above, but the effect's duration becomes permanent.

Duration: Sustain (swift)

Tags: **Delusion, Mind, Subtle**

Schools: Enchantment

Lists: Arcane

Cantrip: The spell has no additional effects on a critical hit. In addition, its duration becomes Sustain (standard).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

point to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended, Mass.
- 1 – **Silent:** The spell does not require verbal components to cast.
 - 2 – **Monstrous:** The spell can target creatures of any creature type.
 - 3 – **Attuned:** The spell’s duration becomes Attunement. A critical success still makes the effect permanent.
 - 4 – **Amnesia:** When the spell ends, the target forgets all events that transpired during the spell’s duration. It becomes aware of its surroundings as if waking up from a daydream. It is not directly aware of any magical influence on its mind, though unusually paranoid or perceptive creatures may deduce that their minds were affected.
 - 4 – **Dominating:** Replace the spell’s effects with the following:

Attack: Spellpower vs. Mental

Success: The target is **confused** (*randomly babbles, flees, attacks nearest, or acts normally*) for 2 rounds.

Critical Success: The target is **dominated** (*compelled to obey its dominator*) for 2 rounds. If the target was already dominated by you, this effect lasts for 24 hours instead.

Tags: **Compulsion, Mind**

Cone of Cold

You drain the heat from an area, creating a field of extreme cold.

Burst: Medium (20 ft.) cone

Targets: Everything in the area

Attack: Spellpower vs. Fortitude

Success: 1d4 damage +1d per two spellpower.. In addition, the target moves at half speed until it removes this condition.

Critical Success: As above, but double damage.

Tags: **Cold**

Schools: Evocation

Lists: Arcane, Nature

Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Intensified, Widened.

Control Air

You shield your ally with a barrier of wind, protecting them from harm.

Target: One willing creature (Medium or smaller)

Range: Close (30 ft.)

Effect: The target gains a +2 bonus to **physical defenses**. This bonus is increased to +5 against ranged **strikes** from weapons or projectiles that are Small or smaller. Any effect which increases the size of creature this spell can affect also increases the size of ranged weapon it defends against by the same amount.

Duration: Attunement

Tags: **Air, Imbuement**

Schools: Transmutation

Lists: Air, Nature

Cantrip: The spell’s duration becomes Sustain (swift).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended.
- 1 – **Gentle Descent:** The target gains a 30 foot glide speed. A creature with a glide speed can glide through the air at the indicated speed (see Gliding, page 10).
 - 1 – **Giant:** The spell can affect a target one size category larger. This augment can be applied multiple times. Its effects stack.
 - 2 – **Accelerated:** The glide speed granted by this spell increases to 60 feet.
 - 3 – **Air Walk:** The target can walk on air as if it were solid ground. The magic only affects the target’s legs and feet. By choosing when to treat the air as solid, it can traverse the air with ease.
 - 3 – **Wind Screen:** The miss chance for ranged strikes against the target increases to 50%.
 - 4 – **Stormlord:** Whenever a creature within Close (30 ft.) range of the target attacks it, wind strikes the attacking creature. The wind deals 1d4 bludgeoning damage + 1d per two spellpower. Any individual creature can only be dealt damage in this way once per round.
- Any effect which increases this spell’s range increases the range of this effect by the same amount.
- This is a **Shielding** effect from the **Evocation** school.

Corruption

You corrupt your foe's life force, weakening them.

Target: One living creature	Range: Close (30 ft.)
Attack: Spellpower vs. Fortitude	
Success: The target takes a –2 penalty to accuracy , checks , and defenses . This effect lasts until the target removes this condition .	
Critical Success: As above, but the penalty is increased by 2.	
Duration: Condition	
Tags: Life	
Schools: Vivimancy	Lists: Arcane, Divine, Nature
Cantrip: The spell's duration becomes Sustain (swift). Its effect is still a condition, and can be removed by abilities that remove conditions.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Mass.

2 – **Eyebite:** If the spell's attack succeeds, the target is also **partially blinded** (*impaired, lose special vision abilities*). If it critically succeeds, the target is **blinded** (*unable to see, defenseless*) instead of partially blinded.

2 – **Finger of Death:** If the spell's attack critically succeeds, the target immediately dies.

This is a **Death** effect.

Create Acid

You create a magical orb of acid in your hand that speeds to its target.

Target: One creature or object	Range: Medium (100 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d8 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Acid, Manifestation	
Schools: Conjuraction	Lists: Arcane
Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Intensified, Mass.

2 – **Corrosive:** The spell deals double damage to objects.

3 – **Lingering:** The acid deals half damage on initial impact. However, it deals damage to the target again at the end of each round for 2 rounds, including the initial round.

6 – **Staggering:** The target is **staggered** for 2 rounds.

Cure Wounds

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: The target is healed for 1d8 damage +1d per two spellpower..	
Tags: Life	
Schools: Vivimancy	Lists: Divine, Life, Nature
Cantrip: Instead of healing, the spell grants temporary hit points equal to twice your spellpower. The duration of the temporary hit points is Sustain (swift).	

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended, Intensified, Mass.

1 – **Moderate Wounds:** For every 5 points of healing, this spell can instead cure 1 vital damage.

1 – **Undead Bane:** If the target is undead, the spell gains a +2 bonus to accuracy and deals double damage on a critical hit.

2 – **Serious Wounds:** For every 2 points of healing, this spell can instead cure 1 vital damage.

3 – **Critical Wounds:** For every point of healing, this spell can instead cure 1 vital damage.

Curse

You lay a dreadful curse on your foe.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: The target takes a –2 penalty to accuracy , checks , and defenses .	
Critical Success: As above, but the effect becomes permanent. It is no longer a condition, and cannot be removed by abilities that remove conditions.	
Duration: Condition	
Tags: Curse	
Schools: Vivimancy	Lists: Arcane, Divine
Notes: Curses cannot be dispelled with <i>dispel magic</i> , but can be removed with <i>break enchantment</i> or <i>remove curse</i> .	
Cantrip: The spell's duration becomes Sustain (swift). Its effect is still a condition, and can be removed by abilities that remove conditions. In addition, it has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Mass.

1 – **Curse of the Wayward Mind:** Replace the spell's effects with the following:

Effect: The target is **disoriented** (*moves randomly*).

Duration: Condition

Tags: Curse

3 – **Empowered:** The penalty increases by 1.

This augment can be applied multiple times. Its effects stack.

4 – **Curse of Blood and Bone:** If the spell's attack succeeds, at the end of each round, the target takes life damage equal to your spellpower. The target's maximum hit points are reduced by the amount of damage it takes in this way. When the spell ends, the target's maximum hit points are restored.

Distort Image

Target: One willing creature**Range:** Medium (100 ft.)

Effect: The target’s physical outline is distorted so it appears blurred, shifting, and wavering. Targeted physical attacks against the target have a 20% miss chance. Spells and other non-physical attacks suffer no miss chance.

Duration: Attunement

Tags: Glamer, Visual

Schools: Illusion**Lists:** Arcane

Cantrip: The spell’s duration becomes Sustain (swift).
If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended.
- 2 – **Disguise Image:** Replace the spell’s effects with the following:
- Effect:** You make a Disguise check to disguise the target as another creature (see Disguise Creature, page 62). You gain a +5 bonus on the check, and you can freely alter the appearance of the target’s clothes and equipment, regardless of their original form. However, this effect is unable to alter the sound, smell, texture, or temperature of the target or its clothes and equipment.
- Duration:** Attunement
- Tags:** Glamer, Visual
- 2 – **Mirror Image:** Replace the spell’s effects with the following:
- Effect:** Four illusory duplicates appear around the target that mirror its every move. The duplicates shift chaotically in its space, making it difficult to identify the real creature. All targeted attacks against the target have a 50% miss chance. Whenever an attack misses in this way, it affects an image, destroying it. This augment can be applied multiple times. The spell creates an additional illusory duplicate for each additional time this augment is applied.
- Duration:** Sustain (swift)
- Tags:** Figment, Visual
- 3 – **Shadow Mantle:** The spell’s deceptive nature extends beyond merely altering light to affect the nature of reality itself. The spell’s miss chance changes to a failure chance, and applies to non-physical attacks as well as physical attacks. In addition, it loses the **Visual** tag, allowing it to affect creatures who do not rely on sight to affect the target.
- 4 – **Displacement:** The target’s image is further distorted, and appears to be two to three feet from its real location. The spell’s miss chance increases to 50%.

Elemental Blade

You transform the active part of a weapon into water, weakening its blows but allowing it penetrate defenses more easily.

Target: One unattended weapon**Range:** Close (30 ft.)

Effect: The target weapon deals +2d damage with **strikes**. In addition, all damage dealt with the weapon with strikes becomes fire damage in addition to its normal damage types. This suppresses any existing spell effects active on the weapon.

Duration: Attunement

Tags: Fire, Shaping

Schools: Evocation, Transmutation**Lists:** Arcane, Nature, War, Water

Cantrip: The spell’s duration becomes Sustain (swift).
If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended.
- 1 – **Aqueous Blade, Lesser:** Replace the spell’s effects with the following:
- Effect:** **Strikes** with the affected weapon are made against Reflex defense instead of Armor defense. However, damage with the weapon is halved, including any bonuses to damage.
- Duration:** Attunement
- Tags:** Shaping, Water
- 2 – **Zephyr Blade:** The target weapon gains an additional five feet of reach, extending the wielder’s threatened area. This has no effect on ranged attacks with the weapon.
- This is a **Air** effect.
- 3 – **Empowered:** The spell’s damage bonus increases by +1d. This augment can be applied multiple times. Its effects stack.
- 5 – **Zephyr Blade, Greater:** This augment functions like the Zephyr Blade augment, except that it increases the weapon’s reach by ten feet.
- 6 – **Aqueous Blade, Greater:** **Strikes** with the affected weapon are made against Reflex defense instead of Armor defense.
- This is a **Water** effect.

Fear

You terrify your foe.

Target: One creature**Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target is **frightened** (50% failure near its fear) by you.

Critical Success: The target is **panicked** (flees or cowers from its fear) by you.

Failure: The target is **shaken** (20% failure near its fear) by you.

Duration: Condition

Tags: Delusion, Mind

Schools: Enchantment**Lists:** Arcane

Cantrip: The spell has no additional effects on a critical hit. In addition, its duration becomes Sustain (swift).
If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

- Standard Augments:** Extended, Mass.
- 1 – **Redirected:** The target is afraid of a willing ally within the spell’s range instead of being afraid of you.

Fireball

You create a small burst of flame.

Burst: Small (10 ft.) radius	Range: Close (30 ft.)
Targets: Everything in the area	
Attack: Spellpower vs. Reflex	
Success: 1d4 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Fire	
Schools: Evocation	Lists: Arcane, Fire, Nature
Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

- Standard Augments:** Extended, Intensified, Widened.
- 1 – **Burning Hands:** Replace the spell’s targets with the following:
- Burst:** Large (50 ft.) cone

Targets: Everything in the area

Flare

Burst: 5 foot radius	Range: Medium (100 ft.)
Targets: All creatures in the area	
Effect: A brilliant light appears in the area until the end of the round. It illuminates a 100 foot radius around the area with bright light.	
Attack: Spellpower vs. Reflex	
Success: The target is partially blinded (<i>impaired, lose special vision abilities</i>).	
Critical Success: As above, and the target is blinded (<i>unable to see, defenseless</i>) for 1 round.	
Duration: Condition	
Tags: Figment, Light, Visual	
Schools: Illusion	Lists: Arcane, Divine, Nature
Cantrip: The spell affects a single creature, rather than an area. In addition, it has no additional effects on a critical hit	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

- Standard Augments:** Extended, Widened.
- 1 – **Dancing Lights:** Replace the spell’s effects with the following:
- Effect:** Up to four glowing lights appear in the area. The lights resemble lanterns or torches, and shed bright light in the same 20 foot radius. However, you can freely choose the color of the lights when you cast the spell. During each movement phase, you can move the lights up to 100 feet in any direction. If one of the lights ever goes out of range from you, it immediately winks out.

Duration: Sustain (swift)

Tags: Figment, Light, Visual
- 1 – **Expanded:** The spell’s area increases to Small (10 ft.). This allows the standard Widened augment to be used to expand the spell’s area further.
- 2 – **Faerie Fire:** Each target is surrounded with a pale glow made of hundreds of ephemeral points of lights, causing it to bright light in a 5 foot radius as a candle. The lights impose a –10 penalty to Stealth checks. In addition, they reveal the outline of the creatures if they become **invisible**. This allows observers to see their location, though not to see them perfectly.
- 2 – **Illuminating:** The brilliant light persists as long as you spend a **swift action** each round to sustain it. The light has no additional effects on creatures in the area.
- 3 – **Flashbang:** An intense sound accompanies the flash of light caused by the spell. If the spell’s attack is successful, the target is also **deafened** (*unable to hear*) as a condition. This is an **Auditory, Figment** effect.
- 4 – **Blinding:** The spell’s critical effect makes the target as a condition, rather than just for one round. In addition, the blindness replaces the spell’s normal success effect, rather than being applied in addition to it.
- 4 – **Universal:** The light radiates from every point in the area simultaneously, making it impossible to avoid. The spell’s attack is made against Fortitude instead of Reflex.

Foresight

You grant a creature the ability to see fractions of a second into the future.

Target: One willing creature	Range: Close (30 ft.)
Effect: The target gains a +2 bonus to accuracy with physical attacks.	
Duration: Attunement	
Tags: Enhancement	
Schools: Divination	Lists: Arcane, Divine, Nature
Cantrip: The spell's duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended.

6 – **Foresee Actions:** The target can learn what actions all creatures it can observe intend to take during each phase before it decides its actions for that phase. It learns this information in the instant before it acts, and normally does not have time to communicate it to other creatures.

Inertial Shield

You create a barrier around your ally that resists physical intrusion.

Target: One creature	Range: Close (30 ft.)
Effect: The target gains damage reduction against physical damage equal to your spellpower. In addition, it is vulnerable to arcane damage.	
Duration: Attunement	
Tags: Shielding	
Schools: Abjuration	Lists: Arcane
Cantrip: The spell's duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended.

2 – **Complete:** The damage reduction applies against all damage, not just physical damage.

3 – **Immunity:** Replace the spell's effects with the following:

Effect: Choose a type of damage. The target becomes immune to damage of the chosen type. Attacks that deal damage of multiple types still inflict damage normally unless the target is immune to all types of damage dealt.

3 – **Retributive:** Damage resisted by this spell is reflected back to the attacker as life damage. If the attacker is beyond Close (30 ft.) range of the target, this reflection fails.

Any effect which increases this spell's range increases the range of this effect by the same amount.

This is a **Life** effect from the **Vivimancy** school.

4 – **Empowered:** The damage reduction increases by an amount equal to your spellpower.

This augment can be applied multiple times. Its effects stack.

Inflict Wounds

Target: One creature	Range: Medium (100 ft.)
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Attack: Spellpower vs. Fortitude

Success: 1d8 damage +1d per two spellpower..

Critical Success: As above, but double damage.

Tags: **Life**

Schools: Vivimancy

Lists: Arcane, Divine, Nature

Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended, Intensified, Mass.

2 – **Drain Life:** You gain temporary hit points equal to half the damage you deal with this spell.

3 – **Death Knell:** If the spell's attack succeeds, the target suffers a death knell. At the end of each round, if the target has 0 hit points, it immediately dies. This effect lasts until the target removes this condition.

This is a **Death** effect.

Lightning Bolt

You create a bolt of electricity that fries your foes.

Burst: Medium (20 ft.) line	
Targets: Everything in the area	
Attack: Spellpower vs. Reflex	
Special: You gain a +2 bonus to accuracy against creatures wearing metal armor or otherwise carrying a significant amount of metal.	
Success: 1d4 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Electricity	
Schools: Evocation	Lists: Arcane, Nature
Cantrip: The spell deals -1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Intensified, Widened.

3 – **Instantaneous:** The lightning bolt created by the spell is faster, but less penetrating. The spell's attack is made against Fortitude defense instead of Reflex defense.

Planar Disruption

You disrupt a creature’s body by partially thrusting it into another plane.

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: 1d8 damage +1d per two spellpower.	
Critical Success: As above, but double damage. In addition, if the creature is an outsider native to another plane, it is sent back to its home plane.	
Tags: Planar, Teleportation	
Schools: Conjuration	Lists: Arcane, Divine
Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Intensified, Mass.

Poison

You weaken your foe with a potent poison.

Target: One living creature	Range: Close (30 ft.)
Effect: At the end of each round, you make a Spellpower vs. Fortitude attack against the target. Success means the target takes poison damage equal to your spellpower. If this is the second successful attack, the target takes a –2 penalty to accuracy, checks, and defenses . If this is the third successful attack, the penalty increases to –5.	
Duration: Condition	
Tags: Poison	
Schools: Transmutation	Lists: Destruction, Divine, Nature
Cantrip: The spell does not have additional effects other than damage.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Mass.

Protection from Alignment

Target: One creature	Range: Close (30 ft.)
Special: Choose an alignment other than neutral (chaotic, good, evil, lawful). This spell gains the tag for that alignment’s opposed alignment .	
Effect: The target gains damage reduction equal to your spellpower against physical effects that have the chosen alignment, and physical attacks made by creatures with the chosen alignment.	
Tags: Shielding	
Schools: Abjuration	Lists: Arcane, Chaos, Divine, Evil, Good, Law
Cantrip: The spell’s duration becomes Sustain (swift).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

- Standard Augments: Extended.
- 2 – **Complete**: The damage reduction also applies against non-physical effects.
- 3 – **Retributive**: Whenever a creature with the chosen alignment makes a physical melee attack against the target, you make a Spellpower vs. Mental attack against the attacking creature. Success means the attacker takes d4 damage +1d per two spellpower..

Scry

You create a scrying sensor that allows you to see at a distance.

Target: One square **Range:** Medium (100 ft.)

Effect: A Fine object appears floating in the air in the target space. It resembles a human eye in size and shape, though it is **invisible**. At the start of each round, you choose whether you see from this sensor or from your body. The sensor's visual acuity is the same as your own, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (*unable to see, defenseless*). If undisturbed, the sensor floats in the air in its position. As a standard action, you can concentrate to move the sensor up to 30 feet in any direction, even vertically.

Duration: Sustain (swift)

Tags: Scrying

Schools: Divination **Lists:** Arcane, Divine, Nature

Cantrip: The sensor cannot be moved after it is originally created.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended, Mass.

1 – **Auditory:** At the start of each round, you can choose whether you hear from the sensor or from your body. This choice is made independently from your sight. The sensor's auditory acuity is the same as your own, except that it does not share the benefits of any **magical** effects that improve your hearing.

2 – **Accelerated:** When you move the sensor, you can move it up to 100 feet, instead of up to 30 feet.

2 – **Myriad:** You create an additional sensor in the same location. Whenever you see or hear from the perspective of a sensor, you choose which sensor to see or hear from.

This augment can be applied multiple times. Its effects stack.

2 – **Penetrating:** The spell's range becomes (Unrestricted), allowing you to cast it into areas where you do not have **line of sight** or **line of effect**.

3 – **Autonomous:** You can move the sensor as part of the action you take to sustain the spell, rather than as a standard action.

4 – **Scry Creature:** You must make a Spellpower vs. Mental attack against the target. Success means the sensor appears in the creature's space. Failure means the sensor does not appear at all. In addition, replace the spell's targets with the following:

Target: One creature **Range:** Unlimited (Unrestricted)

5 – **Split Senses:** You do not have to choose whether to sense from the perspective of a sensor or from the perspective of your own body. You constantly receive sensory input from your body and all sensors you have created with this spell.

Smite

You smite a foe with holy (or unholy) power.

Target: One creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: 1d8 damage +1d per two spellpower..

Critical Success: As above, but double damage.

Schools: Channeling **Lists:** Divine

Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended, Intensified, Mass.

Summon Monster

You summon a creature to fight by your side.

Target: One unoccupied square **Range:** Medium (100 ft.)

Effect: A creature appears in the target location. It visually appears to be a common Small or Medium animal of your choice, though in reality it is a manifestation of magical energy. Regardless of the appearance and size chosen, the creature has hit points equal to twice your spellpower. All of its defenses are equal to your 5 + your spellpower, and its land speed is equal to 30 feet. Each round, you choose the creature's actions. There are only two actions it can take. As a move action, it can move as you direct. As a standard action, it can make a melee **strike** against a creature it threatens. Its accuracy is equal to your spellpower. If it hits, it deals 1d3 damage +1d per two spellpower. The type of damage dealt by this attack depends on the creature's appearance. Most animals bite or claw their foes, which deals bludgeoning and slashing damage.

Duration: Sustain (swift)

Tags: Manifestation

Schools: Conjuraton **Lists:** Arcane, Divine, Nature

Cantrip: The spell's duration becomes Sustain (standard).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Augments

Standard Augments: Extended.

1 – **Summon Bear:** The creature appears to be a Medium bear. As a standard action, it can make a **grapple** attack against a creature it threatens. Its accuracy is the same as its accuracy with strikes. While grappling, the manifested creature can either make a strike or attempt to escape the grapple. This augment replaces the effects of any other augments that change the appearance of the creature.

Telekinesis

Target: One Medium or smaller creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: You move the target up five feet per spellpower. Moving the target upwards costs twice the normal movement cost.	
Critical Success: As above, but you move the target ten feet per spellpower instead of five feet per spellpower.	
Tags: Telekinesis	
Schools: Evocation	Lists: Arcane
Cantrip: If your attack succeeds, you move the target one foot per spellpower. In addition, this has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Mass.	
1 – Giant: The spell can affect a target one size category larger. This augment can be applied multiple times. Its effects stack.	
1 – Precise: Replace the spell’s effects with the following:	
Attack: Spellpower vs. Mental	
Success: You move the target up to five feet in any direction. In addition, you can make a check to manipulate the target as if you were using your hands. The check’s result has a maximum equal to your attack result.	
Tags: Telekinesis	
2 – Binding: If your attack roll beat both the target’s Fortitude and Mental defenses, it is immobilized (<i>Unable to leave its location</i>) after the forced movement is finished. This is a condition , and lasts until removed.	
2 – Levitate: Replace the spell’s targets with the following:	
Target: One Medium or smaller unattended object or willing creature	Range: Close (30 ft.)
Replace the spell’s effects with the following:	
Effect: The target floats in midair, unaffected by gravity. During the movement phase, you can move the target up to ten feet in any direction.	
Duration: Sustain (swift)	

Water Mastery

<i>You create a wave of water to crush your foes.</i>	
Burst: Medium (20 ft.) line, 10 ftwide	
Targets: Everything in the area	
Attack: Spellpower vs. Fortitude	
Success: 1d4 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Manifestation, Water	
Schools: Conjuraction	Lists: Nature, Water
Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Intensified, Widened.	
1 – Aqueuous Sphere: Replace the spell’s targets with the following:	
Burst: Small (10 ft.) radius	Range: Close (30 ft.)
Targets: Everything in the area	
3 – Sustained: The area affected by this spell becomes completely filled with water. You can sustain the water as a swift action. Creatures in this zone suffer penalties appropriate for fighting underwater, and may be unable to breathe.	

Web

<i>You create a many-layered mass of strong, stricky strands that trap creatures caught within them. The strands are similar to spider webs, but larger and tougher.</i>	
Zone: Small (10 ft.) radius	Range: Close (30 ft.)
Targets: Everything in the area	
Effect: The area becomes filled with webs, making it difficult terrain . Each 5-ft. square of webbing has hit points equal to your spellpower, and is vulnerable to fire.	
Attack: Spellpower vs. Reflex	
Success: The target is immobilized (<i>Unable to leave its location</i>) as long as it has webbing from this spell in its space.	
Duration: Sustain (swift)	
Tags: Manifestation	
Schools: Conjuraction	Lists: Arcane, Nature
Cantrip: The spell’s duration becomes Sustain (standard).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Widened.	
2 – Reinforced: Each 5-ft. square of webbing gains additional hit points equal to your spellpower. In addition, the webs are no longer vulnerable to fire.	
You can apply this augment multiple times. The hit point increase stacks.	

Windstrike

You command the air to bludgeon the target, sending it flying.

Target: One creature or object	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: 1d8 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Air	
Schools: Evocation	Lists: Air, Nature
Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Extended, Intensified, Mass.

1 – **Forceful:** If the attack succeeds, the target is moved up to 10 feet in any direction – even vertically.

1 – **Gust of Wind:** The spell deals –2d damage. In addition, replace the spell's targets with the following:

Burst: Large (50 ft.) line, 10 ft. wide

Targets: Everything in the area

Word of Faith

You speak an utterance that rebukes those who do not share your faith.

Burst: Medium (20 ft.) radius from you	
Targets: Creatures in the area that do not worship your deity	
Attack: Spellpower vs. Mental	
Success: 1d8 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Schools: Channeling	Lists: Divine
Cantrip: The spell deals –1d damage and has no additional effects on a critical hit.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Augments

Standard Augments: Intensified, Widened.

3 – **Bolstering:** Creatures in the spell's area that worship your deity heal 1d4 damage +1d per two spellpower.

Rituals

Alarm1st Level

Casting Time: 1 minute

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Effect: The area is warded with an alarm. When you perform this ritual, you choose whether to create an audible or mental alarm. If a creature or object of Tiny size or larger moves in the area, the alarm triggers.
An audible alarm creates the sound of a hand bell ringing. It is typically clearly identifiable up to 100 feet away, and audible up to 500 feet away.
A mental alarm causes you to receive a single mental “ping” if you are within 1 mile of the area. This awakens you from normal sleep but does not otherwise disturb concentration. If you have multiple alarms active, you do not know which alarm was triggered.

Duration: Extreme (12 hours)

Schools: Divination [Trap]

Lists: Arcane, Divine

Notes: A *silence* spell or similar effect can prevent an audible alarm from being heard.
Magic resistance cannot prevent creatures or objects from being detected by the alarm.

Material Components: 5 gp in ritual components.

Augments:
1 – Sized: You can increase or decrease the size category of creatures and objects detected by the alarm by 1. This augment can be used multiple times.
1 – Password: When performing the ritual, you may specify a password. If the password is spoken aloud, the alarm deactivates for 5 rounds.
2 – Widened: The ritual’s area becomes a Huge (100 ft.) radius.
3 – Permanent: The ritual’s duration becomes permanent.

Alter Magic Aura2nd Level

Target: One magical object (Large or smaller)

Range: Touch

Casting Time: 1 minute

Attack: Spellpower vs. Mental

Success: One of the target’s magic auras is altered (see Spellcraft, page 69). You can change the school and descriptors of the aura. In addition, you can decrease the spellpower of the aura by up to half your spellpower, or increase the spellpower of the aura up to a maximum of your spellpower.

Duration: Thirty days

Schools: Illusion [Glamer]

Lists: Arcane

Notes: If the target is examined with *identify* or a similar effect, the true aura is revealed.
This ritual has no effect on artifacts.

Material Components: 20 gp in ritual components.

Augments:
1 – Giant: The ritual can affect a target one size category larger. This augment can be used multiple times.
1 – Persistent: The ritual’s duration becomes one year.
2 – Permanent: The ritual’s duration becomes permanent.

Alter Self2nd Level

Target: You

Range:

Casting Time: 1 minute

Effect: When you perform this ritual, you make a Disguise check to disguise yourself. You gain a +10 bonus on the check, and you take no penalties for emulating a different gender or race.

Duration: Extreme (12 hours)

Schools: Transmutation [Shaping]

Lists: Arcane

Material Components: 20 gp in ritual components.

Augments:
3 – Permanent: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Animate Dead3rd Level

You bind a fragment of a dead creature’s soul to its corpse, reanimating it as an undead skeleton or zombie.

Target: One or more corpses

Range: Touch

Casting Time: 1 minute

Special: The combined levels of all targets cannot exceed your spellpower.

Effect: The target becomes an undead creature that obeys your spoken commands. You choose whether to create a skeleton or a zombie. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.

Duration: Thirty days

Schools: Vivimancy [Evil, Negative, Soul]

Lists: Arcane, Divine

Notes: No matter how many times you use this ritual, you can control only 4 levels worth of undead creatures per spellpower. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released.
Once destroyed, an undead creature never be animated again, even if the corpse is intact. This does not prevent the corpse from being used to resurrect the creature.

Material Components: 50 gp in black onyx gems.

Augments:
2 – Permanent: The ritual’s duration becomes permanent.

Animal Messenger2nd Level

You compel a Tiny animal to go to a spot you designate.

Target: One Tiny animal

Range:

Casting Time: 1 minute; see text

Range: Long (300 ft.)

Special: After the first round spent performing the ritual, the target approaches you and awaits your bidding. While performing the ritual, you can attach some small item or note to the target.

Effect: You can mentally impress on the target a certain place well known to you or an obvious landmark. The directions must be simple, because an animal's intelligence is limited, though more intelligent animals may understand more complex instructions.

When the ritual is complete, the animal goes to the designated location and waits there, straying only to gather food and water as necessary, until the duration of the ritual expires. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Duration: One week

Schools: Enchantment [Compulsion, Mind] **Lists:** Arcane, Nature

Notes: The most common use for this ritual is to get an animal to carry a message to your allies.

If the target animal is tamed or trained by someone else, this ritual automatically fails unless the animal's trainer instructs it to obey you.

Focus: Food desirable to the animal

Material Components: 20 gp in ritual components.

Augments:

1 – *Persistent:* The ritual's duration becomes thirty days.

2 – *Empowered:* You appraise the item's value perfectly, without needing a check.

Arcane Eye

4th Level

Casting Time: 1 minute

Range: Medium (100 ft.)

Effect: This ritual creates a magic sensor. As a standard action, you can concentrate to see through the sensor as if you were in its location. While concentrating, you can move the sensor up to 30 feet per round in any direction.

You can freely control and see through the sensor even if it moves beyond the spell's range, or out of your line of effect.

Duration: Long (1 hour)

Schools: Divination [Scrying]

Lists: Arcane

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours. The sensor has a 30 foot fly speed with perfect maneuverability. It is unable to enter another plane of existence, even through a *gate* or similar magical portal.

Material Components: 125 gp in ritual components.

Augments:

1 – *Auditory:* You can also hear through the sensor.

2 – *Accelerated:* The eye moves up to 100 feet per round.

Antipathy

9th Level

You fill nearby creatures of a particular kind with an overpowering revulsion, compelling them to leave the area.

Casting Time: 1 hour

Zone: Large (50 ft.) radius centered on you

Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.

Effect: When a creature of the chosen type enters the area, you make an attack against it, as described below.

Attack: Spellpower vs. Mental

Success: The target is *frightened* (50% failure near its fear) by the area.

Critical Success: The target is *panicked* (flees or cowers from its fear) by the area.

Failure: The target is *shaken* (20% failure near its fear) by the area.

Duration: One week

Schools: Enchantment [Delusion, Mind]

Lists: Arcane, Nature

Notes: An affected target is not sure about the area causes its reaction, but it knows that it must leave the area.

Material Components: 7,500 gp in ritual components.

Augments:

4 – *Widened:* The spell's area becomes a 1 mile radius.

Arcane Lock

2nd Level

Casting Time: 1 minute

Target: One closable object, such as a door or box (Large or smaller)

Range: Touch

Effect: The target object is magically locked. It can be unlocked with a Devices check against a DR equal to 30 + your spellpower. The DR to break it open forcibly increases by 10.

You can freely pass your own *arcane lock*, as if the object were not locked.

Duration: Thirty days

Schools: Transmutation [Imbuelement]

Lists: Arcane

Notes: A *knock* spell suppresses the effect for 10 minutes, but does not dispel the *arcane lock*.

Material Components: 20 gp in ritual components.

Augments:

1 – *Password:* When performing the ritual, you may specify a password. If the password is spoken aloud, the alarm deactivates for 5 rounds.

2 – *Permanent:* The ritual's duration becomes permanent.

2 – *Solid:* The DR to break the object open forcibly increases by an additional 10.

Appraisal

1st Level

Target: One object

Range: Touch

Casting Time: 10 minutes

Effect: When you perform this ritual, you make a Craft, Knowledge, or Profession check to appraise the target's value. You gain a +10 bonus on the check.

Schools: Divination [Knowledge]

Lists: Arcane, Divine

Notes: You can use this ritual to appraise an item you have tried to appraise before.

Material Components: 5 gp in ritual components.

Augments:

1 – *Rapid:* The ritual's casting time becomes 1 minute.

Arcane Mark

1st Level

You inscribe your personal sigil on a creature or object.

Target: One creature or object

Range:

Casting Time: 1 minute

Range: Touch

Special: When you learn this ritual, choose a personal rune or mark. It can consist of no more than six characters, and must fit within one square foot.

Effect: Your personal rune or mark is written on the target, as if with black ink. The target is not harmed by the writing.

Duration: Thirty days

Schools: Universal

Lists: Arcane

Notes: The arcane marks of spellcasters of at least 11th level can be learned with a Knowledge (arcana or local) check. The DR is equal to 40 – twice the level of the spellcaster.

Material Components: 5 gp in ritual components.

Augments:

2 – Permanent: The ritual’s duration becomes permanent.

3 – Hidden: The mark is invisible, rather than visible. Effects such as the *see invisibility* spell can reveal the mark.

future. Thus, the result might not take into account the long-term consequences of an action.

Material Components: 20 gp in ritual components.

Augments:

2 – Empowered: The ritual can foresee events twice as far into the future. This augment can be used multiple times, doubling the distance seen into the future each time.

3 – Precise: The ritual also indicates the second most probable outcome, allowing more precision in understanding ambiguous actions.

Awaken

7th Level

Target: One animal

Range: Touch

Casting Time: 24 hours

Effect: The target becomes sentient. Its Intelligence becomes 1d6 – 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know.

Schools: Transmutation [Imbuement]

Lists: Nature

Material Components: 1,500 gp in ritual components.

Binding

3rd Level

You create an invisible cage designed to hold a creature inside.

Target: The entering creature

Range:

Casting Time: 1 hour

Zone: Small (10 ft.) radius

Range: Close (30 ft.)

Effect: This ritual inscribes a magic circle of ritual components on the ground, denoting the edges of the area. If the circle is broken, the ritual’s effects end immediately. If a creature enters the area, it is bound, as described below.

Attack: Spellpower vs. Mental

Success: The target is unable to escape the area physically, alter the circle in any way, or use abilities that have effects which extend outside the area. If it uses any spells or abilities, the effects stop at the edge of the area, as if the edge of the area was an impassable barrier.

Failure: The target can leave the area, break the circle, and otherwise act normally.

Duration: Extreme (12 hours)

Schools: Abjuration [Thaumaturgy]

Lists: Arcane, Divine

Notes: You can perform this ritual on an existing *binding* to reset its remaining duration to 24 hours, rather than to create a new *binding*. You must make a new attack against all creatures in the area each time you reset the duration in this way.

The magic circle is obvious, but a DR 26 Spellcraft check is required to identify that the circle belongs to a *binding* ritual. Alternately, the magic of the trap can be identified with a DR 26 Perception check.

Material Components: 50 gp in ritual components.

Augments:

2 – Anchoring: The target is also affected by a *dimensional anchor*, preventing it from escaping the area with teleportation or similar abilities.

2 – Carved: The magic circle is inscribed into the ground, rather than originating from materials on the ground. Disrupting the circle is much more difficult, and requires breaking the ground.

3 – Permanent: The ritual’s duration becomes permanent.

Atonement

5th Level

Casting Time: 1 hour

Target: One creature

Range: Touch

Effect: If the target has been punished for a significant transgression against its alignment, deity, or organization, this ritual can undo that punishment. The exact effects of this atonement depend on the nature of the punishment the creature is suffering.

The cost of the ritual depends on the circumstances of the act that provoked the punishment. If the creature’s act was unintentional, or under magical influence, no material components are required. If the creature’s act was intentional, but the creature seeks atonement intentionally, the normal cost must be paid. If the creature’s act was intentional, and the creature does not seek atonement willingly, the material component cost is doubled.

Schools: Channeling

Lists: Divine, Nature

Material Components: 300 gp in ritual components.

Augury

2nd Level

Casting Time: 1 minute

Special: When you perform this ritual, you state an action that a creature (or group of creatures) could take.

Effect: You learn whether the stated action is likely to bring good or bad results for you in the immediate future. The ritual provides one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- No response (for actions that don’t have especially good or bad results).

This ritual does not describe the future with certainty. It describes which result is most probable. The more unambiguous the action’s effects, the more likely the ritual is to be correct.

Schools: Divination [Knowledge]

Lists: Divine

Notes: This ritual can only foresee events roughly half an hour into the

Bless Water**1st Level**

You imbue water with holy power.

Target: One pint of water	Range: Touch
Casting Time: 1 minute	
Effect: The target becomes holy water.	
Schools: Transmutation	Lists: Divine
<i>Notes:</i> Large bodies of water can be made holy by performing this ritual multiple times. Holy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck undead creature or an evil outsider.	
<i>Material Components:</i> 5 gp in ritual components.	

Commune with Nature

5th Level

You become one with nature, attaining knowledge of the surrounding territory.

Casting Time: 10 minutes	
Range: 10 miles or 1,000 feet; see text	
Effect: You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.	
In outdoor settings, the ritual operates in a 10 mile radius. In natural underground settings – caves, caverns, and the like – the radius is limited to 1,000 feet.	
Schools: Divination [Knowledge]	Lists: Nature
<i>Notes:</i> The ritual does not function where nature has been replaced by construction or settlement, such as in towns and constructed dungeons.	
<i>Material Components:</i> 300 gp in ritual components.	

Break Enchantment**5th Level**

Target: One creature or object	Range: Close (30 ft.)
Casting Time: 1 minute	
Effect: This ritual functions like <i>dispel magic</i> , except that it can also remove magical effects that are immune to <i>dispel magic</i> , such as curses, if they are 5th level or lower. This effect cannot remove non-magical lingering effects, such as poisons and diseases.	
If the effect comes from some permanent magic item, <i>break enchantment</i> does not remove the curse from the item, but it does free the victim from the item's effects.	
Schools: Abjuration	Lists: Arcane, Divine
<i>Material Components:</i> 300 gp in ritual components.	
Augments:	
2 – <i>Empowered:</i> The ritual can remove magical effects of any level.	
4 – <i>Disjoining:</i> The ritual automatically removes all magical effects, with no roll required.	

Comprehend Languages**2nd Level**

You grant a creature the ability to understand any language.

Casting Time: 1 minute	
Target: One willing creature	Range: Touch
Effect: The target can understand spoken words and writing in any language. This does not grant it the ability to speak or write in additional languages.	
Duration: Long (1 hour)	
Schools: Divination [Communication]	Lists: Arcane, Divine, Nature
<i>Notes:</i> This ritual can be foiled by certain obscuring magic (such as the <i>secret page</i> ritual). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.	
<i>Material Components:</i> 20 gp in ritual components.	
Augments:	
4 – <i>Permanent:</i> The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.	

Clone**7th Level**

Casting Time: 24 hours	
Range: Touch	
Effect: This ritual creates an inert duplicate of a creature. The duplicate body is identical to the creature's original body, but it has no soul, and rots if not preserved. It can be used in place of the creature's original body for the purpose of spells and effects which animate or resurrect the dead, such as the <i>animate dead</i> or <i>resurrection</i> rituals (see Resurrecting the Dead, page 116).	
Schools: Conjuration [Creation]	Lists: Arcane
<i>Material Components:</i> 1,500 gp in ritual components, and a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting.	

Commune**5th Level**

Casting Time: 10 minutes	
Effect: You contact your deity, or agents thereof, and ask questions that can be answered by a simple yes or no. You are allowed up to five questions. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.	
Duration: Medium (5 minutes) or until expended	
Schools: Divination [Planar]	Lists: Divine

Contact Other Plane**5th Level**

Casting Time: 10 minutes	
Effect: You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. You are allowed up to five questions. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because even powerful beings of other planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the entity's interests, a short phrase (five words or less) may be given as an answer instead.	
Duration: Medium (5 minutes) or until expended	
Schools: Divination [Knowledge, Planar]	Lists: Arcane
<i>Material Components:</i> 300 gp in ritual components.	

Contagion

3rd Level

You infect your foe with a contagious disease.

Casting Time: 10 minutes
Target: One creature **Range:** 1 mile (Unrestricted)
Special: You can target any creature you are familiar with within range, regardless of intervening obstacles.
Attack: Spellpower vs. Fortitude
Success: The target contracts a disease selected from the table below, which strikes immediately (no incubation period). The disease's accuracy for the initial and subsequent incubation periods is equal to your spellpower.
Schools: Vivimancy [Flesh] **Lists:** Arcane, Divine, Nature
Material Components: 50 gp in ritual components, and one ounce of fresh flesh or blood that belongs to the target. In general, blood is not considered "fresh" after one hour, while flesh takes up between a day and a week to decay, depending on the conditions.

Disease	Damage
Blinding sickness	1d4 Str ¹
Cackle fever	1d6 Per
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d6 Int
Red ache	1d6 Str
Shakes	1d6 Dex
Slimy doom	1d6 Con

¹ Each time a victim takes 3 or more Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Control Weather

7th Level

Casting Time: 10 minutes; see text
Zone: 2 mile radius cylinder centered on you
Effect: This ritual changes the weather in the area. The weather begins to form as you perform the ritual. You can call forth weather appropriate to the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if the season is winter or you are in a desert.
 You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously.
Duration: Extreme (12 hours)
Schools: Evocation [Air] **Lists:** Arcane, Divine, Nature
Notes: *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.
 If multiple rituals are being used to control the weather in an area, both effects happen if possible. If the weather patterns are mutually exclusive, both casters make opposed spellpower checks, and the winner determines the weather.
Material Components: 1,500 gp in ritual components.

Create Magic Aura

1st Level

Casting Time: 1 minute
Target: One location or nonmagical object (Large or smaller) **Range:** Touch
Effect: The target gains a magical aura (see Spellcraft, page 69). You can choose the school and descriptors of the aura. You can also choose the spellpower, up to a maximum of your spellpower.
Duration: Thirty days
Schools: Illusion [Glamour] **Lists:** Arcane
Notes: If the target is examined with *identify* or a similar effect, the false nature of the aura is revealed.
Material Components: 5 gp in ritual components.
Augments:
 2 – *Permanent:* The ritual's duration becomes permanent.

Create Object

3rd Level

Casting Time: 1 minute
Range: Close (30 ft.)
Effect: When you perform this ritual, you make a Craft check to craft an object. The object appears out of thin air, without any raw materials. The object must be made of nonliving, vegetable matter, such as wood or cloth. The the object created must be Small size or smaller.
Duration: Extreme (12 hours)
Schools: Conjuraction [Creation] **Lists:** Arcane
Notes: This ritual cannot create poisons, alchemical substances, and other reactive items. When its duration ends, the created object disappears without a trace.
 An object created in this way is magical, and can be recognized as such with an appropriate Spellcraft check (see Spellcraft, page 69).
Material Components: 50 gp in ritual components.
Augments:
 1 – *Giant:* The spell can create an object one size category larger. This augment can be used multiple times.
 2 – *Mineral:* The ritual can also be used to create mineral-based objects, such as stone or metal. The duration of the created item varies with its relative hardness and rarity, as indicated on Table 10.1: Created Object Duration.
 2 – *Persistent:* The created item lasts ten times as long before disappearing.

Table 10.1: Created Object Duration

Hardness and Rarity Examples	Duration
Vegetable matter	12 hours
Stone, crystal, base metals	One hour
Precious metals	5 minutes
Gems	5 minutes
Rare metal ¹	5 rounds

¹ Such as adamantite or mithral. You can't create a cold iron item magically.

Create Sustenance

2nd Level

Casting Time: 10 minutes
Range: Close (30 ft.)

Effect: This ritual creates food and drink. The food is sufficient to sustain three Medium creatures per spellpower for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. You can create food suitable to sustain any kind of creature, if you know what it eats.

Food created by this ritual decays and becomes inedible within 24 hours. The water created by this ritual is just like clean rain water, and does not go bad as the food does.

Schools: Conjunction [Creation] **Lists:** Arcane, Divine, Nature

Notes: The food can be kept fresh for another 24 hours by performing a *purify sustenance* ritual on it.

Material Components: 20 gp in ritual components.

Create Water

1st Level

You create water to ease the thirst of you and your companions.

Casting Time: 1 minute
Range: Close (30 ft.)

Effect: This ritual creates wholesome, drinkable water. It creates up to 5 gallons of water. The water can be created at multiple locations within the ritual’s range, allowing you to fill multiple small water containers.

Schools: Conjunction [Creation, Water] **Lists:** Arcane, Divine, Nature

Notes: Conjunction spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon.

Material Components: 5 gp in ritual components.

Curse Water

1st Level

Target: One pint of water **Range:** Touch

Casting Time: 1 minute

Effect: The target becomes unholy water.

Schools: Transmutation **Lists:** Divine

Notes: Large bodies of water can be made unholy by performing this ritual multiple times. Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider.

Material Components: 5 gp in ritual components.

Darkness

2nd Level

You create a dark aura around an object of your choosing, preventing light from approaching it.

Casting Time: 1 minute
Target: One object (Small or smaller) **Range:** Touch
Emanation: Medium (20 ft.) radius from the target

Effect: Light within or passing through the area is dimmed to be no brighter than shadowy illumination.

Duration: Long (1 hour)

Schools: Illusion [Glamer, Light] **Lists:** Arcane, Divine

Notes: Any effect or object which blocks light also blocks this spell’s emanation.

Material Components: 20 gp in ritual components.

Augments:

1 – *Giant:* The ritual can affect a target one size category larger. This augment can be used multiple times.

2 – *Widened:* The spell’s area becomes a Large (50 ft.) radius.

Detect Scrying

3rd Level

Casting Time: 1 minute
Emanation: Large (50 ft.) radius from you

Effect: You automatically locate all magical sensors within the area, and immediately become aware of any attempt to observe you by means of a Scrying spell or effect.

Duration: Extreme (12 hours)

Schools: Divination [Awareness] **Lists:** Arcane

Material Components: 125 gp in ritual components.

Augments:

2 – *Tracing:* When you detect a scrying attempt, you make an opposed spellpower check against the scrying creature (d20 + spellpower). If you win, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

3 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Discern Location

8th Level

Casting Time: 10 minutes
Target: One creature or object **Range:** Unlimited (Unrestricted)

Special: You can target any creature or object you are familiar with, regardless of its location. To find a creature, you must have seen it once or have an item which once belonged to it. To find an object, you must have seen it once.

Effect: You learn the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane of existence where the target lies.

Schools: Divination [Knowledge] **Lists:** Arcane, Divine, Nature

Material Components: 3,000 gp in ritual components.

Dimensional Lock

5th Level

You create a shimmering emerald field that completely blocks extradimensional travel.

Casting Time: 10 minutes
Zone: Large (50 ft.) radius **Range:** Medium (100 ft.)

Effect: Extradimensional travel into or out of the spell’s area is impossible. All Manifestation, Planar, and Translocation effects are prohibited.

Duration: Thirty days

Schools: Abjuration [Thaumaturgy] **Lists:** Arcane, Divine

Notes: This ritual does not interfere with the movement of creatures already in on other planes when the ritual is finished. Also, this not prevent summoned creatures from disappearing at the end of a summoning spell.

Material Components: 300 gp in ritual components.

Divination

4th Level

Casting Time: 10 minutes

Effect: When you perform this ritual, you ask a question concerning a specific goal, event, or activity that is to occur within one week. You receive a useful piece of advice in reply to your question. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

This ritual does not describe the future with certainty. It provides advice which is likely to be correct. The more unambiguous the question, the more likely the ritual is to be correct.

Schools: Divination [Knowledge]

Lists: Divine

Notes: This ritual can only foresee events roughly a week into the future.

Thus, the advice might not take into account the long-term consequences of an action.

Material Components: 125 gp in ritual components.

Augments:

2 – Empowered: The ritual can foresee events twice as far into the future. This augment can be used multiple times, doubling the distance seen into the future each time.

Effect: The target suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit. Its equipment, if any, is also protected.

Duration: Extreme (12 hours)

Schools: Abjuration [Shielding]

Lists: Arcane, Divine, Nature

Notes: This ritual does not protect the target from fire or cold damage.

Material Components: 5 gp in ritual components.

Augments:

3 – Permanent: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Enhance Armor

2nd Level

Casting Time: 1 hour

Target: One shield or suit of body armor

Range: Touch

Effect: If your spellpower is high enough, the target's enhancement bonus increases by 1. Minimum spellpower are described in Table 10.2: Minimum Spellpower for Item Enhancements (page 143).

Schools: Transmutation [Imbuelement]

Lists: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the armor's new enhancement bonus, as described in Table D.2: Magic Armor Prices (page 171).

Enhance Component

2nd Level

Target: One object

Casting Time: 1 hour

Range: Touch

Effect: The target object becomes inherently magical. It glows like a torch, but otherwise has no special effects immediately. If the target is used to craft a weapon, shield, or suit of armor, the crafted item gains a +1 enhancement bonus.

The target can only be used to craft one such magical item. If it is split apart and used to create multiple items, only one item will be magical – or none, if the object is split poorly. However, if created item is deconstructed and returned to the its original state, the magic is retained, allowing a different item to be created.

This ritual can be performed multiple times on the same object. If your spellpower is high enough, the enhancement bonus of items created from the target increases by 1. The minimum spellpower to accomplish this is described in Table 10.2: Minimum Spellpower for Item Enhancements (page 143).

Schools: Transmutation [Imbuelement]

Lists: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the material's new enhancement bonus, as described in Table D.8: Magic Weapon Prices (page 183).

Dream

5th Level

Target: One creature

Range: Unlimited (Unrestricted)

Casting Time: 10 minutes

Special: You can target any creature that you can unambiguously identify, regardless of its location.

Effect: You send the target a dream that it experiences the next time it falls asleep. The dream can be of any length, and the target remembers it perfectly after waking. If the dream lasts longer than 10 minutes, you must extend the duration of the ritual to match the length of the dream. If the target wakes up before the dream message is complete, it will continue dreaming of the remainder of the message the next time it falls asleep.

Divination/Illusion [Communication, Mind]

Lists: Arcane, Divine, Nature

Notes: This communication is entirely one-way. You learn nothing about the target's dreams, and it is unable to ask questions of you in its dream.

While the target is awake, before the dream is delivered, the magical aura from this effect can be detected and dispelled on the target.

Material Components: 300 gp in ritual components.

Emancipation

8th Level

Target: One creature

Range: Medium (100 ft.); see text

Casting Time: 1 minute

Effect: The target is freed from all spells and effects that restrict its actions, including binding, charms, entangle, daze, domination, grappling, nausea, paralysis, petrification, pinning, sleep, slow, stun, *temporal stasis*, and *web*.

You can also use this ritual to free a creature from the effects of the *imprisonment* or *maze* spells. To do so, you must know its name and background, and you must perform this ritual where it was entombed or banished into the maze.

Schools: Abjuration [Thaumaturgy]

Lists: Arcane, Divine

Material Components: 3,000 gp in ritual components.

Endure Elements

1st Level

Target: One creature or object

Range: Touch

Casting Time: 1 minute

Table 10.2: Minimum Spellpower for Item Enhancements

Enhancement Bonus	Minimum Spellpower
+1	4
+2	8
+3	12
+4	16
+5	20

Enhance Weapon

2nd Level

Casting Time: 1 hour

Target: One weapon

Range: Touch

Effect: If your spellpower is high enough, the target’s enhancement bonus increases by 1. Minimum spellpower are described in Table 10.2: Minimum Spellpower for Item Enhancements (page 143).

Schools: Transmutation [Imbuement]

Lists: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the weapon’s new enhancement bonus, as described in Table D.8: Magic Weapon Prices (page 183).

Erase

1st Level

Target: One scroll, page, parchment, or other text with writing in ink

Range:

Casting Time: 1 minute

Range: Touch

Effect: You erase writing on the target, leaving it as if it had never been written on. You can choose to erase all of the writing, or only specific words.
To erase magical writing, you must succeed on a spellpower check against a DR equal to 10 + the spellpower of the magic.

Schools: Transmutation [Shaping]

Lists: Arcane

Notes: It is possible to perform this ritual without reading the writing to be erased, though the ritual grants no special protection against activating such traps.

Material Components: 5 gp in ritual components.

Explosive Runes

3rd Level

You trace mystic runes that explode when read.

Casting Time: 1 minute

Target: One object with writing on it (Small or smaller)

Range: Touch

Effect: If a creature reads the target object, it explodes, as described below.
When the object explodes, the ritual is discharged.

Duration: Thirty days or until discharged

Burst: Medium (20 ft.) radius centered on the affected object

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Special: The attack automatically succeeds against the exploding object.

Success: d8 damage +1d per two spellpower..

Failure: Half damage.

Schools: Evocation [Trap]

Lists: Arcane

Notes: If the target object is destroyed or rendered illegible, the ritual ends without exploding.

Magic traps such as *explosive runes* can be detected with the Perception skill and disabled with the Devices skill. The DR is 25 + spell level, or DR 28 for *explosive runes*.

Material Components: 50 gp in ritual components.

Augments:

1 – Password: When performing the ritual, you may specify a password. If the password is spoken aloud, the trap deactivates for 5 rounds.

1 – Protective: The target object is not damaged by the explosion.

2 – Permanent: The ritual’s duration becomes permanent.

2 – Repeatable: After detonating, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can explode again (if it remains intact).

Fabricate

5th Level

Casting Time: 10 minutes

Targets: One or more nonmagical objects; see text

Range: Medium (100 ft.)

Effect: When you perform this ritual, you make a Craft check to transform the targets into a new item (or items) made of the same materials. You gain a +10 bonus on the check, and you require none of the tools or time expenditure that would normally be necessary.
The total size of all targets combined must be Large size or smaller.

Schools: Transmutation [Shaping]

Lists: Arcane, Nature

Material Components: 300 gp in ritual components, and the original objects to be transformed.

Augments:

1 – Giant: The ritual can affect targets with a combined size one size category larger. This augment can be used multiple times.

1 – Rapid: The ritual’s casting time becomes 1 minute.

False Vision

4th Level

Casting Time: 10 minutes

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Effect: Any Scrying effect used to view anything within the area instead views a figment of your design, as a *create image* that affects all senses. As a standard action, you can concentrate to alter the image within the area.

Duration: Extreme (12 hours)

Schools: Illusion [Glamer]

Lists: Arcane

Notes: Creatures can identify the illusion, as the *create image* spell.

Material Components: 300 gp in ritual components.

Augments:

3 – Permanent: The ritual’s duration becomes permanent.

Fertility/Infertility

3rd Level

Find Traps

2nd Level

Casting Time: 1 hour

Zone: 1 mile radius centered on you

Special: This spell has two versions. Its effects depend on which version is chosen.
Fertility: Normal plants within the area are twice as productive.
Infertility: Normal plants within the area are half as productive.

Duration: One year

Schools: Transmutation [Imbuement] **Lists:** Divine

Notes: You may freely designate locations within the area that are not affected.

Material Components: 50 gp in ritual components.

Augments:
1 – *Square:* The spell’s area becomes a square measuring one mile on each side.
2 – *Permanent:* The ritual’s duration becomes permanent.
3 – *Empowered Fertility:* Plants within the area are instead four times as productive.
3 – *Empowered Infertility:* Plants within the area do not grow at all.

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Casting Time: 1 minute

Target: One creature **Range:** Touch

Effect: The target gains a bonus on Perception checks made to find traps equal to one-half your spellpower. In addition, as a full-round action, she may move up 10 feet while searching every square within 10 feet of her for traps with the Awareness skill (see Awareness, page 56). If she detects a trap partway through her movement, she may immediately stop moving.

Duration: Short (*Focus + 5 rounds*)

Schools: Divination [Knowledge] **Lists:** Arcana, Divine, Nature

Notes: This ritual does not grant any ability to disable any traps found. See Devices, page 61.

Material Components: 20 gp in ritual components.

Augments:
3 – *Persistent:* The ritual’s duration becomes Long (*1 hour*).

Find the Path

6th Level

Fire Trap

3rd Level

Casting Time: 1 minute

Target: One creature **Range:** Touch

Range: Touch

Effect: When you perform this ritual, you unambiguously specify a location. The target knows exactly what direction it must travel to reach that destination by the most direct physical route. It is not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, the ritual will direct the target around the obstacle, rather than through it.
The guidance provided by this ritual adjusts to match whatever the target’s current physical capabilities are, including flight and other unusual movement modes. It does not see into the future, and changing circumstances may cause the most direct path to change over time. The guidance does not consider hostile creatures, traps, and other passable dangers which may impede progress.
When the destination is reached, the ritual’s effect is discharged.

Duration: Extreme (*12 hours*) or until discharged

Schools: Divination [Knowledge] **Lists:** Arcane, Divine, Nature

Notes: If this ritual is performed inside a *maze*, it allows the target to immediately leave the maze.

Material Components: 750 gp in ritual components.

You create a trap that erupts in a fiery explosion when an intruder opens the item that the trap protects.

Casting Time: 1 minute

Target: One openable object (Large or smaller)

Range: Touch

Effect: If a creature opens the target object, it explodes, as described below. When the object explodes, the ritual is discharged.

Duration: Thirty days or until discharged

Burst: Medium (*20 ft.*) radius centered on the affected object

Targets: Everything in the area

Attack: Spellpower vs. Reflex
Special: The attack automatically succeeds against the exploding object.
Success: d8 damage +1d per two spellpower..
Failure: Half damage.

Schools: Evocation [Fire, Trap] **Lists:** Arcane, Nature

Notes: If the target object is destroyed or rendered unopenable, the ritual ends without exploding.
Magic traps such as the *fire trap* ritual can be detected with the Perception skill and disabled with the Devices skill. The DR is 25 + spell level, or DR 28 for *fire trap*.

Material Components: 50 gp in ritual components.

Augments:
1 – *Password:* When performing the ritual, you may specify a password. If the password is spoken aloud, the trap deactivates for 5 rounds.
1 – *Protective:* The target object is not damaged by the explosion.
2 – *Permanent:* The ritual’s duration becomes permanent.
2 – *Repeatable:* After detonating, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can explode again (if it remains intact).

Floating Disk

1st Level

Casting Time: 1 minute

Range: Medium (*100 ft.*)

Effect: This ritual creates a slightly concave, circular plane of telekinetic force that can carry loads for you. The disk floats 3 feet above the ground at all times and remains level. It is 4 feet in diameter and 1 inch deep at its center. It can hold up to 500 pounds of weight.

As a swift action, you can command the disk to move up to 50 feet. If you move farther than 30 feet from the disk, it automatically follows you as if you had commanded it. If it remains farther than 30 feet from you for two consecutive rounds, it the disk disappears, dropping its contents.

Duration: Extreme (12 hours)

Schools: Evocation [Force] **Lists:** Arcane

Notes: The disk can hold up to two gallons of liquid.

Material Components: 5 gp in ritual components.

Augments:

2 – *Empowered:* The disk can hold twice as much weight. This augment can be used multiple times.

Gate

9th Level

Casting Time: 1 minute

Range: Medium (100 ft.)

Effect: This ritual creates an interdimensional connection between your plane of existence and a different plane you specify, allowing travel between those two planes in either direction.

The gate itself is a circular disk between 5 and 20 feet in diameter, oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

The *gate* has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A *gate* spell functions much like a *plane shift* spell, except that the gate opens precisely at the point you desire.

Duration: Concentration (up to 5 rounds).

Schools: Conjuration [Creation, Planar, Teleportation] **Lists:** Arcane, Divine

Material Components: 7,500 gp in ritual components.

Augments:

1 – *Intraplanar:* You can open the gate to another location within your current plane.

2 – *Directional:* The gate can only be entered from one end, which you choose when you perform the ritual. Walking through the gate from the other end has no effet and offers no resistance, as if there was nothing there.ww

4 – *Persistent:* The gate can be held open for up to 5 minutes.

Geas/Quest

6th Level

Target: One creature **Range:**

Casting Time: 10 minutes

Range: Medium (100 ft.)

Effect: When you perform this ritual, you specify a task the target must perform, or an activity the target must refrain from. The target is compelled to obey your command.

If the target is charged to perform a task, it is still able to eat, sleep, and otherwise function normally without performing the task at all times. In general, it should spend at least 12 hours a day performing the task. It cannot use its free time to directly prevent the completion of the task. If the task is completed, the effect is discharged.

If the target is prevented from obeying the command for 24 hours, it takes a –2 penalty to all attacks, checks, and defenses. Each day, another –2 penalty accumulates, up to a total of –10. All penalties are removed 24 hours after the subject resumes obeying the command.

Duration: Thirty days, or until discharged

Schools: Enchantment [Auditory, Compulsion, Mind, Speech] **Lists:** Arcane, Divine

Notes: The target is able to follow the literal meaning of the command rather than its intended meaning, potentially allowing it to subvert poorly worded instructions.

This ritual cannot be dispelled with *dispel magic*. A *remove curse* spell only ends the effect if its spellpower is higher than this ritual’s spellpower.

Mages usually refer to this spell as geas, while clerics call the same spell quest.

Material Components: 750 gp in ritual components.

Gentle Repose

2nd Level

You preserve the remains of a dead creature so that they do not decay.

Casting Time: 10 minutes

Target: One nonmagical object **Range:** Touch

Effect: Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit on raising that creature from the dead (see *resurrection*) and similar effects that require a fresh body. Additionally, this can make transporting a fallen comrade more pleasant.

Duration: Thirty days

Schools: Transmutation [Temporal] **Lists:** Arcane, Divine, Nature

Material Components: 20 gp in ritual components.

Augments:

2 – *Permanent:* The ritual’s duration becomes permanent.

Hallucinatory Terrain

4th Level

Casting Time: 10 minutes

Zone: One mile radius centered on you

Effect: You make natural terrain in the area look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Duration: Extreme (12 hours)

Schools: Illusion [Glamer] **Lists:** Arcane

Notes: Creatures can identify the illusion, as the *create image* spell.

Material Components: 125 gp in ritual components.

Augments:

3 – *Permanent:* The ritual’s duration becomes permanent.

Identify

1st Level

Casting Time: 10 minutes**Target:** One object**Range:** Touch**Effect:** You learn all of the target's magic properties, including how to activate any functions it has.**Schools:** Divination [Knowledge]**Lists:** Arcane, Divine*Notes:* If used on a cursed item, this ritual only reveals the properties the item appears to have, not the properties of the curse. This ritual does not function when used on an artifact.*Material Components:* 5 gp in ritual components.**Augments:****1 – Rapid:** The ritual's casting time becomes 1 minute.**4 – Empowered:** The ritual can correctly and completely identify the properties of cursed items and artifacts. The ritual's casting time becomes 1 hour. This augment cannot be used with the Rapid augment.**Schools:** Conjunction/Transmutation**Lists:** Arcane, Divine

[Imbuement, Teleportation]

Notes: If you are on another plane, speaking the command word has no effect and does not discharge the ritual.*Material Components:* 1,500 gp in ritual components.**Augments:****2 – Repeatable:** After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can teleport a creature to you again.

Instant Retrieval

7th Level

Target: One object (Medium or smaller)**Range:****Casting Time:** 10 minutes**Range:** Touch**Special:** When you perform this ritual, you must specify a command word.**Effect:** As a standard action, you can speak the command word to teleport the target object into your hand. The object returns to you regardless of its location. If the object is attended, it is not transported, but you know who has the object and roughly where that creature was located when the summons occurred.**Duration:** One year or until discharged**Schools:** Conjunction/Transmutation [Imbuement, Teleportation]**Lists:** Arcane*Notes:* The command word has no effect if said by any other creature. If the object is on another plane, speaking the command word has no effect and does not discharge the ritual.*Material Components:* 1,500 gp in ritual components.**Augments:****2 – Repeatable:** After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can be teleported to you again.

Illusory Guise

1st Level

Casting Time: 1 minute**Target:** One creature**Range:** Close (30 ft.)**Effect:** When you perform this ritual, you make a Disguise check to disguise the target. You gain a +10 bonus on the check, and you can freely alter the appearance of the target's clothes and equipment, regardless of their original form. However, the glamor does not include sound, smell, texture, or temperature.

When you finish this ritual, you make a check with a bonus equal to your spellpower + 10. Creatures can recognize the disguise is created by illusory magic by interacting with it physically, or by making an Awareness check against a DR equal to your check result when finishing the ritual. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the glamor, but which are missing.

Duration: Long (1 hour)**Schools:** Illusion [Glamor]**Lists:** Arcane*Material Components:* 5 gp in ritual components.**Augments:****1 – Sensory:** The illusion affects an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.**3 – Malleable:** As a standard action, if the target is within range of you, you can concentrate to alter the target's appearance, just as if you had performed this ritual again.**3 – Mass:** The spell can affect up to five targets.**3 – Permanent:** The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Invisibility Purge

3rd Level

*You surround the touched object or creature with a mobile sphere of power that reveals invisible objects and creatures.***Casting Time:** 1 minute**Target:** One object or creature**Range:** Close (30 ft.)**Emanation:** Large (50 ft.) radius from the target**Effect:** All forms of invisibility are suppressed in the area, causing everything invisible to become visible.**Duration:** Long (1 hour)**Schools:** Abjuration [Thaumaturgy]**Lists:** Arcane, Divine*Material Components:* 50 gp in ritual components.**Augments:****3 – Permanent:** The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Instant Refuge

7th Level

Casting Time: 10 minutes**Target:** One object**Range:** Touch**Special:** When you perform this ritual, you must specify a command word.**Effect:** As a standard action, a creature holding the target object can speak the command word. This teleports the creature and its equipment to your current location, and discharges the ritual.**Duration:** One year or until discharged

Ironwood

3rd Level

Casting Time: 1 hour**Target:** One wooden object weighing up to 50 pounds**Range:** Touch

Effect: The target is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn.

Schools: Transmutation [Shaping]

Lists: Nature

Notes: Ironwood armor and weapons created through this spell are as durable as their normal steel counterparts, and are freely usable by druids.

Material Components: 50 gp in ritual components.

Augments:

- 1 – *Empowered*: The ritual can affect an object that is twice as heavy. This augment can be used multiple times.

Effect: The target glows like a torch, shedding bright light in a Medium (20 ft.) radius (and dim light for an additional 20 feet).

As a swift action, you can suppress or intensify the light, preventing the object from shedding light or causing it to shed light in up to a Large (50 ft.) radius (and dim light for an additional 50 feet). Either effect lasts until you take another swift action to cancel the effect or change the light's behavior.

Duration: Extreme (12 hours)

Schools: Illusion [Figment, Light]

Lists: Arcane, Divine, Nature

Material Components: 5 gp in ritual components.

Augments:

- 1 – *Empowered*: The radius of the light doubles. This augment can be used multiple times.
- 1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.
- 2 – *Permanent*: The ritual's duration becomes permanent.

Legend Lore

5th Level

Casting Time: 10 minutes

Effect: When you perform this ritual, you make a Knowledge check. You may use your spellpower in place of your Knowledge skill modifier for this check. You learn information appropriate for the check's result, even if you would never have had an opportunity to learn that information. This can include learning accurate information about current events, such as the current location of a mighty foe. This can also include information that has been actively concealed or hidden from the general population, such as the secrets of an obscure cult.

There are limitations to the information that can be gained by this ritual. First, it only reveals information about matters of legendary importance. Second, it can only reveal information known by at least one living creature on your current plane. Third, it cannot reveal information about subjects which have been warded with effects that block Divination magic.

Schools: Divination [Knowledge]

Lists: Arcane

Notes: In general, creatures who are 11th level and higher are "legendary", as are the sorts of foes they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Components: 300 gp in ritual components.

Liveoak

5th Level

Casting Time: 10 minutes

Target: One tree (Huge or smaller)

Range: Touch

Special: When you perform this ritual, you must specify an action and a triggering condition. The condition must be something that a typical human in the target's place could detect.

Effect: If the triggering condition occurs, the target tree animates for 5 minutes, functioning as a treant. The treant takes whatever action was specified. The actions it can take are limited, and are usually restricted to attacking foes.

At the end of the 5 minutes, the treant tries to return to its original location and take root again. If unable to do so, it takes root where it is. Animating the tree in this way discharges the ritual.

Duration: Thirty days or until discharged

Schools: Transmutation [Imbuement]

Lists: Divine

Material Components: 300 gp in ritual components.

Augments:

- 2 – *Repeatable*: After animating the tree, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the tree can animate again (if it remains intact).
- 3 – *Permanent*: The ritual's duration becomes permanent.

Lifebound Spell

6th Level

Casting Time: 10 minutes

Target: One spell or ritual effect you cast

Range: Medium (100 ft.)

Effect: As long as you live, the target effect cannot be dispelled. If it would be successfully dispelled, it is instead suppressed for 5 minutes. If you die, the effect is immediately dispelled.

Schools: Vivimancy [Life]

Lists: Arcane

Notes: This effect cannot be dispelled. It does not increase the duration of the target effect, and has no effect on spells or rituals that do not have a duration.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Magic Mouth

1st Level

Casting Time: 1 standard action

Range: Close (30 ft.)

Target: One creature or object

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human in the target's place could detect. You must also specify a message of twenty-five words or less.

Effect: When the triggering condition occurs, the target appears to grow an enchanted mouth, and it speaks the chosen message aloud.

Duration: Thirty days or until discharged

Schools: Illusion [Figment]

Lists: Arcane

Notes: The mouth's pronunciation is too inexact to activate effects that require command words. This ritual can be made permanent with a *permanency* ritual.

Material Components: 5 gp in ritual components.

Augments:

- 3 – *Permanent*: The ritual's duration becomes permanent.

Light

1st Level

Casting Time: 1 minute

Target: One creature or object (Medium or smaller)

Range: Touch

Magnificent Mansion

7th Level

Move Earth

6th Level

Casting Time: 10 minutes

Zone: Up to ten 10-foot cubes

Range: Close (30 ft.)

Special: When you perform this ritual, you may designate any number of creatures you can see.

Effect: This ritual creates an extradimensional dwelling that has a single entrance on the plane from which the ritual was performed. The entry point looks like a faint shimmering in the air that is 5 feet wide and 10 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per spellpower. A staff of twenty or near-transparent servants, liveried and obedient, wait upon all who enter. The servants function as the servant created by the *unseen servant* ritual, except that they obey any designated creature, are visible, and can go anywhere in the mansion.

Duration: Extreme (12 hours)

Schools: Conjuration [Creation, Planar]

Lists: Sor/Wiz

Notes: Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

This ritual can be used to extend the duration of an existing mansion you created by 12 hours, rather than creating an entirely new mansion.

Material Components: 1,500 gp in ritual components.

Augments:

4 – *Permanent:* The ritual's duration becomes permanent.

Casting Time: Ten minutes per cube

Range: Long (300 ft.)

Zone: Up to ten 10-foot cubes, none more than 10 feet below the ground

Effect: This ritual moves dirt, clay, loam, and sand in the area. This can collapse embankments, move hillocks, shift dunes, and so forth. However, it cannot move rock formations.

This ritual does not violently break the surface of the ground. The terrain begins moving as soon as the ritual is started, and finishes moving when the ritual is complete. It moves in wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

Schools: Transmutation [Earth, Shaping]

Lists: Arcane, Nature

Notes: This ritual cannot be used for tunneling, and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. It has no effect on earth creatures.

Material Components: 750 gp in ritual components.

Nondetection

3rd Level

You protect your ally from detection by divination spells.

Target: One creature or object

Range:

Casting Time: 1 minute

Range: Touch

Effect: The target gains **magic resistance** against Awareness and Scrying abilities equal to 10 + your spellpower. In addition, spells that do not directly affect the target simply treat the target as if it did not exist. If you are the target, the magic resistance granted is equal to 15 + your spellpower.

Duration: Extreme (12 hours)

Schools: Abjuration [Shielding]

Lists: Arcane, Divine

Material Components: 50 gp in ritual components.

Mending

1st Level

Casting Time: 1 minute

Target: One object

Range: Touch

Effect: The target is healed for 1d8 damage +1d per two spellpower..

Schools: Transmutation [Shaping]

Lists: Arcane, Divine, Nature

Notes: This ritual has no effect on broken or destroyed items.

Material Components: 5 gp in ritual components.

Augments:

2 – *Empowered:* For every 5 points of healing granted by this ritual, it can instead heal 1 point of vital damage. This can restore broken items, but has no effect on destroyed items.

Mount

1st Level

Casting Time: 1 minute

Range: Close (30 ft.)

Effect: You create a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Duration: Extreme (12 hours)

Schools: Conjuration [Manifestation]

Lists: Arcane

Material Components: 5 gp in ritual components.

Overland Flight

6th Level

Casting Time: 10 minutes

Target: One creature

Range: Touch

Effect: As a standard action, the target can concentrate to gain a 30 foot fly speed for 1 round. While it has a fly speed and is **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), it can fly (see Flying, page 10). When not concentrating, the target falls at only 60 feet per round, preventing it from taking any damage from landing.

The target can use this spell for long-distance movement, concentrating to fly each round. However, it cannot take a forced march. This means it can typically cover 30 miles in an ten-hour period of flight.

Duration: Extreme (12 hours)

Schools: Transmutation [Imbuement] **Lists:** Arcane

Notes: An **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*) creature with a fly speed can fly through the air. See Flying, page 10, for more details.

Material Components: 750 gp in ritual components.

Augments:

- 2 – *Accelerated:* The fly speed increases to 60 feet.
- 1 – *Maneuverable:* The fly speed has good maneuverability.
- 3 – *Mass:* The spell can affect up to five targets.
- 2 – *Reinforced:* The target can still fly with this effect while encumbered.

Pass Without Trace

2nd Level

Casting Time: 1 minute

Target: One touched creature

Range: Touch

Effect: The target can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is virtually impossible by nonmagical means; the DR is increased by 20.

Duration: Long (1 hour)

Schools: Transmutation **Lists:** Nature

Material Components: 20 gp in ritual components.

Augments:

- 3 – *Mass:* The ritual can affect up to five targets.
- 5 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Passwall

5th Level

Casting Time: 10 minutes

Zone: Up to five 5-foot cubes

Range: Touch

Effect: This ritual creates a passage through nonmagical wooden, plaster, or stone walls, but not through other materials. The material within the area is transported to the Astral plane for the duration of the spell. If the wall’s thickness is more than the depth of the passage created, then a single *passwall* makes a niche or short tunnel. Several *passwall* rituals can then form a continuing passage to breach very thick walls. When the effect ends, the material returns and creatures within the passage are ejected out the nearest exit.

Duration: Extreme (12 hours)

Schools: Conjuraton [Planar] **Lists:** Arcane, Divine, Nature

Notes: If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out of the closest exit. If the *passwall* encounters an impassable barrier, such as a metal wall, it stops at that point and the

rest of the area is ignored.

Material Components: 300 gp in ritual components.

Augments:

3 – *Permanent:* The ritual’s duration becomes permanent.

Persistent Image

6th Level

Zone: Large (50 ft.) radius

Range: Medium (100 ft.)

Effect: A figment of your design appears within the area, as the *create image* spell.

Duration: Thirty days

Schools: Illusion [Figment] **Lists:** Arcane

Notes: Creatures can identify the illusion, as the *create image* spell.

Material Components: 750 gp in ritual components.

Augments:

- 2 – *Permanent:* The ritual’s duration becomes permanent.

Plane Shift

6th Level

Casting Time: 1 minute

Target: Up to five willing creatures

Range: Touch

Effect: The targets teleport to a destination on another plane connected to your current plane. Precise accuracy is nigh impossible, and the actual destination is usually 1d100 miles away from the intended destination.

Schools: Conjuraton [Planar, Teleportation] **Lists:** Arcane, Divine

Notes: The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

Material Components: 1,500 gp in ritual components.

Private Sanctum

5th Level

Casting Time: 10 minutes

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Effect: Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (Awareness) and Divination (Scrying) spells cannot perceive anything within the area. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent magical communication.

Duration: Extreme (12 hours)

Schools: Abjuration **Lists:** Arcane

Notes: This ritual does not prevent creatures or objects from moving into and out of the area.

Material Components: 300 gp in ritual components.

Augments:

- 4 – *Permanent:* The ritual’s duration becomes permanent.

Programmed Image

7th Level

Zone: Large (50 ft.) radius

Range: Medium (100 ft.)

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human could detect within the area. In addition, you specify a script for your figment to follow.

Effect: When the triggering condition occurs within the area, a figment of your design appears within the area, as a *create image* that affects all senses. The image persists for 5 minutes, and follows your script during that time.

Duration: Thirty days or until triggered, then Medium (5 minutes)

Schools: Illusion [Figment] **Lists:** Arcane

Notes: Creatures can identify the illusion, as the *create image* spell.

Material Components: 1,500 gp in ritual components.

Purify Sustenance

1st Level

Casting Time: 1 minute
5 cubic feet Touch

Effect: Spoiled, rotten, poisonous, or otherwise contaminated food and water in the area becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoilage.

Schools: Transmutation [Shaping] **Lists:** Arcane, Divine, Nature

Notes: This has no effect on alchemical substances, magical liquids such as holy water, or creatures of any kind.

Material Components: 5 gp in ritual components.

Read Magic

1st Level

Target: You

Effect: You gain the ability to decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed item. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.

This effect allows you to identify magical abilities which create writing as part of their effect.

Duration: Long (1 hour)

Schools: Divination [Knowledge] **Lists:** Arcane, Divine

Material Components: 5 gp in ritual components.

Augments:

4 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Reincarnate

5th Level

Casting Time: 24 hours
Target: The remains of one dead creature **Range:** Touch

Effect: The target returns to life in a new body. It must have been dead for no more than one year, and it must not have died due to old age.

The condition of the remains is not a factor. So long as some small portion of the creature’s body still exists, it can be reincarnated, but the target portion must have been part of the creature’s body at the time of death.

This ritual creates an entirely new body for the creature’s soul to inhabit from the natural elements at hand. During the ritual, the body ages to match the age of the original creature at the time it died. The reincarnated creature has 0 hit points, and all negative effects are removed, even curses and missing body parts.

A reincarnated creature is identical to the original creature in all respects, except for its race. It loses all attribute modifiers and abilities from its old race. It gains the attribute modifiers and abilities of its new race. However, its racial bonus feat and languages are unchanged.

If the target is a humanoid creature, its new race should be determined with Table 10.3: Humanoid Reincarnations (page 150). If not, a similar table for creatures of the same type should be used.

Coming back from the dead is an ordeal. All of the target’s spell slots and other daily abilities are expended until it rests. In addition, the target gains a *negative level* (–1 to accuracy, defenses, and checks, –5 hit points). If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts as long as the creature remains in its new body. This penalty can be removed by returning to the creature’s proper body, as with the *resurrection* ritual.

Schools: Conjuration/Vivimancy [Creation, Life, Soul] **Lists:** Nature

Notes: As the *resurrection* ritual.

Material Components: 1,000 gp in ritual components

Table 10.3: Humanoid Reincarnations

d%	Incarnation
01	Bugbear
02–13	Dwarf
14–25	Elf
26	Gnoll
27–38	Gnome
39–42	Goblin
43–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–89	Human
90–93	Kobold
94	Lizardfolk
95–99	Orc
100	Other

Remote Senses

3rd Level

Casting Time: 1 minute

Range: Extreme (1,000 ft.) (Unrestricted)

Effect: This ritual creates a magic sensor. You don't need line of sight or line of effect to create the sensor, but the destination must be known – a place familiar to you or an obvious one. As a standard action, you can concentrate to see and hear through the sensor as if you were in its location. While concentrating, you can rotate the sensor to see and hear in any direction.

Duration: Short (*Focus + 5 rounds*)

Schools: Divination [Scrying] **Lists:** Arcane, Divine

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours.

Material Components: 50 gp in ritual components.

Augments:

2 – Apparition: A figment of you appears with the sensor, as the *create image* spell. While concentrating on the sensor, you can speak through the figment and be heard. This is an Illusion [Figment] effect.

3 – Persistent: The ritual's duration becomes Extreme (*12 hours*).

Remove Curse

4th Level

Casting Time: 1 minute

Target: One creature or object **Range:** Touch

Effect: All curses affecting the target are removed. This ritual cannot remove a curse that is part of an item's magical effects, but it allows a creature using a cursed item to remove and discard the item.

Schools: Abjuration [Thaumaturgy] **Lists:** Arcane, Divine, Nature

Material Components: 125 gp in ritual components.

Remove Disease

3rd Level

Casting Time: 1 minute

Target: One creature **Range:** Touch

Effect: All diseases affecting the target are removed. This also removes parasites, such as green slime.

Schools: Vivimancy [Flesh] **Lists:** Divine, Nature

Material Components: 50 gp in ritual components.

Resilient Spell

3rd Level

You bind a spell or ritual's power to yourself, allowing it to resist attempts at dispelling.

Casting Time: 10 minutes

Target: One spell or ritual effect affecting you.

Effect: The DR to dispel the target effect is increased by 5. If it would be successfully dispelled, it is instead merely suppressed for 5 minutes. Preventing the effect from being dispelled in this way expends this ritual.

Duration: Permanent, or until expended

Schools: Universal **Lists:** Arcane, Divine, Nature

Notes: This effect cannot be dispelled. It does not increase the duration of the target effect, and has no effect on spells or rituals that do not have a duration.

Explosive Miscast: The spell does not have its normal effect. Instead, the

magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Restore Senses

3rd Level

Casting Time: 1 minute

Target: One creature **Range:** Touch

Effect: One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and physical conditions, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

Schools: Vivimancy [Flesh] **Lists:** Divine, Nature

Material Components: 50 gp in ritual components.

Augments:

1 – Complete: The ritual heals all missing senses, rather than one.

3 – Regenerating: The ritual can restore missing body parts required for a sense to function. It cannot restore additional body parts, such as a missing head.

Resurrection

5th Level

Casting Time: 1 hour

Target: The remains of one dead creature **Range:** Touch

Effect: The target returns to life. It must have been dead for no more than thirty days, and it must not have died due to a **Death** effect or old age. The resurrected creature has 0 hit points. All vital damage and nonmagical poisons and diseases are cured. Magical effects, including magical poisons and diseases, are not removed. If the target's body is not whole, any missing parts are still missing when it is brought back to life. Coming back from the dead is an ordeal. All of the target's spell slots and other daily abilities are expended until it rests. In addition, the target gains a **negative level** (*–1 to accuracy, defenses, and checks, –5 hit points*). If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for thirty days, or until the target gains a level.

Schools: Vivimancy [Life, Soul] **Lists:** Divine

Notes: The target's soul must be free and willing to return. If not, this ritual has no effect, and the material components are not consumed. This ritual has no effect on creatures killed by death effects, or whose bodies have been turned into undead, such as by *animate dead*. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Components: 1,000 gp in diamonds or diamond dust.

Augments:

2 – Ancient: The ritual can resurrect a target that has been dead for up to fifty years. This augment can be used multiple times, increasing the time limit by fifty years each time.

2 – Complete: The remains do not need to be intact. The target portion must be at least Fine size, and must have been part of the creature's body at the time of death. When the creature is resurrected, its body is restored to full health, including any missing body parts. The cost for the ritual becomes 5,000 gp.

Scrying

5th Level

Casting Time: 1 hour

Target: One creature **Range:** Unlimited (Unrestricted)

Special: You can target any creature that you can unambiguously identify, regardless of its location.

Attack: Spellpower vs. Mental

Special: Your accuracy with this attack is modified based on how well you know the subject and what sort of physical connection (if any) you have to that creature, as shown on Table 10.4: Scrying Modifiers (page 152).

Success: A scrying sensor appears in the target's space, allowing you to see as if you were in its location. The sensor moves with the target at a speed of up to 150 feet. If the sensor is separated from the target, the sensor disappears.

Failure: No scrying sensor appears, and the target is immune to any further attempts you make for 24 hours.

Duration: Medium (5 minutes)

Schools: Divination [Scrying]

Lists: Arcane, Divine, Nature

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours.

Notes: If you use a reflective surface as you perform this ritual, such as a crystal ball or mirror, you can show other creatures the view through the sensor. Some magic items have special abilities if used in this way.

Material Components: 300 gp in ritual components.

Augments:

1 – *Persistent*: The ritual's duration becomes Long (1 hour).

2 – *Rapid*: The ritual's casting time becomes 1 minute.

Table 10.4: Scrying Modifiers

Knowledge	Accuracy Modifier
None ¹	–10
Secondhand (you have heard of the subject)	–5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	+5
Connection	Accuracy Modifier
Likeness or picture	+2
Possession or garment	+4
Body part, lock of hair, bit of nail, etc.	+10
Location	Accuracy Modifier
Same plane	+0
Connected or overlapping planes ²	–5
Disconnected planes ³	–10

¹ You must have some sort of connection to a creature you have no knowledge of. ² Such as the Astral Plane and any other plane. ³ Such as the Material Plane and Celestia.

Secret Page**3rd Level**

Casting Time: 10 minutes

Target: One object with writing on it (Small or smaller)

Range: Touch

Special: When you perform this ritual, you must specify a command word.

Effect: The writing on the target is transformed into completely different text. Even magical writing can be transformed in this way.

As a standard action, any creature can speak the command word to transform the text back into its original form. This discharges the ritual.

Duration: Thirty days or until discharged

Schools: Transmutation [Shaping]

Lists: Arcane

Material Components: 50 gp in ritual components.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

2 – *Repeatable*: After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the text is hidden again.

Sending**4th Level**

Casting Time: 10 minutes

Target: One creature

Range: Unlimited (Unrestricted)

Special: You can target any creature with whom you are familiar, regardless of its location. You must have seen the creature at least once.

Effect: You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds.

After receiving the message, the target has five rounds to reply with a similarly restricted message. After that time, the sending is complete.

Schools: Divination [Communication]

Lists: Arcane, Divine

Material Components: 125 gp in ritual components.

Augments:

2 – *Extraplanar*: The target can be on any plane, not just the plane you are currently on. This is a Planar effect.

4 – *Demanding*: You also make a Spellpower vs. Mental attack against the target. A successful attack means the target is compelled to obey the message, as the *suggestion* spell. This is an Enchantment [Delusion, Mind, Speech, Subtle] effect.

Sensor Swarm**5th Level**

Casting Time: 10 minutes

Effect: This ritual creates a number of magic sensors equal to your spellpower. The sensors originally appear within your square, but they can travel within one mile of you (regardless of intervening obstacles). When you perform this ritual, you specify instructions that the sensors will obey. The instructions must be no more than twenty-five words long.

In order to report its findings, a sensor must return to your hand. You can command a sensor you are holding to replay in your mind all it has seen during its existence. This requires one full-round action per hour of information. This process destroys the sensor.

If a sensor ever gets farther from one mile from you, it is destroyed.

Duration: Extreme (12 hours) or until expended

Schools: Divination

Lists: Arcane

Notes: A magic sensor is a floating, invisible sphere approximately one

inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours. The sensor has a 30 foot fly speed with perfect maneuverability. It is unable to enter another plane of existence, even through a *gate* or similar magical portal.

Material Components: 300 gp in ritual components.

Augments:

- 1 – *Darksight*: The sensors benefit from the *darkvision* spell.
- 2 – *Invisibility Piercing*: The sensors benefit from the *see invisibility* spell.

Sequester

7th Level

Casting Time: 10 minutes

Target: One willing creature or object (Large or smaller) **Range:** Touch

Effect: The target is placed in a state of suspended animation, as the critical effect of the *temporal stasis* spell. In addition, it is invisible.

Duration: One year

Schools: Illusion/Transmutation [Glamer, Temporal] **Lists:** Arcane

Material Components: 1,500 gp in ritual components.

Augments:

- 1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.
- 2 – *Permanent*: The ritual's duration becomes permanent.

Shape Metal

4th Level

Special: This ritual functions like *shape wood*, except that you make a Craft (metal) check, and you shape metal instead of wood.

Schools: Transmutation [Shaping] **Lists:** Arcane, Divine, Nature

Material Components: 125 gp in ritual components.

Shape Stone

3rd Level

Special: This ritual functions like *shape wood*, except that you make a Craft (stone) check, and you shape stone instead of wood.

Schools: Transmutation [Earth, Shaping] **Lists:** Arcane, Divine, Nature

Material Components: 50 gp in ritual components.

Shape Weapon

2nd Level

Target: One weapon **Range:**

Casting Time: 10 minutes

Range: Touch

Effect: The target transforms into any other weapon from the same weapon group.

Schools: Transmutation [Shaping] **Lists:** Arcane

Notes: This spell has no effect on natural attacks or unarmed strikes.

Material Components: 20 gp in ritual components.

Augments:

- 2 – *Empowered*: The target transforms into any other manufactured weapon (but not an improvised weapon).

Shaping

2nd Level

Casting Time: 10 minutes

Target: One nonmagical object (Small or smaller) **Range:** Touch

Effect: When you perform this ritual, you make a Craft check to change the target's shape. The Craft check made is appropriate to the material. You gain a +10 bonus on the check, and you need no additional tools. This ritual can only affect a target object with a hardness of 5 or less.

Schools: Transmutation [Shaping] **Lists:** Arcane, Divine, Nature

Notes: Large wooden objects can be crafted by performing this ritual multiple times.

Material Components: 20 gp in ritual components.

Augments:

- 1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.
- 1 – *Hardened*: The maximum hardness of the target object is increased by 5. This augment can be used multiple times.

Soul Bind

9th Level

Casting Time: 1 minute

Target: The corpse of one dead creature **Range:** Close (30 ft.)

Effect: The target's soul is imprisoned in a black sapphire gem. This prevents the target from being resurrected or turned into an undead as long as the gem is intact. A creature holding the gem is able to resurrect or animate the creature.

Duration: Thirty days

Schools: Vivimancy [Soul] **Lists:** Arcane, Divine

Notes: The black sapphire gem used to hold the target's soul must be worth at least 5,000 gp.

Material Components: 7,500 gp in ritual components.

Augments:

- 2 – *Permanent*: The ritual's duration becomes permanent.

Speak with Dead

3rd Level

Casting Time: 10 minutes

Target: The corpse of one dead creature **Range:** Close (30 ft.)

Effect: The target gains the semblance of life and intellect, allowing it to answer several questions that you put to it. You may ask up to five questions. Unasked questions are wasted if the duration expires.

The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). A perfectly fresh, intact corpse knows almost as much as the creature did, though it speaks cryptically. The more damaged or decayed the corpse is, the more brief, repetitive, or vague its answers are. In general, a corpse's answers become useless after a week of decay. If the corpse's mouth is destroyed (or if it has no mouth), it cannot speak at all.

Duration: 10 minutes

Schools: Divination/Vivimancy **Lists:** Arcane, Divine [Communication, Flesh]

Notes: This ritual has no effect if the target has been subject to *speak with dead* within the past week, or has been turned into an undead creature.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The corpse is unable to learn new information, or even remember any previous questions asked of it.

Material Components: 50 gp in ritual components.

Sympathy

9th Level

You fill nearby creatures of a particular kind with an overpowering attraction, compelling them to come to an area.

Casting Time: 1 hour

Zone: 1 mile radius (outer), 50 ft. radius (inner)

Range: Close (30 ft.)

Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.

Effect: When a creature of the chosen type enters the outer area, you make an attack against it, as described below. When a creature of the chosen type enters the inner area, it is *fascinated* (unable to act unless threatened), and will not willingly leave the area until the fascination is broken.

Attack: Spellpower vs. Mental

Success: The target feels a strong desire to enter the inner area. It is *severely impaired* (50% failure) with attacks and checks, except on actions it takes to reach the inner area.

Critical Success: The target is compelled to enter the inner area as soon as physically possible, using any means necessary.

Failure: The target feels a desire to enter the inner area. It is *impaired* (20% failure) with attacks and checks, except on actions it takes to reach the inner area.

Duration: One week

Schools: Enchantment [Delusion, Mind] **Lists:** Arcane, Nature

Material Components: 7,500 gp in ritual components.

Augments:

4 – Widened: The spell’s outer becomes a 10 mile radius.

Effect: When you perform this ritual, you specify a destination up to 100 miles away on your current plane, and make an Intelligence check. The DR of the check depends on your familiarity with the destination, as shown on Table 10.5: Teleport DRs (page 154).

Success means the targets teleport to the intended destination. Failure means the targets arrive a random distance away from the intended destination in a random direction. The distance off target is equal to 1d10x1d10% of the distance that they would have traveled to the intended destination. Failure by 10 or more means the targets arrive in a completely different area within range that is visually or thematically similar to the intended destination. If no such area exists within the spell’s range, the ritual simply fails instead.

After teleporting, the targets cannot act during the following round.

Schools: Conjuration [Teleportation] **Lists:** Arcane

Notes: Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. This ritual is incapable of interplanar travel.

Material Components: 750 gp in ritual components.

Augments:

2 – Giant: The ritual can affect targets one size category larger. This augment can be used multiple times.

2 – Mass: The ritual can affect up to five additional targets. This augment can be used multiple times.

3 – Safe: The teleportation always succeeds if possible, with no check required.

Table 10.5: Teleport DRs

Familiarity	Destination Description	DR
Very familiar	You have been there very often, and feel at home.	5
Studied carefully	You know it well, either because you can currently see it, you’ve been there often, or you have studied it for at least one hour.	10
Seen casually	You have seen it more than once.	15
Viewed once	You have seen it once.	20
False Destination	It does not exist, or has changed beyond recognition.	— ¹

¹ You are automatically treated as if you had failed by 10 or more.

Telepathic Bond

3rd Level

You forge a mental link binding two allies together.

Casting Time: 10 minutes

Target: Two willing creatures **Range:** Close (30 ft.)

Effect: The targets can communicate mentally through telepathy. The communication is instantaneous across any distance within the same plane.

Duration: Extreme (12 hours)

Schools: Divination/Transmutation [Imbuement] **Lists:** Arcane

Notes: No special influence is established as a result of the bond.

Material Components: 50 gp in ritual components.

Augments:

3 – Mass: The spell can affect up to five targets. Each target can communicate with any number of other targets simultaneously.

4 – Interplanar: The targets can communicate across adjacent or overlapping planes. This is a Planar effect.

Teleport Object

6th Level

Casting Time: 1 minute

Target: One touched object (Medium or smaller) **Range:** Touch

Effect: The target is teleported to a distant desination you specify, as the *teleport* ritual.

Schools: Conjuration [Teleportation] **Lists:** Arcane

Material Components: 1,500 gp in ritual components.

Augments:

1 – Giant: The ritual can affect a target one size category larger. This augment can be used multiple times.

3 – Mass: The ritual can affect up to five targets.

3 – Safe: The teleportation always succeeds if possible, with no check required.

Teleport

6th Level

Casting Time: 1 minute

Target: Up to five willing creatures (Medium or smaller) **Range:** Touch

Tiny Hut

3rd Level

Casting Time: 1 minute	
Zone: Medium (20 ft.) radius centered on you	
Effect: The area is surrounded by an opaque sphere which blocks rain, dust, snow, and similar small objects. Wind speed within the area is reduced by 25 mph. The temperature is raised by up to 50 degrees, or lowered by up to 25 degrees, until it reaches 70°F.	
Duration: Extreme (12 hours)	
Schools: Evocation	Lists: Arcane
Notes: Most creatures, objects, and spell effects can pass through the hut without affecting it.	
Material Components: 50 gp in ritual components.	
Augments:	
3 – <i>Permanent</i> : The ritual's duration becomes permanent.	

Tongues

4th Level

Casting Time: 1 minute	
Target: Creature touched	Range: Touch
Effect: The target can speak and understand all languages, including dialects. It can speak only one language at a time, although it can understand all languages.	
Duration: Long (1 hour)	
Schools: Divination [Communication]	Lists: Arcane, Divine, Nature
Notes: This ritual does not grant the ability to communicate with creatures that do not have a language. It may be unable to translate dead or extremely obscure languages.	
Material Components: 125 gp in ritual components.	
4 – <i>Permanent</i> : The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.	

Transfer Imbuement

2nd Level

You transfer the magic from one object into another, preserving its nature and strength.

Casting Time: 10 minutes	
Target: Two objects (Medium or smaller)	Range: Close (30 ft.)
Effect: You transfer any single magical property from one targeted object to the other. You must be aware of a property to transfer it in this way. The base item power of both objects must be less than your spellpower. Curses, intelligence, and similar unusual properties cannot be altered or transferred by this spell.	
Schools: Transmutation [Enhancement]	Lists: Arcane, Divine, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
2 – <i>Giant</i> : The ritual can affect targets one size category larger. This augment can be used multiple times.	

Transport via Plants

6th Level

Casting Time: 1 minute	
Target: Up to five willing creatures (Medium or smaller)	Range: Touch
Effect: This ritual functions like <i>teleport</i> , except that both the starting and ending points must be living, Medium or larger plants.	
Schools: Conjunction [Teleportation]	Lists: Nature
Material Components: 750 gp in ritual components.	
Augments:	
2 – <i>Giant</i> : The ritual can affect targets one size category larger. This augment can be used multiple times.	
2 – <i>Mass</i> : The ritual can affect up to five additional targets. This augment can be used multiple times.	
3 – <i>Safe</i> : The teleportation always succeeds if possible, with no check required.	

Tree Stride

5th Level

Casting Time: 1 minute	
Target: You	
Special: This ritual functions like <i>teleport</i> , except that it only affects you, and both the starting and ending points must be Large or larger trees.	
Schools: Conjunction [Teleportation]	Lists: Nature
Material Components: 300 gp in ritual components.	

Undetectable Alignment

2nd Level

Casting Time: 1 minute	
Target: One creature or object	Range: Close (30 ft.)
Effect: The target's alignment cannot be identified by detection spells and similar effects which reveal alignment, such as a paladin's discernment. Spells and abilities which have different effects depending on the target's alignment, such as a paladin's smite, function normally.	
Duration: Extreme (12 hours)	
Schools: Abjuration [Shielding]	Lists: Arcane
Material Components: 20 gp in ritual components.	
Augments:	
3 – <i>Permanent</i> : The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.	

Unseen Servant

1st Level

Casting Time: 1 minute	
Range: Medium (100 ft.)	

Effect: This ritual creates an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of –6 (so it can lift 12 pounds or drag 60 pounds). It can trigger traps and similar devices, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can’t perform any task that requires a skill check with a DR higher than 10 or that requires a check using a skill that can’t be used untrained. It hovers just off the ground, and moves at a speed of 15 feet.

The servant cannot attack in any way. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. It has no defenses, and all special attacks automatically succeed against it. If the servant gets out of range of you, it ceases to exist.

Duration: Long (1 hour)

Schools: Conjunction/Transmutation [Animation, Creation]	Lists: Arcane
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Material Components: 5 gp in ritual components.

Water Breathing

2nd Level

Casting Time: 10 minutes

Target: One willing creature	Range: Touch
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Effect: The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.

Duration: Extreme (12 hours)

Schools: Transmutation	Lists: Arcane, Divine, Nature
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Notes: The ritual does not prevent the target from being able to breathe air.

Material Components: 20 gp in ritual components.

Augments:

2 – *Mass:* The spell can affect up to five targets.

3 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Zone of Truth

2nd Level

Casting Time: 1 minute

Zone: Medium (20 ft.) radius	Range: Medium (100 ft.)
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Targets: All creatures in the area

Attack: Spellpower vs. Mental

Success: The target is unable to speak any deliberate and intentional lies in the area. It is aware of this limitation, and can choose to change its answers to avoid speaking lies.

Failure: The target is able to lie freely in the area.

Duration: Long (1 hour)

Schools: Enchantment [Compulsion, Mind]	Lists: Arcane, Divine
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Notes: Creatures are affected as soon as they enter the area. Leaving and re-entering the area does not cause a new attack to be made; only the result of the original attack is used.

Material Components: 20 gp in ritual components.

Appendix A

Glossary

ability: An ability is a generic term for any special action a creature can perform or effect that a creature or object can cause. Spells, feats, and class abilities can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 120.

acid: A type of damage. Acid damage is very effective against most objects. For the Acid spell tag, see Ability Tags, page 120.

action phase: The action phase is the second of two **phases** in a combat **round**. During the action phase, creatures can **attack**, cast **spells**, and take other major combat actions.

action point: Action points allow you to perform special actions that your character has access to. For details, see Action Points, page 18.

accuracy: The bonus added to a **attack roll**.

Air: See Ability Tags, page 120.

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: **physical** attacks and **magical** attacks.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 1d20 + your **accuracy** with the attack. If the result of the attack roll equals or exceeds the target's **defense**, the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Perception**, and **Willpower**.

Auditory: See Ability Tags, page 120.

augment: Many spells have augments. Each augment on a spell has a level and an effect. When casting a spell, you add the augment's level to the spell's level. This affects the spell slot required to cast the spell, and similar effects. If you do, the spell gains the effect of the augment. You can apply any number of augments to a spell in this way, increasing the spell's level for each augment.

Barrier: See Ability Tags, page 120.

base bonus: A base bonus is the value of a bonus before any temporary modifiers or effects. For example, your base Fortitude defense bonus is equal to the Fortitude defense bonus granted by your class.

base class: Every character has one base class. You may choose any class you have at least one level in as a base class. Whenever you gain a level, you can change your base class to a different class you have. Your choice of base class affects your **defenses**, **skill points**, and **class skills**. In addition, every class grants you special abilities if you choose that class as a base class, as given in the class

description.

blindsense: A creature with blindsense can sense its surroundings without any light, regardless of concealment or invisibility. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It still needs line of effect to see its surroundings. Blindsense always has a range, and grants no benefits beyond that range.

blindsight: A creature with blindsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It still needs line of effect to see its surroundings. Blindsight always has a range, and grants no benefits beyond that range.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure. Both magical and mundane objects can be repaired for a cost equal to 10% of their value. You must be able to craft the item originally to repair it.

An object that reaches 0 hit points is broken. If an object takes additional damage equal to its maximum hit points, it is destroyed. A destroyed object cannot be repaired by any means.

burst: A burst is a type of area that an ability can have (see Area Types, page 118). A burst ability has an immediate effect on all valid targets within an area.

charge: Charging is a combat action that consists of running directly at a foe to attack it. It is described at Charge, page 11.

Charm: See Ability Tags, page 120.

chaotic: Relating to chaos, one of the four **alignment** components. For the Chaotic spell tag, see Ability Tags, page 120.

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your "level", without specifying a particular kind of level, it means your character level.

class skill: A class skill is a skill which you can train with using **skill points** from your class. For details, see Skill Training, page 53.

climb speed: A creature with a climb speed can climb as easily as a human walks on land. The effects of a climb speed are described at Climb Speed, page 58.

cold: A kind of **energy**. For the Cold spell tag, see Ability Tags, page 120.

combat maneuver: A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. Most combat maneuvers are made in place of a **strike**.

common language: Common languages are languages that are widely spoken. They are described in Table 6.4: Common Lan-

guages (page 92).

Compulsion: See Ability Tags, page 120.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. You take a -4 penalty to accuracy with physical attacks against creatures and objects that have concealment from you.

coup de grace: A coup de grace is a powerful attack that you can use on *helpless* (*physical defenses are 10, vulnerable to coup de grace*) creatures. It requires a full-round action, but can instantly kill the target. For details, see Coup de Grace, page 15.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. There are three kinds of cover: **active cover**, **passive cover**, and **total cover**. For details, see Cover, page 15.

Creation: See Ability Tags, page 120.

Curse: See Ability Tags, page 120.

critical multiplier: Your critical multiplier is the multiplier you add to your damage when you score a critical hit. Your critical multiplier is normally 2, which means your critical hits deal double damage.

critical range: Your critical range is the number of die rolls that you can score a critical hit on. Your critical range is normally 1, which means you score a critical hit by rolling a 20.

critical failure: When you make a check, if your result failed to beat the DR by 10 or more, you get a critical failure. Some skills and abilities have special effects on critical failures.

critical hit: When you make an attack, if your result beat the target's defense by 10 or more, you get a critical hit. Some skills and abilities have special effects on critical hits.

critical miss: When you make an attack, if your result failed to beat the target's defense by 10 or more, you get a critical miss. Some skills and abilities have special effects on critical misses.

critical success: When you make a check, if your result beat the DR by 10 or more, you get a critical success. Some skills and abilities have special effects on critical successes.

damage reduction: Damage reduction allows you to ignore a certain amount of incoming damage. Each **round**, you ignore the first points of damage you would take. Damage reduction always specifies an amount of damage it reduces. Once it reduces that much damage, it stops functioning until the end of the round.

Most sources of damage reduction only apply against a specific type of attack. For example, a barbarian's damage reduction only applies against physical damage. If an attack deals multiple types of damage, you must have damage reduction against every type of damage dealt. For example, damage reduction against piercing damage would not help if you are struck by a morningstar, since it deals both bludgeoning and piercing damage.

Many sources of damage reduction can be ignored and negated by a specific type of attack. For example, the *barkskin* spell grants damage reduction that can be ignored and negated by fire and slashing damage. If you are hit an attack that negates your damage reduction, you cannot apply your damage reduction against any other attacks that round. This includes other attacks that resolve simultaneously, but not attacks that resolved earlier in the round. For example, if you had the *barkskin* spell active, and you were hit by a club (bludgeoning damage) and a longsword (slashing damage), you would take full damage both attacks. However, if you were instead hit by a club and a *fireball* spell (fire damage), you would reduce the

damage from the club, because the spell resolves later in the round.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Beyond that, it can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning until 1 round after the creature leaves the brightly lit area.

Death: See Ability Tags, page 120.

defense: A defense is a static number which represents how difficult you are to affect with attacks. See **attack rolls**.

delayed action: A delayed action takes place during the **delayed action phase** instead of the **action phase**.

delayed action phase: The delayed action phase is a **phase** that occurs after the **action phase**. It is not always necessary, because most actions are not delayed. For details, see The Delayed Action Phase, page 9.

Delusion: See Ability Tags, page 120.

Detection: See Ability Tags, page 120.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see Difficult Terrain, page 10.

Difficulty Rating: The Difficulty Rating of a **check** is the check result required to succeed. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat Difficulty Ratings.

dirty trick: A dirty trick is a light **combat maneuver** that allows you to impair a foe with your environment. For details, see Dirty Trick, page 19.

disarm: A disarm is a light **combat maneuver** that allows you to strike items held or worn by a creature. For details, see Disarm, page 19.

disease: An affliction of the body, causing a steady deterioration over time. For the Disease spell tag, see Ability Tags, page 120.

Earth: See Ability Tags, page 120.

effect: The result of using an **ability**.

electricity: A kind of **energy**. For the Electricity spell tag, see Ability Tags, page 120.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 118). An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

encumbrance penalty: A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character can acquire an encumbrance penalty by wearing armor or by carrying an excessive weight (see Table 8.1: Weight Limits (page 104)).

energy: There are four types of energy: cold, electricity, fire, and sonic. Energy effects often deal damage.

Enchantment: Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are **Mind** spells, and many of them are **Subtle** as well.

enhancement bonus: Magic armor and weapons can have enhancement bonuses. Each +1 of enhancement bonus on magic armor grants temporary hit points equal the item's power, and grants you an additional defensive legend point each day.

You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon's enhancement bonus. In addition, each +1 of enhancement bonus on a weapon grants you an additional

offensive legend point each day.

See Armor Enhancement Bonuses, page 171 and Weapon Enhancement Bonuses, page 183 for details.

evil: One of the four **alignment** components. For the Evil spell tag, see Ability Tags, page 120.

falling damage: For every 10 feet you fall, you take 1d6 bludgeoning damage, to a maximum of 20d6 damage. If you control your fall with a successful Acrobatics or Jump check, you can reduce the falling damage you take (see Acrobatics, page 55, and Jump, page 64).

fast healing: A creature with fast healing automatically heals hit points at the end of every round. Like other healing, this healing offsets damage taken during the round for the purposes of taking **vital damage** and becoming **disabled** (*at 0 hit points*).

feint: A feint is a light **combat maneuver** that allows you to trick a creature into lowering its defenses. For details, see Feint, page 20.

fire: A kind of **energy**. For the Fire spell tag, see Ability Tags, page 120.

Figment: See Ability Tags, page 120.

Flesh: See Ability Tags, page 120.

fly speed: A creature with a fly speed has the ability to fly through the air. Its speed is the distance it covers in a single **move action**. For details, see Flying, page 10.

Fog: See Ability Tags, page 120.

Force: See Ability Tags, page 120.

free action: Each round, you can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page 11.

Glamer: See Ability Tags, page 120.

good: One of the four **alignment** components. For the Evil spell tag, see Ability Tags, page 120.

grapple: A grapple is a heavy **combat maneuver** that allows you to physically restrain a creature. For details, see Grapple, page 20.

hardness: An object's hardness indicates how durable it is. Whenever a creature or object with hardness takes damage, it reduces that damage by an amount equal to its hardness.

hidden task: Any checks for a hidden **task** should be rolled secretly by the GM. You should not know the result of your character's check, or even that a check was made. For details, see Hidden Tasks, page 55.

hit value: Your hit value is the number of hit points you gain per level. Your hit value is normally equal to half your Fortitude defense or half your Mental defense, whichever is higher.

heavy maneuver: A heavy maneuver is a type of **combat maneuver**. You can perform a heavy maneuver as a standard action, and you cannot use your Dexterity to determine its accuracy. For details, see Combat Maneuvers, page 19.

Imbuement: See Ability Tags, page 120.

immediate action: Each round, you can take a single swift or immediate action. You can take immediate actions at any time, even in the middle of another creature's action. All immediate actions have a specific triggering condition which allows you to take the action. For details, see Swift and Immediate Actions, page 11.

incorporeal: An incorporeal creature does not have a body. It has no Strength or Constitution attributes. It cannot take any action

that requires having a body, and is immune to all such effects. This includes suffering critical hits, moving objects, grappling, setting off pressure traps, and so on.

An incorporeal creature is immune to all nonmagical effects. Even magical effects, including spells and attacks with magic weapons, have a 50% chance to fail.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it passive **cover** and allows it to attack and see normally.

initiate: After all creatures chose their actions for a particular phase, those actions are initiated. Once they are initiated, they begin resolving (see Resolving Actions, page 11). Some abilities allow you to initiate actions after the actions are chosen for a . In that case, immediately take all steps necessary to "catch up" to the current . For example, the Counterattack feat (see ??) allows you to initiate a strike as an immediate action if another creature initiates a strike against you.

Instantaneous: See Ability Tags, page 120.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Sprint is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

item power: An item's power represents how strong its effects are. See Item Power, page 167, for details.

lawful: Relating to law, one of the four **alignment** components. For the Lawful spell tag, see Ability Tags, page 120.

legend point: Legend points can be used to reroll failed rolls, or force your foes to reroll successful rolls against you. See Legend Points, page 18, for details.

Life: See Ability Tags, page 120.

Light: See Ability Tags, page 120.

light maneuver: A light maneuver is a type of **combat maneuver**. You can perform a light maneuver in place of a **strike**, and you can use your Dexterity to determine its accuracy. For details, see Combat Maneuvers, page 19.

low-light vision: A creature with low-light vision can see more clearly in conditions of dim light. It treats sources of light as if they had double their normal illumination range. In addition, the creature treats environments with ambient dim light, such as a moonlit night, as if they were brightly lit when doing so is beneficial for it.

magic resistance: A creature with magic resistance can automatically resist magical abilities. It functions like any other defense, except that it only works against magical effects. To affect a magic resistant creature with a magical ability, you must make an additional magical attack against the creature's magic resistance value. Your accuracy is equal to your **power** with the ability you using, such as your spellpower with spells. If your attack result beats the creature's magic resistance, the ability works normally. Otherwise, the ability has no effect on the creature. For details, see Magic Resistance, page 120.

magical: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa's petrifying gaze, and a cleric's domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. For details, see Magical Abilities, page 122.

Manifestation: See Ability Tags, page 120.

miscast: If your concentration is disrupted while casting a **spell**,

you miscast the spell instead. The spell does not have its normal effect. Instead, a damaging **miscast backlash** occurs.

miscast backlash: When you **miscast** a spell, you deal damage to yourself and creatures around you. For details, see *Miscasting*.

Mind: See *Ability Tags*, page 120.

melee attack: A melee attack is a physical **attack** against a creature within your **reach**.

Morale: See *Ability Tags*, page 120.

move: When you move, you usually travel a distance equal to your speed. See *Movement and Positioning*, page ??, for details. For specific actions that involve movement, see **move action**.

move action: A move action is a minor action that requires motion, such as drawing a sword. You can take move actions during the **movement phase**. For the act of moving from one place to another, see **move**.

movement phase: The movement phase is the first of two **phases** in a combat **round**. During the movement phase, creatures can **move** and take **move actions**. The movement phase is followed by the **action phase**.

Negative: See *Ability Tags*, page 120.

nonlethal damage: Nonlethal damage is a special kind of damage that can't kill you. A creature that takes too much nonlethal damage falls unconscious. For details, see *Nonlethal Damage*, page 18.

overkill damage: If you take damage in excess of your **bloodied** hit point total in a single round, the excess damage is dealt as **vital damage**. This excess damage is called overkill damage. For details, see *Overkill Damage*, page 17.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see *Overrun*, page 10.

overwhelmed: An overwhelmed creature is suffering **overwhelm penalties**.

overwhelm penalties: A creature **threatened** by at least two creatures suffers a penalty to physical defenses (Armor, Maneuver, Reflex). The size of the penalty is equal to the number of creatures threatening it, to a maximum of -8. These penalties are called overwhelm penalties. A creature suffering overwhelm penalties is **overwhelmed**.

outsider: An outsider is a type of creature. Outsiders are composed of planar material from a plane other than the Material Plane.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

Physical: See *Ability Tags*, page 120.

physical: A physical ability has a tangible component and some form of natural explanation. Examples include weapon attacks, a dragon's breath weapon, and a barbarian's rage. Physical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. For details, see *Physical Abilities*, page 122.

physical defenses: Your physical defenses are your Armor and Reflex defenses. For details, see *Defenses*, page 14.

Planar: See *Ability Tags*, page 120.

point of origin: A point of origin is the point where an ability originates from. A point of origin is always a grid intersection, not the center of a square. Spells and similar magical abilities use points

of origin to determine their areas. In addition, points of origin are used to calculate **cover** and **concealment** (see *Cover*, page 15).

poison: For a description of poisons and how they work, see *Poisons*, page 102. For the Poison spell tag, see *Ability Tags*, page 120.

Positive: See *Ability Tags*, page 120.

potency: The potency of a poison, disease, or similar effect determines its attack bonus.

power: The power of an **ability** represents how strong the ability is. Each ability uses a particular kind of power, which is usually calculated in a unique way. For example, spells use **spellpower**, and class abilities typically use a power specified in the class description.

random effect: Random effects change what they do based on a specific die roll. This does not include effects which require a successful attack or similar roll. The *prismatic beam* spell is an example of a random effect. In addition, the random retargeting of certain miscast spells, such as *scorching ray*, is a random effect.

rage bonus: The bonus a character with the rage ability adds to their damage, Fortitude, Willpower, and more. For details, see *Rage*, page 26.

range: The range of an ability determines how far away it can be used. You can't use abilities on a target outside of the ability's range.

range increment: Physical ranged attacks often have a specific range increment. A range increment is always measured in feet. You take a -1 penalty to accuracy with the ranged attack for each full range increment between you and your target.

rare language: Rare languages are languages that are only spoken by rare or distant creatures or cultures. They are described in Table 6.5: *Rare Languages* (page 92).

Retributive: See *Ability Tags*, page 120.

reach: Your reach is how far away from your body you can make melee attacks. A typical Medium creature has a five-foot reach.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two **phases**: the **movement phase**, and the **action phase**.

scent: A creature with the scent ability has an unusually good sense of smell. It gains a +10 bonus to scent-based Awareness checks (see *Senses*, page 56).

Scrying: See *Ability Tags*, page 120.

Shielding: See *Ability Tags*, page 120.

shove: A shove is a heavy **combat maneuver** that allows you to move a creature. For details, see *Shove*, page 20.

Sizing: See *Ability Tags*, page 120.

skill point: You can spend skill points to gain training in skills (see *Skill Training*, page 53). You gain skill points from your **base class**, from having a high Intelligence, and from taking penalties to your starting attributes (see *Impaired Attributes*, page 13). Skill points from your base class can only be spent on your **class skills**, but skill points from any other source can be spent on any skill. For details, see *Skill Points*, page 53.

skill training modifier: A skill training modifier is the base modifier used to make attacks and checks with a skill. For details, see *Skill Training*, page 53.

somatic components: Somatic components are hand motions required to cast most spells. For details, see *Components*, page 118.

Speech: See *Ability Tags*, page 120.

spell list: The list of spells you can cast from a particular **spell**

source. Each spell source has a specific spell list which is described at Spells, page 123. Most characters with the same spell sources have the same spell lists. However, some effects, such as a cleric's domains, can add spells to a character's individual spell list.

spell source: A spell source defines where a creature's spells come from. There are three spell sources: arcane, divine, and nature. Mages cast arcane spells, clerics cast divine spells, and druids cast nature spells.

spellpower: Your spellpower represents how powerful the spells you cast are (see Magic, page 114).

square: A square represents a single 5-ft. by 5-ft. space. A typical Medium creature occupies a single square in combat.

stabilization roll: A roll made when a creature is **dying** to see if it stabilizes or dies. For details, see Injury, Death, and Healing, page 17.

standard action: You can use a standard action to attack with a weapon, cast a spell, drink a potion, and do most other things that take concentration and effort.

standard damage: A common damage value for abilities. For details, see Standard Damage, page 14.

strike: A strike is a single physical attack with a weapon. It is the most common type of attack. You can make a strike as a **standard action** in the **action phase**. Strikes have special rules to determine their accuracy and damage. For details, see Strike Accuracy, page ??, and Strike Damage, page 13.

strike damage: The damage dealt by a **strike**. Some abilities deal strike damage from a particular weapon, which means they deal the same damage you would deal with a successful strike using that weapon. For details, see Strike Damage, page 13.

Subtle: See Ability Tags, page 120.

suppressed: A suppressed ability has temporarily ceased to function. It has no effect for as long as it remains suppressed. Time spent while suppressed counts against the ability's duration, and it may expire while suppressed. Only **magical** abilities can be suppressed. **Mundane** results of magical abilities that have already occurred, such as the water created by a **create water** ritual, cannot themselves be suppressed, and do not disappear if they enter an area that suppresses magical abilities.

swift action: Each round, you can take a single swift or immediate action. You can take a swift action during either the movement or action phase. For details, see Swift and Immediate Actions, page 11.

swim speed: A creature with a swim speed can swim as easily as a human walks on land. The effects of a swim speed are described at Swim Speed, page 71.

target square: A target square is a particular **square** that an attack is made against. A target square is chosen to determine **cover** and **concealment** (see Cover, page 15).

targeted spell: A targeted spell is a spell that affects one or more targets of your choice. For example, *acid splash* and *magic missile* are targeted spells, but *mage armor* and *fireball* are not.

task: A task is a particular way to use a **skill**. For example, balancing on slippery ground is a task that you can use the Acrobatics skill for (see Balance, page 55). For details, see Tasks, page 55.

Teleportation: See Ability Tags, page 120.

temporary hit points: Temporary hit points are extra hit points that can exceed your maximum. If you take damage, temporary hit points are always lost before your "real" hit points. For details, see

Temporary Hit Points, page 18.

threaten: When using a melee weapon, you threaten any creatures within the weapon's **reach**. A typical Medium creature threatens creatures in all adjacent squares. If you threaten a creature, you can make **melee** attacks against it, and you can make it suffer **overwhelm penalties**.

threatened area: The area that you can make melee attacks into, as determined by your **reach**. The threatened area of a typical Medium creature consists of all squares adjacent to the creature.

Trap: See Ability Tags, page 120.

trip: A trip is a light **combat maneuver** that allows you to knock a foe off its feet. For details, see Trip, page 20.

tremorsight: A creature with tremorsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsight always has a range, and grants no benefits beyond that range.

tremorsense: A creature with tremorsense can sense its surroundings without any light, regardless of concealment or invisibility. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsense always has a range, and grants no benefits beyond that range.

unarmed attack: Every corporeal creature is capable of making an attack using its bare fists (or similar appendages). For details, see Unarmed Combat, page 21.

verbal components: Verbal components are words required to cast most spells. For details, see Components, page 118.

vital damage: If you take damage when you have no **hit points** remaining, that damage is dealt as vital damage. Vital damage inflicts debilitating **vital damage penalties**. For details, see Vital Damage, page 17.

vital damage penalties: If you have **vital damage**, you take a penalty to accuracy, checks, and defenses equal to the amount of vital damage you have.

vulnerable: A creature can be vulnerable to a type of damage or a special weapon material. It takes double damage from sources it is vulnerable to. If it takes damage from a damage source with multiple types or multiple materials, it takes double damage if it is vulnerable to any of those types or materials. Vulnerability is calculated before applying **damage reduction**.

If a creature would become vulnerable to the same thing multiple times, it still only takes double damage from damage of that type.

warp damage: Warp damage is a special kind of damage. Warp damage counts as damage for the purpose of determining how many hit points a character has remaining, just like other kinds of damage. In addition, it cannot be cured by effects that restore hit points, effectively reducing the damaged character's maximum hit points. An hour of rest cures warp damage equal to a character's level. Warp damage is usually caused by spellwarped class abilities (see Spellwarped, page 46).

Water: See Ability Tags, page 120.

willing: Some abilities can only affect willing targets. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or

paralyzed) is not automatically willing.

zone: A zone is a type of area that an ability can have (see Area Types, page [118](#)). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Conditions

blinded: A blinded creature cannot see. It automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures (but see Awareness, page 56). It is **severely impaired** (50% failure) at any vision-related attacks and checks, even if it knows the location of its targets. Finally, it is **defenseless** (–5 defense vs. *melee*).

bloodied: At or below half hit points. Bloodied creatures take a –5 penalty to Fortitude and Mental defense.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page 66). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

confused: A confused creature is unable to independently control its actions. A confused creature cannot take actions normally. If it is attacked, it automatically attacks a random attacker. Otherwise, at the beginning of each round, it randomly decides to take one of four actions that round: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently.

crouching: A crouching creature gains a +2 bonus to physical defenses against ranged attacks. However, it takes a –2 penalty to physical accuracy with *melee* attacks and physical defenses against *melee* attacks, and moves at half speed.

dazed: A dazed creature cannot act during the movement phase.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrecting the Dead, page 116). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. It is **impaired** (20% failure) at any hearing-related attacks and checks, as well as when casting any spell with verbal components.

defenseless: A defenseless creature is unable to defend itself in *melee* combat. It takes a –5 penalty to physical defenses against *melee* attacks. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

disabled: A disabled creature has no hit points remaining. It is both **staggered** (*unable to act in movement phase*) and **bloodied** (*half hit points*).

disoriented: During each movement phase, a disoriented crea-

ture is forced to

dominated: A charmed creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully.

dying: A dying creature is unconscious and near death. See Dying, page 18.

encumbered: An encumbered creature has its motion restricted by armor or weight. It may be unable to use certain class ability and abilities which require free motion. See Encumbrance, page 104 for details.

entangled: An entangled creature is ensnared in a net or other physical restraint. It moves at half speed, cannot sprint or charge, and is **impaired** (20% failure) with physical attacks and checks.

exhausted: An exhausted creature cannot sprint or charge, moves at half speed, and is **impaired** (20% failure) with attacks and checks. After 1 hour of complete rest, an exhausted creature becomes fatigued. A fatigued creature becomes exhausted by doing something else that would normally cause fatigue.

fascinated: A fascinated creature can take no actions. It remains in place, giving its total attention to some object, creature, or effect. It takes a –5 penalty to skill checks made as reactions, such as Awareness checks. If the creature notices any threat against it, such as an approaching enemy, it is no longer fascinated.

fatigued: A fatigued creature can neither sprint nor charge, and moves at half speed. If the fatigue does not have a set duration, doing anything that would normally cause fatigue causes the fatigued creature to become exhausted. After 8 hours of complete rest, fatigued creatures are no longer fatigued.

frightened: A frightened creature is **severely impaired** (50% failure) with attacks and checks as long as it is within 100 feet of the source of its fear.

goaded: A goaded creature wants to attack the creature that it is goaded by. If it is within Medium (100 ft.) range of the taunting creature, it is **impaired** (20% failure) with all attacks that do not directly affect that creature. If that creature is rendered **helpless** (*physical defenses are 10, vulnerable to coup de grace*), surrenders, or is otherwise unable to fight, this effect immediately ends. The **taunted** condition is a more severe version of this effect.

grappled: A grappled creature is in wrestling or some other form of hand-to-hand struggle with one or more attackers. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a –10 penalty to accuracy with all physical attacks, including grapple attacks, until you have a free hand.
- You take a –4 penalty to physical defenses against creatures you are not grappling with.
- You take a –4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Casting a spell without somatic components requires a Concentration check with a DR equal to 20 + double spell level (see Concentration, page 114).
- You cannot move normally (but see Move the Grapple, below).

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. See page 20 for more information.

helpless: A helpless creature is completely at an opponent's mercy. Its physical defenses are equal to 10 + its size modifier. Paralyzed, bound, and unconscious creatures are helpless. Helpless creatures can be killed instantly by a coup de grace (see Coup de Grace, page 15).

ignited: An ignited creature has been set on fire. It takes 1d6 fire damage at the end of each round, and is *impaired* (20% failure) with attacks and checks. As a move action, an ignited creature can make a DR 15 Dexterity check to put out the flames. This action requires a free hand. Dropping prone as part of the action gives a +5 bonus on this check.

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

impaired: An impaired creature has a 20% chance to fail when it attempts some actions. The actions that are impaired are defined in the ability which impairs the creature. For example, a creature affected by the *bane* spell suffers a 20% chance of failure with all attacks and checks.

invisible: An invisible creature or object cannot be seen. Creatures unable to see an invisible creature are *defenseless* (–5 defense vs. *melee*) against its attacks. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 56, and Stealth, page 70, for how to identify invisible creatures.

nauseated: A nauseated creature moves at half speed, and is unable to act during the action phase.

negative levels: [negative level] A creature with a negative level takes a –1 penalty to accuracy, defenses, and checks. Additionally, the creature's maximum and current hit points are reduced by an amount equal to its level. If the creature has at least as many negative levels as it has levels, it dies.

panicked: A panicked creature must flee by any means necessary from the source of its fear as long as it is within 100 feet of it. If unable to flee, it must do nothing other than take the total defense action every round. If the panicked creature believes the source of its fear is unable to find or affect it, such as if the source is visibly

dead, this penalty may be removed.

paralyzed: A paralyzed creature is unable to take physical actions. It has effective Dexterity and Strength scores of –10 and is helpless, but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

partially blinded: A partially blinded creature has difficulty seeing. It loses any special vision properties it has, such as darkvision or low-light vision. It is *impaired* (20% failure) at any vision-related attacks and checks.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unable to take actions, and its body is an inanimate statue. If the statue is broken or damaged before the creature is restored to its original state, the creature has equivalent damage or deformities.

pinned: A pinned creature is held completely immobile in a grapple. The only physical actions it can make are to escape the grapple (see Grappling, page 20). Like a *helpless* creature, its physical defenses are equal to 10 + its size modifier. Unlike a helpless creature, a pinned creature cannot be killed instantly by a coup de grace.

prone: The creature is lying on the ground, rather than standing normally. A prone creature takes a –4 penalty to accuracy with physical melee attacks and physical defenses. It gains a –4 bonus to physical defenses against ranged attacks. A creature can stand up from being prone instead of moving during the movement phase. This generally requires one free hand.

severely impaired: A severely impaired creature has a 50% chance to fail at a particular kind of action. The type of action that is impaired is defined in the ability which impairs the creature. For example, a creature with a severe visual impairment suffers a 50% chance of failure at all tasks that depend on sight.

severely impaired: A severely impaired creature has a 50% chance to fail when it attempts some actions. The affected actions are defined in the ability which impairs the creature.

shaken: A shaken creature is *impaired* (20% failure) with attacks and checks as long as it is within 100 feet of the source of its fear.

If the source of fear is a creature and is rendered *helpless* (physical defenses are 10, vulnerable to coup de grace), surrenders, or is otherwise unable to fight, this effect is broken.

sickened: A sickened creature moves at half speed.

slowed: A slowed creature cannot act during the movement phase, and moves at half speed.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a –4 penalty to physical accuracy, physical checks, and physical defenses. For details, see Squeezing, page 10.

Stable: A creature who was dying but who has stopped losing hit points and still has vital damage is stable. The creature is no longer dying, but is still unconscious. See Stable, page 18.

staggered: A staggered creature cannot act during the movement phase. A creature with 0 hit points is staggered.

stunned: A stunned creature cannot take actions.

taunted: A taunted creature is compelled to attack the creature that it is taunted by. If it is within Medium (100 ft.) range of

the taunting creature, it is **severely impaired** (*50% failure*) with all attacks that do not directly affect that creature. If that creature is rendered **helpless** (*physical defenses are 10, vulnerable to coup de grace*), surrenders, or is otherwise unable to fight, this effect immediately ends. The **goaded** condition is a less severe version of this effect.

unaware: An unaware creature does not know that it is being attacked. Successful physical attacks against an unaware creature automatically threaten critical hits. After being attacked, an unaware creature typically stops being unaware of future attacks, even if cannot see or identify its attacker.

unencumbered: An unencumbered creature does not have its motion restricted by armor or weight. See Encumbrance, page 104 for details.

Appendix C

Wealth

Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table C.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	75 gp	75 gp
2	200 gp	125 gp
3	400 gp	200 gp
4	800 gp	400 gp
5	1,500 gp	700 gp
6	2,500 gp	1,000 gp
7	4,000 gp	1,500 gp
8	6,500 gp	2,500 gp
9	10,000 gp	3,500 gp
10	16,000 gp	6,000 gp
11	25,000 gp	9,000 gp
12	40,000 gp	15,000 gp
13	60,000 gp	20,000 gp
14	90,000 gp	30,000 gp
15	135,000 gp	45,000 gp
16	205,000 gp	70,000 gp
17	308,000 gp	103,000 gp
18	460,000 gp	152,000 gp
19	680,000 gp	220,000 gp
20	1,000,000 gp	320,000 gp

Item Levels

Each item has a level associated with it. This level is different from its spellpower, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

Using Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character's level and ending five

levels lower, for a total of six items. If the character is lower than 6th level, add 1/2-level items as necessary to total 6 items.

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower level for an item of a higher level, but this should not be used to gain an item of a level higher than the character's level. Items can be traded according to the table below.

Table C.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp – 10 gp	—
1	11 gp – 50 gp	1/2
2	51 gp – 100 gp	1
3	101 gp – 250 gp	2
4	251 gp – 500 gp	3
5	501 gp – 800 gp	4
6	801 gp – 1,200 gp	4
7	1,201 gp – 1,800 gp	5
8	1,801 gp – 2,750 gp	6
9	2,751 gp – 4,000 gp	7
10	4,001 gp – 6,500 gp	8
11	6,501 gp – 10,000 gp	9
12	10,001 gp – 16,000 gp	10
13	16,001 gp – 25,000 gp	11
14	25,001 gp – 37,000 gp	12
15	37,001 gp – 55,000 gp	13
16	55,001 gp – 85,000 gp	14
17	85,001 gp – 125,000 gp	15
18	125,000 gp – 190,000 gp	16
19	190,001 gp – 280,000 gp	17
20	280,001 gp – 400,000 gp	18

Appendix D

Magic Items

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

Magic Item Types

Magic items are divided into three broad categories:

- Apparel items provide access to their abilities while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Weapons are used to make physical attacks. They provide access to their abilities when wielded. A *+1 flaming longsword* and a *+3 vampiric scythe* are weapons.
- Implements are used to cast spells. They provide access to their abilities when wielded and attuned to. A *+2 staff of fire* and a *+5 staff of time* are implements.
- Tools provide access to their abilities when used in some way. A *bag of holding* is a tool.

Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

Daily Item Activations

In general, you can activate any combination of magic items you possess a number of times per day equal to half your level (minimum 1). Once you have used up your activations for the day, you can't activate any more magic items until the next day, though you can continue to use items that don't require activation (such as most magic weapons) normally.

Activation Methods

Magic items can be activated in one of four ways:

- Command word
- Specific action
- Spell completion
- Triggered

These methods are described below.

Command Word: A character must speak a special word defined by the item to activate it. Unless otherwise stated, activating a command word magic item is a standard action.

Specific Action: A character must perform a specific action defined by the item to activate it. For example, a creature might

need to drink the item, wrap its cloak around itself, or perform some other task. The activation time for such items can be varied. Unless otherwise stated, activating a specific action magic item is a standard action.

Spell Completion: A character must complete a spell defined by the item to activate it. Unless otherwise stated, activating a spell completion magic item is a standard action. Both verbal and somatic components may be required, as appropriate to the spell to be completed.

In order to activate a spell completion item, a character must be able to cast spells of that level and she must have that spell on his spell list.

Triggered: A creature must fulfill some triggering condition defined by the item to activate it. For example, a triggered magic item might activate when a character strikes a foe, is damaged, or is affected by a particular kind of magic. Unless otherwise stated, activating a triggered item is an immediate action. It is done completely mentally, requiring no physical action, so it can be done even while paralyzed. Some triggered items activate automatically, without requiring an action of any kind.

Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

Item Power

The strength of an item's effects depends on its item power. If the item is not being used or worn by a creature, its item power is equal to its base item power. If it is being used or worn by a creature, its item power is equal its base item power or the level of the creature, whichever is higher.

In addition to modifying an item's special effects, item power also affects an item's defenses. An item's Fortitude and Mental defenses are equal to 10 + its item power. Its Armor defense and Reflex defense are not affected by item power, and are solely determined by the item's size and shape.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item is removed before its effect's duration is up, the effect ends. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Special Attacks

If a magic item requires a successful special attack to have its full effect, the accuracy is listed in the item's description. Typically, the accuracy is equal to the item's power.

Item Description Format

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AD, hardness, hit points, and break DR are given for typical examples of some magic items. The AD assumes that the item is unattended and includes a -10 penalty for the item's effective Dexterity of -10. If a creature holds the item, use the creature's Dexterity in place of the -10 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their abilities detailed, and each of the following topics is covered in notational form at the end of the description.

Minimum Power: The next item in a notational entry gives the minimum power of the item. An item's minimum power can affect its item power when used (see Item Power, page 167).

For potions and scrolls, the item's minimum power must be at least twice the level of the spell contained. Generally, an item's minimum power is the same as the minimum spellpower required to create the item.

Aura: Most of the time, a Spellcraft check will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the Spellcraft skill for details.

Ability Tags: Unless otherwise noted, an item's abilities have all tags included in the item's aura.

Requirements: The qualifications that must be met to create the item,

Market Price: This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.

Cost to Create: The next part of a notational entry is the cost in gp to create the item, given following the word "Cost." This information appears only for items with components which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price.

Weight: The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Apparel

Apparel Item Limitations

There are a wide variety of magic items, but there is a limit to how many apparel items a character can wear at any given time. For humanoid-shaped creatures, there are four core areas on the body that can hold magic items: the arms, the head, the torso, and the legs. A creature can wear only one item in the hands, arms, and legs, but it can use two torso items, provided that they are not identical (such as two belts). In addition, it can wear a suit of armor and two magic rings (one on each hand), for a total of eight item slots. Any additional items worn do not function.

Creatures with non-humanoid body structures may have different arrangement of items. For example, a wolf would be able to wear items on its head, its torso, and on two different sets of legs. Regardless of body shape or size, most creatures may not have more than eight item slots, and many have fewer. A list of common items and their placement on the body is given below.

- Arm items:
 - Bracers, bracelets, gauntlets, and gloves.
- Armor:
 - Body armor, shields
- Head items:
 - Hats, headbands, and helmets
- Leg items:
 - Boots and shoes.
- Rings
- Torso items:
 - Amulets, belts, cloaks, mantles, necklaces, robes, shirts, and vests.

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

A rare few apparel items can be "worn" without taking up space on a character's body. The description of an item indicates when it has this property.

Apparel Table

Table D.1: Apparel Properties

Armor and Shields	Description	Cost	Item Level	Location	Page
Feather -1	-1 encumbrance penalty	100 gp	2nd	Body, Shield	172
Arrow Deflection	Can instantly deflect a ranged attack	200 gp	3rd	Shield	171
Resilient	Can grant damage reduction	200 gp	3rd	Body	173
Feather -2	-2 encumbrance penalty	500 gp	4th	Body, Shield	172
Arrow Catching	Redirects arrows to hit you	800 gp	5th	Shield	171
Bashing	Deals more damage when used to bash	800 gp	5th	Shield	171
Magic Resistant	Can grant magic resistance	800 gp	5th	Body	173
Flaming Burst	Can deal fire damage when hit or missed	2,000 gp	8th	Body, Shield	172
Freezing Burst	Can deal cold damage when hit or missed	2,000 gp	8th	Body, Shield	172
Shocking Burst	Can deal electricity damage when hit or missed	2,000 gp	8th	Body, Shield	173
Feather -3	-3 encumbrance penalty	2,500 gp	8th	Body, Shield	172
Fortified	Grants immunity to critical hits	5,000 gp	10th	Body	172
Feather -4	-4 encumbrance penalty	12,500 gp	12th	Body, Shield	172
Energy Resistant	Reduces energy damage	12,000 gp	12th	Body	171
Feather -5	-5 encumbrance penalty	62,500 gp	16th	Body, Shield	172
Flameforged	Deals fire damage when hit or missed	30,000 gp	14th	Body, Shield	172
Iceforged	Deals cold damage when hit or missed	30,000 gp	14th	Body, Shield	173
Invulnerable	Reduces physical damage	30,000 gp	14th	Body	173
Sparkforged	Deals electricity damage when hit or missed	30,000 gp	14th	Body, Shield	173
Spell Reflecting	Can reflect spells	60,000 gp	16th	Shield	173
Arms	Description	Cost	Item Level	Location	Page
Greatareach Bracers	Can grant increased reach	100 gp	2nd	Arms	175
Burning Gloves	Can throw ball of fire	200 gp	3rd	Arms	174
Gauntlets of Improvisation +1	Grants +1 with improvised weapons	200 gp	3rd	Arms	174
Bracers of Archery	Grants proficiency with bows	800 gp	5th	Arms	174
Bracers of Armor	Grants invisible body armor	800 gp	5th	Arms	174
Bracers of Repulsion	Can shove foe when hit	800 gp	5th	Arms	174
Gauntlet of the Ram	Can shove foe after unarmed attack	800 gp	5th	Arms	174
Puppeteer's Glove	Can concentrate on Figments more easily	800 gp	5th	Arms	175
Gauntlets of Improvisation +2	Grants +2 effect	1,000 gp	6th	Arms	174
Throwing Gloves	Grants ability to throw anything accurately	2,000 gp	8th	Arms	175
Gauntlets of Improvisation +3	Grants +3 effect	5,000 gp	10th	Arms	174
Gauntlets of Improvisation +4	Grants +4 effect	25,000 gp	13th	Arms	174
Gauntlets of Improvisation +5	Grants +5 effect	125,000 gp	17th	Arms	174
Head	Description	Cost	Item Level	Location	Page
Hat of Disguise	Can disguise your appearance	200 gp	3rd	Head	175
Mask of Water Breathing	Can grant ability to breathe water	800 gp	5th	Head	175
Legs	Description	Cost	Item Level	Location	Page
Boots of Water Walking	Can walk on water	100 gp	2nd	Legs	176
Boots of Earth's Embrace	Can ignore forced movement	200 gp	3rd	Legs	175
Boots of Speed	Can double movement speed	200 gp	3rd	Legs	176
Boots of Freedom	Can ignore movement-impairing effects	200 gp	3rd	Legs	176
Shrinking Horseshoes	Can shrink you	200 gp	3rd	Legs	177
Boots of Elvenkind	Grants +4 to Stealth	500 gp	4th	Legs	176

Sandals of Sprinting	Grants +4 to Sprint	500 gp	4th	Legs	177
Boots of Swift Passage	Can teleport you short distances	800 gp	5th	Legs	176
Boots of the Winterlands	Grants benefits in cold environments	800 gp	5th	Legs	177
Boots of Levitation	Can levitate you	800 gp	5th	Legs	176
Boots of Striding and Springing	Grants +10 foot speed	5,000 gp	10th	Legs	176
Boots of Teleportation	Can teleport you long distances	5,000 gp	10th	Legs	176
Seven League Boots	Can teleport you exactly 25 miles	30,000 gp	14th	Legs	177
Rings	Description	Cost	Item Level	Location	Page
Protection +1	Grants +1 armor enhancement	100 gp	2nd	Ring	179
Energy Resistance	Can briefly reduce energy damage	200 gp	3rd	Ring	178
Animal Friendship	Grants +4 to Creature Handling	500 gp	4th	Ring	177
Protection +2	Grants +2 armor enhancement	500 gp	4th	Ring	179
Nourishment	Grants food and drink automatically	800 gp	5th	Ring	178
Invisibility	Can grant invisibility	800 gp	5th	Ring	178
Counterspells	Can counter spell cast into ring	2,000 gp	8th	Ring	178
Heroic Vengeance	Can deal damage when foe rolls a 20	2,000 gp	8th	Ring	178
Protection +3	Grants +3 armor enhancement	2,500 gp	8th	Ring	179
Sustenance	Grants food, drink, and sleep automatically	5,000 gp	10th	Ring	179
Protection +4	Grants +4 armor enhancement	12,500 gp	12th	Ring	179
Regeneration	Grants healing each round	60,000 gp	16th	Ring	179
Protection +5	Grants +5 armor enhancement	62,500 gp	16th	Ring	179
Torso	Description	Cost	Item Level	Location	Page
Amulet of Mighty Fists +1	Grants +1 unarmed weapon enhancement	200 gp	3rd	Torso	179
Belt of Heroic Recovery	Can heal when you roll a 20	200 gp	3rd	Torso	180
Healing Belt	Can heal touched creature	200 gp	3rd	Torso	180
Obscuring Cloak	Can summon fog around you	200 gp	3rd	Torso	180
Hunter's Cloak	Can grant invisibility while immobile	800 gp	5th	Torso	180
Amulet of Mighty Fists +2	Grants +2 unarmed weapon enhancement	1,000 gp	6th	Torso	179
Belt of Dwarvenkind	Grants +2 Fortitude, dwarven characteristics	2,000 gp	8th	Torso	180
Amulet of Mighty Fists +3	Grants +3 unarmed weapon enhancement	5,000 gp	10th	Torso	179
Amulet of Nondetection	Grants resistance to divination spells	5,000 gp	10th	Torso	180
Vanishing Cloak	Can teleport and summon fog around you	5,000 gp	10th	Torso	180
Assassin's Cloak	Can grant invisibility while immobile, and shortly after-ward	12,000 gp	12th	Torso	180
Amulet of Mighty Fists +4	Grants +4 unarmed weapon enhancement	25,000 gp	13th	Torso	179
Amulet of the Planes	Can transport you to other planes	30,000 gp	14th	Torso	179
Amulet of Mighty Fists +5	Grants +5 unarmed weapon enhancement	125,000 gp	17th	Torso	179

Armor Overview

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. All magic armor has an enhancement bonus to improve your hit points and ability to resist attacks. In addition to an enhancement bonus, magic armor may have special properties or be made of an unusual material.

Body armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Armor Enhancement Bonuses

Magic armor can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus increases your maximum hit points by an amount equal to the item’s power, and grants you an additional defensive legend point each day. If you stop using the armor, you lose the legend points and your maximum hit points returns to its normal value.

These legend points can only be gained once per day, regardless of the number of items you use. If you use both magic body armor and a magic shield, or change between different pieces of armor, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Prices

The prices of enhancement bonuses to armor are listed in Table D.2: Magic Armor Prices, and the prices of magical properties are listed on Table D.1: Apparel Properties. If armor has a magical property, the price of the property is added to the price of the armor. The number of properties on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all properties cannot exceed twice the price of the enhancement bonus on the armor.

Table D.2: Magic Armor Prices

Enhancement Bonus	Base Price	Item Level
+1	100 gp	2nd
+2	500 gp	4th
+3	2,500 gp	8th
+4	12,500 gp	12th
+5	62,500 gp	16th

Base Power for Armor and Shields: The base power of a magic shield or magic armor with a magical property is given in the item description. For an item with only an enhancement bonus, the base power is equal to three times the enhancement bonus. If an item has both an enhancement bonus and a magical property, the higher of the two base powers must be met.

Shields: Shield enhancement bonuses do not act as accuracy or damage bonuses when the shield is used in a bash. However, a shield can be enhanced as a weapon.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield’s hardness and +10 to its hit points.

Activation: A character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields – by wearing them. Magical properties on body armor are usually activated if the character is hit or damaged, while magical

properties on shields are usually activated if the character avoids an attack.

Armor Properties

Arrow Catching

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Shield

Aura: Faint Evocation [Telekinesis]

Active Ability [Standard action]: If you trace a circle in the air with this shield, it pulls in nearby ranged weapons. Whenever a creature within a Small (10 ft.) emanation of you would be attacked by a ranged weapon, the attack is redirected to target you instead. Resolve the attack as if it had initially targeted you, except that the attack is not affected by cover or concealment. Projectile and thrown objects that are Medium size or larger are not affected by this redirection.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (as shield) 9 ranks

Arrow Deflection

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Shield

Aura: Faint Transmutation [Imbuement]

Triggered Ability [Immediate action]: When you are attacked by a ranged weapon, you can activate this item. If you do, the shield moves itself to deflect the attack without harm. You must be aware of the attack to deflect it in this way. Projectile and thrown objects that are Medium size or larger are not affected by this deflection.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (as shield) 7 ranks

Bashing

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Shield

Aura: Faint Transmutation [Enhancement]

Passive Ability: This shield deals damage with shield bash attacks as if it was two size categories larger than normal (so a Medium-sized light shield deals 1d6 damage, and a Medium-sized heavy shield deals 1d8 damage).

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (as shield) 7 ranks

Energy Resistant

Price (Level): 12,000 gp (12th)

Base Item Power: 8

Location: Body

Aura: Moderate Abjuration [Shielding]

Passive Ability: You have damage reduction against **energy damage** equal to the item’s power. Whenever you resist energy with this item, it sheds light as a torch for 5 rounds. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, brown for sonic, and white for none.

Creation Requirements: Abjuration [Shielding]; 4th level spells or Craft (as armor) 13 ranks

Feather

Base Item Power: 2

Location: Body, Shield

Aura: Faint Transmutation [Enhancement]

Passive Ability: This armor has a reduced **encumbrance penalty**. The price depends on the penalty reduction, as shown in the table below.

Its base power is equal to three times the item’s penalty reduction. To craft the item, you must have a number of ranks in the relevant Craft skill equal to the item’s base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (as armor) 7 ranks

Table D.3: Feather Armor

Bonus	Base Price	Item Level
–1	100 gp	2nd
–2	500 gp	4th
–3	2,500 gp	8th
–4	12,500 gp	12th
–5	62,500 gp	16th

Flaming Burst

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Body, Shield

Aura: Faint Evocation [Fire]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as armor) 11 ranks

Flameforged

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Fire]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 fire damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Fire]; 5th level spells or Craft (as armor) 15 ranks

Fortified

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Body

Aura: Faint Transmutation [Enhancement]

Passive Ability: You are immune to critical hits.

Creation Requirements: Transmutation [Enhancement]; 3rd level spells or Craft (as armor) 11 ranks

Freezing Burst

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Body, Shield

Aura: Faint Evocation [Cold]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold]; 3rd level spells or Craft (as armor) 11 ranks

Glamered

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Body

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you trace the symbol of a mask on your chest, this armor appears to change shape and form to assume the appearance of a normal set of clothing. You may choose the design of the clothing. The armor retains all its properties (including weight and sound) when glamered.

The armor remains disguised until you trace the symbol of the mask in the reverse direction, at which point it regains its normal appearance.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (as armor) 9 ranks

Iceforged

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Cold]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 cold damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Cold]; 5th level spells or Craft (as armor) 15 ranks

Invulnerable

Price (Level): 30,000 gp (14th)

Base Item Power: 10

Location: Body

Aura: Moderate Abjuration [Shielding]

Passive Ability: You have physical damage reduction equal to the item's power. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding]; 5th level spells or Craft (as armor) 15 ranks

Magic Resistant

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Body

Aura: Faint Abjuration [Shielding]

Active Ability [Standard action]: If you trace an inverted arcane sigil on your chest, you gain **magic resistance** equal to 10 + the item's power. The magic resistance lasts for 5 rounds.

Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as armor) 9 ranks

Resilient

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Body

Aura: Faint Abjuration [Shielding]

Active Ability [Standard action]: If you strike your chest with a weapon or other hard object, you gain physical damage reduction equal to the item's power for 5 rounds. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (as armor) 7 ranks

Shocking Burst

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Body, Shield

Aura: Faint Evocation [Electricity]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as armor) 11 ranks

Sparkforged

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Electricity]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 electricity damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Electricity]; 5th level spells or Craft (as armor) 15 ranks

Spell Reflecting

Price (Level): 60,000 gp (16th)

Base Item Power: 14

Location: Shield

Aura: Strong Abjuration [Shielding]

Triggered Ability [Immediate action]: When you are targeted by a **targeted spell**, you can activate this shield to reflect the spell back at its caster. The spell has its normal effects, except that the caster is the target instead of you. Any other targets of the spell are affected normally.

After you activate this ability, the shield's surface becomes dully metallic instead of reflective. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

This shield's surface is completely reflective, allowing it to act as a mirror.

Creation Requirements: Abjuration [Shielding]; 7th level spells or Craft (as armor) 19 ranks

Arms

Bracers of Archery

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Arms

Aura: Faint Transmutation [Enhancement]

Passive Ability: You are proficient with bows.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or metal) 7 ranks

Bracers of Armor

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Arms

Aura: Faint Abjuration [Force]

Passive Ability: You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and does not stack with any other body armor you wear. Since this armor is made of magical force, incorporeal creatures can't bypass it the way they do normal armor.

Creation Requirements: Abjuration [Force]; 1st level spells or Craft (leather or metal) 7 ranks

Bracers of Repulsion

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Arms

Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When a foe damages you with a melee attack, you can activate this item. If you do, you can make a shove attack against the attacking creature at the end of the round. Your accuracy is equal to the item's power + the damage its attack dealt to you.

After you activate this item, barely visible fields of telekinetic energy surround the bracers. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (leather or metal) 9 ranks

Burning Gloves

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Arms

Aura: Faint Evocation [Fire]

Active Ability [Standard action]: By flicking your fingers, you can create fire in your hand. You can immediately throw this fire at a creature or object within Medium (100 ft.) range. If you do, you make Item power vs. Reflex attack against the target. A successful attack means the target takes 1d6 fire damage per item power. A failed attack deals half damage.

Creation Requirements: Evocation [Fire]; 1st level spells or Craft (leather or textiles) 7 ranks

Gauntlets of Improvisation

Base Item Power: 2

Location: Arms

Aura: Faint Transmutation [Enhancement]

Passive Ability: These gauntlets have an enhancement bonus to improve your improvised weapons. This functions like an enhancement bonus with a weapon (see Weapon Enhancement Bonuses, page 183), except that the damage bonus applies to all improvised weapons you wield.

Special: The price of the gauntlets depend on their enhancement bonus, as shown in Table D.4: Gauntlets of Improvisation. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone or metal) equal to the item's base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone or metal) 7 ranks

Table D.4: Gauntlets of Improvisation

Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Gauntlet of the Ram

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Arms

Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When you make a successful unarmed attack with this gauntlet against a foe, you can activate it to immediately make a shove attack against the struck foe. You gain a bonus on the shove attack equal to the damage you dealt. In addition, you do not need to move with the foe to push it backwards.

After you activate this ability, the gauntlet grows small ram horns. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (bone or metal) 9 ranks

Passive Ability: You can throw any item as if you were proficient with throwing it, granting you a +4 bonus to accuracy. This does not improve your ability to throw items you are already proficient with throwing, such as darts.

Creation Requirements: Transmutation [Enhancement]; 2nd level spells or Craft (leather or textiles) 9 ranks

Head

Hat of Disguise

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Head

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you spin this hat on your head once, you can change your appearance for 1 hour, as the effect of the *illusory guise* ritual. Your effective spellpower is equal to your item power.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (textiles) 9 ranks

Greatreach Bracers

Price (Level): 100 gp (2nd)

Base Item Power: 1

Location: Arms

Aura: Faint Transmutation [Imbuement]

Active Ability [Swift action]: You can activate this item to increase your **reach** by 5 feet until the end of the round.

After you activate this ability, the bracers visually grow in size, though not in weight or encumbrance. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 0th level spells or Craft (bone or metal) 5 ranks

Mask of Water Breathing

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Head

Aura: Faint Transmutation [Imbuement]

Active Ability [Standard action]: If you speak a command word while wearing this mask, you gain the ability to breathe water for 1 hour. This does not prevent you from breathing air, and does not grant you the ability to breathe other liquids.

Creation Requirements: Transmutation [Imbuement]; 2nd level spells or Craft (textiles) 9 ranks

Puppeteer's Glove

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Arms

Aura: Faint Illusion [Figment]

Triggered Ability [Immediate action]: When you cast a **Figment** spell, you can activate this glove. If you do, you can concentrate on the spell as a **free action** by controlling the figment with your glove. If you are unable to control the figment with the glove, such as if you use the gloved hand for any other purpose, you lose your concentration on the figment. You must retain line of sight and line of effect to the figment to control it.

After you activate this ability, the tips of the glove grow faintly visible strings. The strings extend four inches from the glove before vanishing into nothingness. This effect lasts for five rounds, during which time you cannot activate this ability again.

Creation Requirements: Illusion [Figment]; 2nd level spells or Craft (leather or textiles) 9 ranks

Legs

Boots of Earth's Embrace

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: legs

Aura: Faint Transmutation [Imbuement]

Triggered Ability [Immediate action]: When you are hit by an attack that would deal physical damage or force you to move (such as a shove attack), you can activate these boots. If you do, until the end of the round, you are immune to forced movement effects and you gain damage reduction against physical damage equal to your item power.

After you activate this ability, the boots appear to be made from solid rock, though this does not impede your movement. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (leather or textiles) 7 ranks

Throwing Gloves

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Arms

Aura: Faint Transmutation [Enhancement]

Boots of Elvenkind

Price (Level): 500 gp (4th)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Stealth checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Freedom

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Imbuement]

Active Ability [Standard action]: If you wiggle your toes, you gain the effects of the *freedom* spell. This benefit lasts as long as you move continuously without taking any other action, and for 5 rounds thereafter (maximum 5 minutes).

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Levitation

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Legs

Aura: Faint Evocation [Telekinesis]

Active Ability [Standard action]: By lifting and planting one leg in mid-air, as if climbing an invisible stair, you can gain the benefit of the *levitate* spell on yourself for 5 rounds.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (leather or textiles) 9 ranks

Boots of Speed

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Temporal]

Active Ability [Standard action]: If you stomp your foot on the ground three times, you gain the effects of the *haste* spell. This effect lasts as long as you move continuously without taking any other action, and for 5 rounds thereafter (maximum 5 minutes).

Creation Requirements: Transmutation [Temporal]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Striding and Springing

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Legs

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +10 foot bonus to your land speed. A high land speed increases your ability to jump (see Jump, page 64).

Creation Requirements: Transmutation [Enhancement]; 3rd level spells or Craft (leather or textiles) 11 ranks

Boots of Swift Passage

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Legs

Aura: Faint Conjunction [Teleportation]

Active Ability [Standard action]: If you take three rapid steps in the shape of a triangle, you can teleport to an unoccupied location within Medium (100 ft.) range of your original location. If that destination is invalid, this ability has no effect, though this does not prevent you from using the boots again. You must be able to move in order to activate this item. If you are *grappled* (physically wrestling with a foe), *immobilized* (Unable to leave its location), or otherwise unable to move normally, you cannot activate it.

After you activate this ability successfully, the boots shimmer and seem faintly translucent. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Conjunction [Teleportation]; 2nd level spells or Craft (leather or textiles) 9 ranks

Boots of Teleportation

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Legs

Aura: Moderate Conjunction [Teleportation]

Active Ability [Standard action]: If you click your heels together three times, you can teleport up to 1,000 feet to a location you can specify, as the *dimension door* spell.

Creation Requirements: Conjunction [Teleportation]; 4th level spells or Craft (leather or textiles) 13 ranks

Boots of Water Walking

Price (Level): 100 gp (2nd)

Base Item Power: 1

Location: Legs

Aura: Faint Transmutation [Imbuement, Water]

Active Ability [Standard action]: If you step into water with your left foot, you can walk on water, as the *water walk* spell. This effect lasts as long as you move continuously on water without taking any other action, and for 5 rounds thereafter (maximum 1 hour).

Creation Requirements: Transmutation [Imbuement, Water]; 0th level spells or Craft (leather or textiles) 5 ranks

Boots of the Winterlands

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Legs

Aura: Faint Evocation/Transmutation [Enhancement]

Passive Ability: You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warm, protecting you in conditions as cold as -50 Fahrenheit.

Creation Requirements: Evocation/Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Sandals of Sprinting

Price (Level): 500 gp (4th)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Sprint checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Seven League Boots

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Legs

Aura: Moderate Conjunction [Teleportation]

Active Ability [Move action]: If you take an extraordinarily long step, you can teleport exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space, and you take 1d10 physical damage. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take 2d10 physical damage.

Creation Requirements: Conjunction [Teleportation]; 6th level spells or Craft (leather or textiles) 17 ranks

Shrinking Horseshoes

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Shaping, Sizing]

Active Ability [Standard action]: If tap a short pattern with one of your feet, you shrink to become one size category smaller, as the effect of the *shrink* spell. This pattern is simple, and an animal can be taught the pattern as a trick with a DR 15 Creature Handling check (see Training Creatures, page 61). If you are riding a mount wearing these horseshoes, it can use one of your item uses in place of its own to activate this item.

These horseshoes are intended to be worn by horses and similar animals. Similar items may exist with the same magical property

that can be worn by other creatures.

Creation Requirements: Transmutation [Shaping, Sizing]; 1st level spells or Craft (metal) 7 ranks

Winged Boots

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Legs

Aura: Moderate Transmutation [Imbuelement]

Active Ability [Standard action]: If you tap your boots together in midair, you gain a 30 foot fly speed for 5 rounds. While *unencumbered* (*not carrying a heavy load or wearing medium or heavy armor*), you can fly (see Flying, page 10).

After you activate this ability, small wings sprout from the sides of the boots. This effect lasts for 5 minutes, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuelement]; 4th level spells or Craft (leather or textiles) 13 ranks

Rings

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal – usually precious metals such as gold, silver, and platinum. A typical ring has AD 13, 10 hit points, hardness 10, and a break DR of 25.

Animal Friendship

Price (Level): 500 gp (4th)

Base Item Power: 2

Location: Ring

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Creature Handling checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Counterspells

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Ring

Aura: Faint Abjuration [Thaumaturgy]

Active Ability [Immediate action]: If you cast a **targeted spell** while wearing this ring, you can activate it. If you do, the spell becomes stored in the ring instead of having its normal effect. The next time a creature wearing the ring becomes targeted by the stored spell, that spell is automatically counterspelled. This discharges the energy stored in the ring, and it becomes unable to counter spells until another spell is stored in it.

The ring may only store one spell at a time. If a new spell is stored into the ring while another spell is already inside it, the new spell is stored and the old spell is discharged without effect. Storing a spell in the ring requires an item use, but countering a spell does not.

Creation Requirements: Abjuration [Thaumaturgy]; 3rd level spells or Craft (crafting) 11 ranks

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Ring

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you put the hand wearing this ring into a pocket or otherwise conceal it from sight, you gain the effects of the *invisibility* spell for 5 rounds.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (bone, metal, or jewelry) 9 ranks

Nourishment

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Ring

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. The ring must be worn for 24 hours before it begins to work.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Energy Resistance

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Ring

Aura: Faint Abjuration [Shielding]

Triggered Ability [Immediate action]: When you would take **energy damage**, you can activate this ring. If you do, you gain damage reduction against **energy damage** equal to the item's power until the end of the round.

After you activate this ability, the ring sheds light as a torch. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, brown for sonic, and white for none. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Heroic Vengeance

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Ring

Aura: Faint Abjuration

Triggered Ability [Immediate action]: When a foe within Medium (100 ft.) range rolls a natural 20 on an attack against you, you can activate this item. If you do, the attacking creature takes 1d10 divine damage per item power.

Creation Requirements: Abjuration; 3rd level spells or Craft (bone, metal, or jewelry) 11 ranks

Invisibility

Protection

Base Item Power: 2

Location: Ring

Aura: Faint Abjuration [Shielding]

Passive Ability: This ring has an enhancement bonus to improve your defenses. Each +1 of enhancement bonus grants temporary hit points equal the item’s power, and grants you an additional defensive legend point each day. If you stop using the ring, you lose the temporary hit points and the legend points. The benefits of this ring function in the same way as enhancement bonuses on magic armor, and they not stack with those bonuses.

These bonuses can only be gained once per day, regardless of the number of items you use. If you wear two rings, or change between different rings, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Special: The price of the ring depends on its enhancement bonus, as shown in the table below. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone, metal, or jewelry) equal to the item’s base power + 4.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Table D.5: Ring of Protection

Bonus	Base Price	Item Level
+1	100 gp	2nd
+2	500 gp	4th
+3	2,500 gp	8th
+4	12,500 gp	12th
+5	62,500 gp	16th

Regeneration

Price (Level): 60,000 gp (16th)

Base Item Power: 12

Location: Ring

Aura: Moderate Transmutation [Imbuement]

Passive Ability: At the end of each round, you heal hit points equal your item power. Only damage taken while wearing the ring can be healed in this way.

Creation Requirements: Transmutation [Imbuement]; 6th level spells or Craft (bone, metal, or jewelry) 17 ranks

Sustenance

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Ring

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.

The ring must be worn for 24 hours before it begins to work.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 3rd level spells or Craft (bone, metal, or jewelry) 11 ranks

Torso

Amulet of Mighty Fists

Base Item Power: 2

Location: Torso

Aura: Faint Transmutation [Enhancement]

Passive Ability: This amulet has an enhancement bonus to improve your natural attacks and unarmed attacks. This functions like an enhancement bonus with a weapon (see Weapon Enhancement Bonuses, page 183), except that the damage bonus applies to your natural attacks and unarmed attacks.

Special: The price of the amulet depends on its enhancement bonus, as shown in Table D.6: Amulet of Mighty Fists. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item’s base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone or jewelry) 7 ranks

Table D.6: Amulet of Mighty Fists

Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Amulet of the Planes

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Torso

Aura: Moderate Conjunction [Teleportation, Planar]

By holding this amulet in one hand and concentrating on a specific plane for 1 minute, you can create the effects of a *plane shift* ritual. Activating the item successfully requires a DR 15 Knowledge (planes) check. If you fail, your activation of the amulet has no effect (but still consumes an item use). If you roll a 1 and fail, you and any creatures with you are transported to a random plane. Each time you successfully activate this item in the same day, the DR of the check increases by 5.

Creation Requirements: Conjunction [Teleportation, Planar]; 6th level spells or Craft (bone, jewelry) 17 ranks

Amulet of Nondetection

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Torso

Aura: Faint Abjuration [Shielding]

Passive Ability: You gain the benefits of the *nondetection* ritual. If a divination is attempted against you, the caster must make a spellpower check against a DR equal to 15 + the item's power.

Creation Requirements: Abjuration [Shielding]; 3rd level spells or Craft (bone, jewelry) 11 ranks

Assassin's Cloak

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Torso

Aura: Moderate Illusion [Glamer]

Active Ability [Standard action]: If you wrap this cloak around yourself so it covers your whole body, you can activate this item. If you do, you become **invisible**. This effect lasts until you move, and for 5 rounds thereafter.

If you attack, you become visible immediately, but the effect does not end. At the end of each round, if you did not attack a creature that round, you become invisible again.

Creation Requirements: Illusion [Glamer]; 5th level spells or Craft (textiles) 15 ranks

Belt of Dwarvenkind

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Torso

Aura: Faint Divination/Transmutation [Enhancement, Imbuement]

Passive Ability: You gain a +2 bonus to Fortitude defense. In addition, you gain dwarven characteristics. You gain a +4 bonus to social checks when dealing with dwarves, but take a -2 penalty with all other creatures. You also gain the benefits of the Stonecunning feat, regardless of whether you meet the prerequisites.

Creation Requirements: Divination/Transmutation [Enhancement, Imbuement]; 2nd level spells or Craft (leather or textiles) 9 ranks

Healing Belt

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Torso

Aura: Faint Vivimancy [Life]

Active Ability [Standard action]: If you grab this belt in one hand and touch a willing creature with the other, the touched creature is healed for 1d6 damage per item power. If you heal yourself, you only need one hand free to grab the belt.

Creation Requirements: Vivimancy [Life]; 1st level spells or Craft (leather or textiles) 7 ranks

Belt of Heroic Recovery

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Torso

Aura: Faint Abjuration/Vivimancy [Positive]

Triggered Ability [Immediate action]: When you roll a natural 20 on an attack roll, you can activate this item. If you do, you heal 1d6 damage per item power.

Creation Requirements: Abjuration/Vivimancy [Positive]; 1st level spells or Craft (leather or textiles) 7 ranks

Hunter's Cloak

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Torso

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you wrap this cloak around yourself so it covers your whole body, you can activate this item. If you do, you become **invisible**. This effect lasts until you move or attack, at which point it immediately ends.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (textiles) 9 ranks

Obscuring Cloak

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Torso

Aura: Faint Conjunction [Creation, Fog]

Active Ability [Standard action]: If you wrap this cloak around yourself with one hand, you can create a zone of fog in a Medium (20 ft.) radius cylinder centered on you. All creatures within or looking through the area treat everything they see as if it had concealment (+4 to physical defenses). The effect lasts for 5 rounds. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved.

Creation Requirements: Conjunction [Creation, Fog]; 1st level spells or Craft (textiles) 7 ranks

Vanishing Cloak

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Torso

Aura: Moderate Conjunction [Creation, Fog, Teleportation]

Active Ability [Standard action]: If you wrap this cloak around yourself with one hand, you can teleport up to an unoccupied location within Medium (100 ft.) range of your original location. In addition, you create a cloud of fog centered on you, as the *fog cloud* spell. You can choose whether the cloud appears at your original location, or at your location after teleporting. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved (see Stealth, page 70).

If your intended destination is invalid, you do not teleport, though the fog cloud is still created.

Creation Requirements: Conjuration [Creation, Fog, Teleportation]; 4th level spells or Craft (textiles) 13 ranks

Weapons

Magic weapons improve a character’s combat abilities. They must be wielded to gain their effects. All magic weapons have an enhancement bonus to improve your damage and ability to hit. In addition to an enhancement bonus, magic weapons may have special properties or be made of an unusual material.

Weapon Table

Table D.7: Weapon Properties

Name	Description	Cost	Item Level	Weapon Type	Page
Bane	Property only works against some creatures	Varies	Varies	Varies	183
Sweeping	Can make extra attack against another foe	100 gp	2nd	Melee	186
Rebounding	Returns to you slowly when thrown	200 gp	3rd	Melee	185
Forceful	Can knock struck creature flying	200 gp	3rd	Any	184
Morphing	Can transform into similar weapon	200 gp	3rd	Any	184
Surestrike	Can reroll missed attack	200 gp	3rd	Any	186
Merciful	Deals nonlethal damage	800 gp	5th	Any	184
Transforming	Can transform into any weapon	800 gp	5th	Any	187
Vampiric	Can heal based on damage dealt	800 gp	5th	Melee	187
Defending	Grants defensive legend points instead of offensive	2,000 gp	8th	Melee	183
Flaming	Can deal fire damage on hit	2,000 gp	8th	Any	184
Freezing	Can deal cold damage on hit	2,000 gp	8th	Any	184
Longshot	Has doubled range increment	2,000 gp	8th	Ranged	184
Poisoning	Can instantly duplicate minor poison	2,000 gp	8th	Melee	185
Returning	Returns to you instantly when thrown	2,000 gp	8th	Melee	185
Shocking	Can deal electricity damage on hit	2,000 gp	8th	Any	185
Thieving	Can absorb objects	2,000 gp	8th	Melee	186
Thundering	Can deafen on hit	2,000 gp	8th	Any	187
Fixating	Can automatically critical after striking foe repeatedly	5,000 gp	10th	Melee	184
Seeking	Reduce or ignore miss chances	12,000 gp	12th	Any	185
Disorienting	Can disorient foe	30,000 gp	14th	Any	183
Speed	Grants extra strikes	30,000 gp	14th	Any	186
Toxic	Can instantly coat itself with major poison	30,000 gp	14th	Melee	185
Soulreaving	Deals delayed damage instead of immediate damage	140,000 gp	18th	Any	186
Vorpal	Deals massive damage on a natural 20	300,000 gp	20th	Melee	187

Weapon Enhancement Bonuses

Magic weapons can have enhancement bonuses ranging from +1 to +5. You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon’s enhancement bonus. In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day.

These legend points can only be gained once per day, regardless of the number of weapons you use. If you use multiple weapons at once, or change between different weapons, use only the highest number of legend points that applies. If you change from a weaker magical weapon to a stronger magical weapon, you gain legend points equal to the difference between the two enhancement bonuses.

Offensive legend points gained from weapon enhancement bonuses do not stack with offensive legend points gained from implement enhancement bonuses. Use the higher of the two.

Weapon Prices

The prices of enhancement bonuses to weapons are listed in Table D.8: Magic Weapon Prices, and the prices of magical properties are listed on Table D.7: Weapon Properties. If a weapon has a magical property, the price of the property is added to the price of the weapon. The number of properties on the weapon cannot exceed the enhancement bonus of the weapon. Additionally, the price of all properties cannot exceed twice the price of the enhancement bonus on the weapon.

Table D.8: Magic Weapon Prices

Enhancement Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1,000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Base Power for Weapons: The base power of a magic weapon with a magical property is given in the item description. For an item with only an enhancement bonus, the base power is three times the enhancement bonus. If an item has both an enhancement bonus and a magical property, the higher of the two base powers is used.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a weapon’s hardness and +10 to its hit points.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies. Magical properties are applied from both sources, as long as they are not identical. If conflicting properties exist, the property on the ammunition takes precedence.

Magic ammunition loses its magic after being fired, whether it hits or misses.

Light Generation: Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). The light on such weapons cannot normally be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Activation: Usually, a character benefits from a magic weapon

in the same way a character benefits from a mundane weapon – by attacking with it. Magical properties on weapons are usually activated if the character strikes a foe with the weapon.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. These special effects function against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon’s regular damage.

Weapon Properties

Bane

Base Item Power: 4

Aura: Faint Transmutation [Imbuement]

Special: A bane weapon excels at attacking a specific type of creature. Any magical weapon property that targets a creature with its effect can be designated as a “bane” ability, causing it to only function against a specific kind of creature. In exchange, the ability costs half the normal price in raw materials to add to the weapon. A list of possible foes is described on the following table.

Creation Requirements: Transmutation [Imbuement]; 2nd level spells or Craft (as weapon) 9 ranks

Table D.9: Bane Creature Types

Designated Foe	Designated Foe
Aberrations	Animals
Animates	Constructs
Humanoids, civilized	Humanoids, savage
Magical beast	Monstrous humanoid
Outsiders, aligned	Undead

Defending

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Melee

Aura: Faint Abjuration [Shielding]

Passive Ability: You can use the legend points granted by this weapon’s enhancement bonus as defensive legend points, in addition to using them as offensive legend points. This stacks with any defensive legend points granted by armor, but not with other offensive legend points granted by weapons.

Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as weapon) 9 ranks

Disorienting

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Melee, Ranged

Aura: Moderate Enchantment [Compulsion, Mind]

Triggered Ability [Immediate action]: When you hit a foe with this weapon, you can activate it to make the struck creature **disoriented** (*moves randomly*) for 2 rounds.

After you activate this ability, the weapon cackles gleefully. It cackles again every time you hit a foe with it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Enchantment [Compulsion, Mind]; 6th level spells or Craft (as weapon) 17 ranks

Longshot

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Ranged

Aura: Faint Transmutation [Enhancement]

Passive Ability: Ranged attacks with this weapon have twice the normal **range increment**. This can affect both thrown weapons and projectile weapons.

Creation Requirements: Transmutation [Enhancement]; 2nd level spells or Craft (as weapon) 9 ranks

Flaming

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Fire]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as weapon) 11 ranks

Freezing

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Cold]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold]; 3rd level spells or Craft (as weapon) 11 ranks

Forceful

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When you damage a foe with this weapon, you can activate it. If you do, you make a shove attack against your target. You gain a bonus equal to the damage you dealt on the attack, and do not have to move with your foe to knock it back the full distance.

After you activate this ability, the weapon is visibly sheathed in telekinetic force. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 1st level spells or Craft (as weapon) 7 ranks

Fixating

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Melee

Aura: Moderate Divination

Active Ability [Swift action]: When you activate this weapon, your attacks fixate on targets you have hit previously. Until the end of the round, all of your successful **strikes** against creature that you hit with strikes in both of the last two rounds are automatically critical hits.

After you activate this ability, the weapon twists slightly in your hand to point towards the target, if it is nearby and visible. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination; 4th level spells or Craft (as weapon) 13 ranks

Merciful

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Transmutation [Imbuement]

Passive Ability: This weapon deals **nonlethal** damage. As a standard action, you may run your hand along the **striking surface** of the weapon. This changes the weapon from dealing nonlethal damage to lethal damage, or vice versa.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (as weapon) 7 ranks

Morphing

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Transmutation [Shaping]

Active Ability [Standard action]: If you grab this weapon with both hands and strike it against your knee or another hard object while visualizing a different weapon type, this weapon transforms into the visualized weapon type. The new weapon type must be from the same weapon group as the weapon's original type. This weapon remains transformed until you transform it again.

Creation Requirements: Transmutation [Shaping]; 1st level spells or Craft (as weapon) 7 ranks

Passive Ability: After being thrown or fired, a returning weapon teleports back to the creature that threw or fired it. It returns to the thrower at the end of the round (and is therefore ready to use again in the next round).

Catching a rebounding weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.

Creation Requirements: Conjunction [Teleportation]; 0th level spells or Craft (as weapon) 5 ranks

Poisoning

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: This weapon has a small slot in its hilt (or similar gripping surface). Up to one ounce of liquid can be placed in the slot or removed as a standard action. A nonmagical liquid placed in this slot is kept fresh, decaying at a rate of one minute per day. In addition, a non-magical liquid worth less than 100gp can be quickly duplicated to coat the weapon's surface.

Active Ability [Swift action]: If you press a small button on the hilt (or similar gripping surface) of this weapon, the weapon's striking surface becomes coated in the liquid stored in the weapon's slot.

After you activate this ability, it takes 5 rounds for the weapon to create more liquid. During this time, you cannot activate this ability again.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 3rd level spells or Craft (as weapon) 11 ranks

Returning

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Melee

Aura: Faint Conjunction [Teleportation]

Passive Ability: This weapon functions like a *returning* weapon, except that the weapon teleports back to the creature that threw or fired it immediately after the attack is resolved, allowing the creature to make multiple attacks in the same round with the same thrown weapon.

Creation Requirements: Conjunction [Teleportation]; 2nd level spells or Craft (as weapon) 9 ranks

Seeking

Price (Level): 12,000 gp (12th)

Base Item Power: 8

Location: Ranged

Aura: Moderate Divination [Knowledge]

Passive Ability: This weapon automatically veers towards its intended target if misaimed. Attacks with this weapon that would suffer a 50% miss chance instead suffer a 20% miss chance. In additions, such attacks ignore all other effects that would apply a 20% miss chance.

Creation Requirements: Divination [Knowledge]; 4th level spells or Craft (as weapon) 13 ranks

Toxic

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Melee

Aura: Moderate Conjunction/Transmutation [Creation, Temporal]

Passive Ability: This weapon functions like a *poisoning* weapon, except that it can duplicate nonmagical liquids worth up to 1,000 gp. In addition, up to five different poisons can be stored within the weapon. When you coat the weapon with poison, you may choose which poison to use.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 6th level spells or Craft (as weapon) 17 ranks

Shocking

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Electricity]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as weapon) 11 ranks

Rebounding

Price (Level): 200 gp (3rd)

Base Item Power: 1

Location: Melee

Aura: Faint Conjunction [Teleportation]

Soulreaving

Price (Level): 140,000 gp (18th)

Base Item Power: 14

Location: Melee, Ranged

Aura: Strong Necromancy [Soul]

Passive Ability: Attacks with this weapon ignore all damage reduction and hardness, but do not immediately deal hit point damage. In fact, a creature struck by the weapon does not feel the attack at all. Damage that would be dealt by the weapon can be delayed indefinitely. While the damage is delayed, it cannot be removed by any means short of the creature's death and resurrection.

A soulreaving weapon has no effect on objects or constructs. While wielded, it has physical form only for its wielder, making it impossible to disarm. While not in use, it can be picked up and touched normally.

Triggered Ability [Immediate]: If you bury the weapon in your heart as a **strike**, you can activate it. If you do, the delayed damage is converted into real damage. This deals no damage to you, but any other creatures that have been dealt damage by the weapon immediately the delayed damage the weapon has stored up for them. Any such damage dealt in excess of the creature's hit points is converted directly into vital damage. This removes all delayed damage the weapon has dealt.

Creation Requirements: Necromancy [Soul]; 7th level spells or Craft (as weapon) 19 ranks

Speed

Price (Level): 30,000 gp (14th)

Base Item Power: 10

Location: Melee, Ranged

Aura: Moderate Transmutation [Temporal]

Passive Ability: Whenever you make a **standard attack** with this weapon, you can make an additional **strike** with a –5 penalty to accuracy. This does not stack with any other effects which grant extra strikes.

Creation Requirements: Transmutation [Temporal]; 5th level spells or Craft (as weapon) 15 ranks

Surestrike

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Divination [Knowledge]

Triggered Ability [Immediate action]: When you miss a **strike** with this weapon, you can activate it to reroll the attack roll. You must take the second result.

After you activate this ability, you see shadowy glimpses of alternate futures superimposed over objects and creatures you see. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination [Knowledge]; 1st level spells or Craft (as weapon) 7 ranks

Sweeping

Price (Level): 100 gp (2nd)

Base Item Power: 1

Location: Melee

Aura: Faint Transmutation [Enhancement]

Triggered Ability [Immediate action]: When you hit a foe with a melee attack with this weapon, you can activate it. If you do, you can make an extra **strike** at another creature you threaten.

After you activate this ability, the weapon always feels slightly loose in your hands, no matter how tightly you grip it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Enhancement]; 0th level spells or Craft (as weapon) 5 ranks

Thieving

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee

Aura: Faint Transmutation [Shaping, Sizing]

Triggered Ability [Immediate action]: When you strike an unattended object with this weapon, if the object is at least one size category smaller than the weapon, you may activate the weapon. If you do, the object is absorbed into the weapon, leaving no trace that it ever existed. If you use this weapon to make a successful disarm attempt, the disarmed object is considered unattended, allowing you to activate the weapon to absorb the object.

Passive Ability: Items absorbed by the weapon remain stored in the weapon indefinitely. As a standard action, you can run your hand along the length of the striking surface of the weapon. If you do, the last item absorbed by the weapon appears in your hand.

The weapon can hold no more than three objects at once. If you attempt to absorb an object while the weapon is full, the attempt fails.

Creation Requirements: Transmutation [Shaping, Sizing]; 3rd level spells or Craft (as weapon) 11 ranks

Thundering

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Location: Melee, Ranged
Aura: Faint Evocation [Sonic]
Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you activate it. If you do, it emits a deafening thundering noise, causing the struck creature to be deafened (<i>unable to hear</i>) for 2 rounds. After you activate this ability, the item continues to rumble threateningly. This effect lasts for 5 rounds, during which time you cannot activate this ability again.
Creation Requirements: Evocation [Sonic]; 3rd level spells or Craft (as weapon) 11 ranks

Transforming

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Melee, Ranged
Aura: Faint Transmutation
Active Ability [Standard action]: This weapon functions like a <i>morphing</i> weapon, except that the weapon’s new type may be from any weapon group.
Creation Requirements: Transmutation; 2nd level spells or Craft (as weapon) 9 ranks

Vampiric

Price (Level): 800 gp (5th)
Base Item Power: 4
Location: Melee
Aura: Faint Necromancy [Life]
Active Ability [Immediate action]: After dealing damage with a strike with this weapon, you can activate it. If you do, the weapon heals you for an amount of damage equal to the physical damage dealt with that attack. After you activate this ability, the weapon glows with a dark light. This effect lasts for 5 rounds, during which time you cannot activate this ability again.
Creation Requirements: Necromancy [Life]; 2nd level spells or Craft (as weapon) 9 ranks

Vorpal

Price (Level): 300,000 gp (20th)
Base Item Power: 16
Location: Melee
Aura: Strong Transmutation [Enhancement]
Passive Ability: When you roll a natural 20 with this weapon, you deliver a vorpal blow. You immediately make any number of additional strikes against the struck creature until you miss a strike or hit with 10 successful strikes. All damage dealt in this way is considered to come from a single attack. This effect replaces the normal benefits of delivering a critical hit.
Creation Requirements: Transmutation [Enhancement]; 8th level spells or Craft (as weapon) 21 ranks

Implements

Implements can take many forms: staves, wands, holy symbols, and more. Like weapons, implements must be wielded to gain their effects. However, while weapons are used to deal physical damage to enemies, implements are used to cast spells. All magical implements have an enhancement bonus to improve your spell damage. In addition to an enhancement bonus, magical implements may have a single magical property.

Implement Table

Table D.10: Implement Properties

Name	Description	Cost	Item Level	Magic Source	Page
Electricity, Lesser	Know <i>shocking grasp</i> spell	200 gp	3rd	Arcane, Nature	190
Fire, Lesser	Know <i>burning hands</i> spell	200 gp	3rd	Arcane, Nature	191
Missiles, Lesser	Know <i>magic missile</i> spell	200 gp	3rd	Arcane	191
Time, Lesser	Know <i>haste</i> spell	200 gp	3rd	Arcane	192
Cold, Lesser	Know <i>cone of cold</i> spell	800 gp	5th	Arcane, Nature	190
Curses, Lesser	Know <i>curse of blood and bone</i> spell	800 gp	5th	Arcane, Divine	190
Acid	Know <i>acid arrow</i> spell	2,000 gp	8th	Arcane	189
Electricity	Know <i>lightning bolt</i> , <i>shocking grasp</i> spells	2,000 gp	8th	Arcane, Nature	190
Fire	Know <i>fireball</i> , <i>burning hands</i> spells	2,000 gp	8th	Arcane, Nature	191
Sympathetic	Heal when you deal damage	2,000 gp	8th	Divine	191
Time	Know <i>slow</i> , <i>haste</i> spells	2,000 gp	8th	Arcane	192
Missiles	Know <i>missile storm</i> , <i>magic missile</i> spells	5,000 gp	10th	Arcane	191
Cold	Know <i>ice spike</i> , <i>cone of cold</i> spells	12,000 gp	12th	Arcane, Nature	190
Curses	Know <i>curse of the wayward mind</i> , <i>curse of blood and bone</i> spells	12,000 gp	12th	Arcane, Divine	190
Electricity, Greater	Know <i>chain lightning</i> , <i>lightning bolt</i> , <i>shocking grasp</i> spells	30,000 gp	14th	Arcane, Nature	190
Fire, Greater	Know <i>immolation</i> , <i>fireball</i> , <i>burning hands</i> spells	30,000 gp	14th	Arcane, Nature	191
Cold, Greater	Know <i>ice storm</i> , <i>ice spike</i> , <i>cone of cold</i> spells	60,000 gp	16th	Arcane, Nature	190
Time, Greater	Know <i>time stop</i> , <i>slow</i> , <i>haste</i> spells	300,000 gp	20th	Arcane	192

Implement Enhancement Bonuses

Magical implements can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus grants the ability to cast a spell without expending a spell slot once per day. You can use this ability to replace a spell slot of any level of spells you can cast. This does not take an action, besides the action normally required to cast the spell, or an item use.

In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day. These legend points can only be gained once per day, regardless of the number of implements you use. If you use multiple implements at once, or change between different implements, use only the highest number of legend points that applies. If you change from a weaker magical implement to a stronger magical implement, you gain legend points equal to the difference between the two enhancement bonuses.

Offensive legend points gained from weapon enhancement bonuses do not stack with offensive legend points gained from implement enhancement bonuses. Use the higher of the two.

Implement Prices: The prices of enhancement bonuses to implements are listed in Table D.11: Implement Prices, and the prices of magical properties are listed on Table D.10: Implement Properties. If an implement has a magical property, the price of the property is added to the price of the staff. An implement can only have one property, and the price of that property cannot exceed twice the price of the enhancement bonus on the implement.

Table D.11: Implement Prices

Enhancement Bonus	Base Price	Item Level
+1	150 gp	3rd
+2	800 gp	5th
+3	4,000 gp	9th
+4	20,000 gp	13th
+5	95,000 gp	17th

Somatic Components: While wielding an implement, you may gesture with it and channel magic through it. These qualify as somatic components for the purpose of casting spells.

Spells Known and Attunement: Magical implements can provide additional spells known. Gaining access to the spells known from an implement requires attuning to it, which takes 10 minutes of concentration and an item use. Attunement lasts until you attune to a different implement. While you are attuned to an implement you wield, you gain access to additional spells known, as given in the description of the item.

You must have be able to cast and learn spells of a given level to learn and cast spells of that level from an implement.

Implement Types

Holy Symbols

Physical Description: A typical holy symbol is a no larger than 4 inches in each dimension and can be easily held in the palm of a hand. Most holy symbols are metal, but they can be made from wood, bone, or even more exotic materials, depending on the deity they symbolize.

Special Rules: All holy symbols are divine implements. Most holy symbols are designed to be worn as an amulet in addition to

being held in the hand. When worn in this way, the holy symbol occupies a torso body slot. A holy symbol worn on the body cannot be used to perform somatic components for spellcasting. However, it still grants enhancement bonuses and spells known as if it was being actively wielded.

Staffs

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends.

Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AD 7, 10 hit points, hardness 5, and a break DR of 24.

Wands

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AD 7, 5 hit points, hardness 5, and a break DR of 16.

Special Rules: Unlike most spellcasting implements, enhancement bonuses from wands only affect spells from a particular school of magic (see Schools of Magic, page 117), or spells with a particular tag (see Ability Tags, page 120). The prices for enhancement bonuses on wands are correspondingly lower, as given on Table D.12: Wand Prices.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Table D.12: Wand Prices

Enhancement Bonus	Base Price	Item Level
+1 wand	50 gp	1st
+2 wand	300 gp	3rd
+3 wand	1,500 gp	7th
+4 wand	7,500 gp	10th
+5 wand	35,000 gp	14th

Implement Properties

Acid [Arcane]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Conjunction [Acid, Creation, Physical]
Attuned Ability: While wielding this item, you gain <i>acid arrow</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjunction [Acid, Creation, Physical]; 3rd level spells or Craft (as implement) 11 ranks

Cold, Lesser [Arcane, Nature]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Evocation [Cold]
Attuned Ability: While wielding this item, you gain <i>cone of cold</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Cold]; 2nd level spells or Craft (as implement) 9 ranks

Cold [Arcane, Nature]

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Aura: Moderate Conjunction/Evocation [Cold, Creation]
Attuned Ability: While wielding this item, you gain <i>ice spike</i> and <i>cone of cold</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjunction/Evocation [Cold, Creation]; 5th level spells or Craft (as implement) 15 ranks

Cold, Greater [Arcane, Nature]

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Aura: Strong Conjunction/Evocation [Cold, Creation]
Attuned Ability: While wielding this item, you gain <i>ice storm</i> , <i>ice spike</i> , and <i>cone of cold</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjunction/Evocation [Cold, Creation]; 7th level spells or Craft (as implement) 19 ranks

Curses, Lesser [Arcane, Divine]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Vivimancy [Curse]
Attuned Ability: You gain <i>curse of blood and bone</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Curse]; 2nd level spells or Craft (as implement) 9 ranks

Curses [Arcane, Divine]

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Aura: Moderate Vivimancy [Curse]
Attuned Ability: You gain <i>curse of the wayward mind</i> and <i>curse of blood and bone</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Curse]; 5th level spells or Craft (as implement) 15 ranks

Electricity, Lesser [Arcane, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation [Electricity]
Attuned Ability: While wielding this item, you gain <i>shocking grasp</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 1st level spells or Craft (as implement) 7 ranks

Electricity [Arcane, Nature]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Evocation [Electricity]
Attuned Ability: While wielding this item, you gain <i>lightning bolt</i> and <i>shocking grasp</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as implement) 11 ranks

Electricity, Greater [Arcane, Nature]

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Aura: Moderate Evocation [Electricity]
Attuned Ability: While wielding this item, you gain <i>chain lightning</i> , <i>lightning bolt</i> , and <i>shocking grasp</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 6th level spells or Craft (as implement) 17 ranks

Fire, Lesser [Arcane, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation [Fire]
Attuned Ability: While wielding this item, you gain *burning hands* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 1st level spells or Craft (as implement) 7 ranks

Fire [Arcane, Nature]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Evocation [Fire]
Attuned Ability: While wielding this item, you gain *fireball* and *burning hands* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as implement) 11 ranks

Fire, Greater [Arcane, Nature]

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Aura: Strong Evocation [Fire]
Attuned Ability: While wielding this item, you gain *immolation*, *fireball*, and *burning hands* as spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 7th level spells or Craft (as implement) 19 ranks

Healing, Lesser [Divine, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Vivimancy [Life]
Attuned Ability: You gain *cure wounds* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Life]; 1st level spells or Craft (as implement) 7 ranks

Healing [Arcane, Nature]

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Aura: Moderate Vivimancy [Life]
Attuned Ability: You gain *heal* and *cure wounds* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Life]; 6th level spells or Craft (as implement) 17 ranks

Missiles, Lesser [Arcane]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation
Attuned Ability: While wielding this item, you gain *magic missile* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation; 1st level spells or Craft (as implement) 7 ranks

Missiles [Arcane]

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Aura: Moderate Evocation
Attuned Ability: While wielding this item, you gain *missile storm* and *magic missile* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation; 4th level spells or Craft (as implement) 13 ranks

Shielding, Lesser [Arcane, Nature]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Abjuration [Shielding]
Attuned Ability: You gain *inertial shield* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as implement) 9 ranks

Shielding [Arcane, Nature]

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Aura: Moderate Abjuration/Evocation [Shielding]
Attuned Ability: You gain *fire shield* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Abjuration/Evocation [Shielding]; 4th level spells or Craft (as implement) 13 ranks

Sympathetic [Divine]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Vivimancy [Life]

Active Ability [Immediate action]: When you deal damage to a creature with a spell you cast, you can activate this item. If you do, you heal an ally within Close (*30 ft.*) range for 1d6 points of damage per two item power.

After you activate this ability, the holy symbol radiates a gentle warmth, and a faint heartbeat can be felt from it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Vivimancy [Life]; 3rd level spells or Craft (as implement) 11 ranks

Time, Lesser [Arcane]

Price (Level): 200 gp (3rd)

Base Item Power: 2

Aura: Faint Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *haste* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 1st level spells or Craft (as implement) 7 ranks

Time [Arcane]

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Aura: Faint Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *slow* and *haste* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 3rd level spells or Craft (as implement) 11 ranks

Time, Greater [Arcane]

Price (Level): 300,000 gp (20th)

Base Item Power: 18

Aura: Strong Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *time stop*, *haste*, and *slow* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 9th level spells or Craft (as implement) 23 ranks

Tools

Tool Table

Wondrous Items	Description	Cost	Item Level	Page
Answerstone	Answers yes or no questions	200 gp	3rd	195
Bag of Holding, Small	Objects within are weightless	200 gp	3rd	195
Bag of Holding, Medium	Objects within are weightless	800 gp	5th	195
Candle of Truth	Can create a zone of truth	800 gp	5th	195
Friendstone	Can summon an attuned creature once	1,500 gp	7th	195
Bag of Holding, Large	Objects within are weightless	2,000 gp	8th	195
Truthstone	Answers yes or no questions accurately	2,000 gp	8th	195
Witch's Broom	Flying broomstick	140,000 gp	18th	196
Scrolls and Potions	Description	Cost	Item Level	Page
1st-level	Contains 1st level spell	10 gp	1/2	—
2nd-level	Contains 2nd level spell	40 gp	1st	—
3rd-level	Contains 3rd level spell	100 gp	2nd	—
4th-level	Contains 4th level spell	250 gp	3rd	—
5th-level	Contains 5th level spell	600 gp	5th	—
6th-level	Contains 6th level spell	1,500 gp	7th	—
7th-level	Contains 7th level spell	3,000 gp	9th	—
8th-level	Contains 8th level spell	7,000 gp	11th	—
9th-level	Contains 9th level spell	15,000 gp	12th	—

Scrolls

A scroll is a spell that has been stored in written form. You can use a scroll to cast the spell on the scroll, just like casting a spell you know. Once a scroll is used, the magic is drained from it, and it cannot be used again.

Physical Description: A typical scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. A scroll has AD 9, 1 hit point, hardness 0, and a break DR of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is usually placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols can also be used to hide magic traps.

Activation: Activating a scroll simply means casting the spell written on the scroll. This functions exactly like casting the spell normally, except that you must spend an item use and the scroll itself rather than a spell slot, and you do not need to know the spell. You use your own spellpower with that spell source to determine the effects of the spell. You must holding the scroll and able to see and read the writing on it.

Activation Restrictions: To successfully activate a scroll, you must be able to cast spells of the same level with the same **spell source** as the scroll. In addition, the spell on the scroll must be on your **spell list** for that source.

Deciphering Scrolls: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* ritual or a successful Spellcraft check (DR 20 + double spell level). Deciphering a scroll to determine its contents does not activate the scroll. However, a scroll can be cursed or magically trapped to harm a creature trying to decipher it.

Scroll Levels: Some spells are acquired by multiple classes at different levels. Use the entry on the table appropriate to the scribing of each individual scroll.

Potions and Oils

Potions and oils are magical liquids that can be activated to produce spell effects when drunk or used to coat a surface. Potions have their effects when drunk, and always target the creature drinking the potion. Oils have their effects when applied externally, and always target the creature or object the oil is applied to. Once activated, the magic in a potion or oil is expended and useless.

Both potions and oils can only mimic the effects of **targeted spells** with a casting time of a standard action or less. Some spells are useless to create as a potion or oil. For example, the *suggestion* spell requires speaking a suggestion as part of casting the spell. Since the drinker of a *suggestion* potion would not hear the suggestion used to cast the spell, such a potion would be useless.

Once activated, the effects of a potion or oil function as if the target had cast the spell on itself. Neither the character activating the effect nor the target of the effect can make any decisions about the

spell's effects, including concentrating on the effect. All decisions must be made by the creator of the potion when it is made.

Physical Description: A typical potion or oil consists of 3 ounces of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 2 inches wide and 4 inches high. The vial has AD 13, 1 hit point, hardness 1, and a break DR of 12. Vials hold 3 ounces of liquid.

Identifying Potions and Oils: The magical aura on a potion or oil can be identified with a Spellcraft check (see Spellcraft, page 69), revealing the nature of the spell contained in the potion. If you sample a taste from the potion as you use the Spellcraft skill, you gain a +5 bonus to the Spellcraft check. You cannot accidentally activate the spell effect while sampling the potion, but you risk being poisoned or otherwise negatively effected if the potion is not as it seems. The *identify* ritual can also be used to identify potions.

Alternately, you can simply learn to identify potions by memory. Potions with the same spell effect from the same **spell source** almost always have a similar appearance and taste. This can be dangerous if you encounter a liquid designed to look and taste like a potion it is not.

Activation: As a standard action, you can drink a potion, apply an oil to a creature or object within your **reach**, or feed a potion to another willing creature within your reach. If you spend a magic item use, the spell contained takes effect at the same time that spells cast that round resolve. If you drink multiple potions or apply multiple oils at the same time, you can still only activate one of them.

If you are physically unable to drink a potion or smear on oil, you cannot activate the item's effects. You can attempt to apply an oil to an unwilling target. To do so, you must make a touch attack against your target (see Touch Attacks, page ??).

Spellpower: The spellpower for a standard potion or oil is normally equal to twice the spell level of the spell in the potion. It is possible to create potions and oils with a higher spellpower than that minimum. For every 2 points by which the spellpower of a potion or oil increases above the minimum for its spell level, the price doubles additively. For example, a potion of a 1st level spell with a spellpower of 6 would cost 30 gp.

Mishaps: Extraordinarily powerful potions and oils can be dangerous to activate. Whenever you activate a potion or oil, if the spellpower of the potion exceeds your level, roll 1d20 and subtract the difference between your level and the potion's spellpower. Compare the result to Table D.14: Potion Mishaps.

Table D.14: Potion Mishaps

Mishap Result	Mishap Effect
11+	No additional effects
6–10	You also take damage equal to the potion's spellpower
1–5	As above, and you are <i>nauseated (unable to act in action phase, move at half speed)</i> for 1 round
0 or below	As above, and the potion does not have its normal effect

Table D.15: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1250 gp	7th
5th-Level	300 gp	3000 gp	9th
6th-Level	750 gp	7500 gp	11th
7th-Level	1500 gp	15000 gp	12th
8th-Level	3500 gp	35000 gp	14th
9th-Level	7500 gp	75000 gp	16th

Rituals

Wondrous Items

Wondrous items are items which are inherently magical in some way.

Answerstone

Price (Level): 200 gp (3rd)

Base Item Power: 2

Aura: Faint Divination [Knowledge]

Active Ability [Standard action]: If you shake this stone and ask a simple yes or no question, you receive an answer of either “yes”, “no”, or “unclear”. The answer has a 75% chance of being correct. If the answerstone is incorrect, it will answer “yes” or “no” randomly. After being asked a question once, it will always give the same answer to that question (and any sufficiently similar question) for 24 hours.

The answerstone will always answer “unclear” if asked questions about events more than thirty minutes into the future or past, or farther than ten miles from its current location. It can only answer questions about observable quantities (including spells).

Although answerstones are usually made of stone, they can also be made of other sturdy materials.

Creation Requirements: Divination [Knowledge]; 1st level spells or Craft (bone, metal, or stone) 7 ranks

Truthstone

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Aura: Faint Divination [Knowledge]

Active Ability [Standard action]: This item functions like an answerstone, except that it does not have a random chance of failure.

Creation Requirements: Divination [Knowledge]; 3rd level spells or Craft (bone, metal, or stone) 11 ranks

Bag of Holding

Base Item Power: 2

Aura: Faint Conjunction [Planar]

Passive Ability: A bag of holding appears to be an unusually thick cloth sack. Objects completely inside the bag are nearly weightless, and do not change the bag’s weight. There are three sizes of bags: Small, Medium, and Large. Each size of bag can hold an object or creature of its size, and has a limit on the weight it can contain. Any weight beyond the bag’s weight limit is not negated, causing the bag to weigh more. The weight limits for each bag are shown in Table D.16: Bags of Holding.

Creation Requirements: Conjunction [Planar]; 1st level spells or Craft (textiles) 7 ranks

Bottle of Air

Price (Level): 200 gp (3rd)

Base Item Power: 2

Aura: Faint Conjunction [Creation]

This item appears to be a normal glass bottle with a cork.

Active Ability [Standard action]: If you uncork the bottle, it continually fills itself with clean air for 1 hour. It will remain filled with clean air even if taken into an airless environment or environment with dangerous gases, allowing you to breathe from the bottle. Liquid can still fill the bottle, and the bottle will continuously bubble as air is created until the liquid is removed. If the bottle is corked (a standard action), it stops filling itself with air until activated again.

Creation Requirements: Conjunction [Creation]; 1st level spells or Craft (ceramics) 7 ranks

Candle of Truth

Price (Level): 800 gp (5th)

Base Item Power: 4

Aura: Faint Enchantment [Compulsion, Mind]

This item appears to be a simple white candle.

Active Ability [Standard action]: If you light this candle, it mimics the effect of the *zone of truth* ritual, with a spellpower equal to its item power. The zone lasts as long as the candle remains lit, which is normally 1 hour. If the candle is snuffed, the zone immediately ends. While lit, the candle does not burn down, and provides servicable candle-light.

Creation Requirements: Enchantment [Compulsion, Mind]; 2nd level spells or Craft (alchemy) 9 ranks

Friendstone

Price (Level): 1,500 gp (7th)

Base Item Power: 12

Aura: Moderate Conjunction/Divination [Scrying, Teleportation]

Table D.16: Bags of Holding

Size	Bag Weight	Weight Limit	Base Price	Item Level
Small	1/2 lb.	500 lb.	200 gp	3rd
Medium	4 lb.	2,000 lb.	800 gp	5th
Large	32 lb.	8,000 lb.	2,000 gp	8th

This item appears to be a glossy, smooth stone or ball of glass about three inches in diameter.

Active Ability [Standard action]: If you press the stone to your forehead and speak your full name, you can attune to it. If you do, you can be summoned by a creature using the stone. This replaces the stone’s attunement to any other creature.

Active Ability [Standard action]: If you grasp the stone in your hand and throw it to the ground, you can activate it. if you do, you instantly teleport the creature attuned to the stone to the stone’s location. The creature is granted a brief glimpse of the stone’s surroundings, as if looking out through the stone, and may refuse the summoning. If the creature refuses, or if it is physically impossible for the creature to appear, your activation of the stone has no effect. If the creature accepts, the stone is destroyed and the creature is unerringly teleported into the stone’s location. The creature must be on the same plane as the stone, but the teleportation works across any distance.

Creation Requirements: Conjunction/Divination [Scrying, Teleportation]; 6th level spells or Craft (ceramics or stone) 17 ranks

Witch’s Broom

Price (Level): 140,000 gp (18th)

Base Item Power: 14

Aura: Strong Divination/Transmutation [Communication, Imbue-ment]

Passive Ability: This broom has a 30 foot fly speed with good maneuverability. You can ride the broom to fly. Riding the broom is like riding a mount, except that you control it perfectly and some actions (such as taking cover behind the mount) are infeasible due to the shape of the broom. It can carry up to 1,000 pounds before it becomes unable to fly.

Active Ability [Standard action]: As a standard action, you can speak a command word to summon the broom. If you do, and the broom is within Extreme (1,000 ft.) range, it flies next to you and hovers at a convenient height to ride. The broom must be able to hear the command word.

Creation Requirements: Divination/Transmutation [Communica-tion, Imbue-ment]; 7th level spells or Craft (wood) 19 ranks

Special Materials

Some materials are inherently magical. Items made from such materials gain special properties automatically.

Material Types

There are three main types of materials used to create items: metal, wood, and leather. In order to create an item with a special material, the item must normally be made with a material of the appropriate material type. In the case of items that are made from

multiple materials, such as polearms, the primary functional part of the item determines which type of special material can be used to create it. For example, the material type for a weapon is generally determined by its striking surface.

Special Material Descriptions

Adamantine: Adamantine is a rare metal that is among the hardest substances known.

Adamantine weapons ignore the **hardness** of creatures and ob-jects.

Adamantine body armor grants its wearer damage reduction against physical damage equal to your item power. This damage reduction is overcome by adamantine weapons. Adamantine shields have no special effects.

Adamantine items of any kind have double the hit points and hardness of an equivalent item of the same type.

Cold Iron:

Cold iron is iron that has been magically smelted without the use of heat.

Cold iron items are especially effective against some supernatural creatures, as indicated in the creature descriptions. In addition, cold iron items have inherent **magic resistance** equal to 10 + the item’s power. This magic resistance is unique to the item, and is not granted to its user. However, the maximum number and price of magical properties that can be imbued into the armor is halved.

When you damage a creature with a cold iron weapon, it is **impaired** (20% failure) with casting arcane spells for 2 rounds.

Cold iron body armor grants its wearer immunity to **Compulsion** and **Delusion** effects. Cold iron shields have no special effects.

Darkwood: Darkwood is a rare magic wood that is very light.

Darkwood weapons have the Finesse weapon property, allowing you to apply your Dexterity instead of your Strength when deter-mining your accuracy with physical attacks using the weapon, even if it isn’t a light weapon for you.

Darkwood shields have their **encumbrance penalty** reduced by 2, and their arcane spell failure reduced by 10%.

Darkwood items of any kind weigh half as much as an equivalent item of the same type.

Dragonbone:

Dragon bones can be used in place of metal when creating weapons and armor.

Dragonbone weapons grant twice the normal number of offensive legend points from their enhancement bonus. This does not affect the damage dealt by the weapon.

Dragonbone armor grants its wearer **magic resistance** equal to 10 + item power.

Dragonhide:

Dragon hide can be used as leather when creating armor.

Dragonhide body armor grants damage reduction equal to your level against the energy type used by the dragon the hide is taken

Table D.17: Special Materials

Material Name	Material Type	Effect	Weapon Price (Level)	Armor Price (Level)
Adamantine	Metal	Grant or overcome physical damage reduction	12,000 gp (12th)	30,000 gp (14th)
Cold Iron	Metal	Bonuses against enchantments and mages	2,000 gp (8th)	5,000 gp (10th)
Darkwood	Wood	Extraordinarily light	2,000 gp (8th)	5,000 gp (10th)
Dragonbone	Metal	Inherently magical	30,000 gp (14th)	60,000 gp (16th)
Dragonhide	Leather	Resist energy	—	2,000 gp (8th)
Dragonscale	Metal	Resist energy	—	2,000 gp (8th)
Ironwood	Metal	Metallic wood	—	100 gp (5th)
Mithral	Metal	Extraordinarily light	2,000 gp (8th)	5,000 gp (10th)
Silvered	Metal	Effective against supernatural creatures	100 gp (3rd)	200 gp (3rd)

from.

Dragonscale:

Dragon scales can be used in place of metal when creating armor. Dragonscale armor grants damage reduction equal to your level against the energy type used by the dragon the hide is taken from.

Ironwood: Ironwood is a magic wood created by the *ironwood* ritual. It has been magically hardened, giving it the strength of iron. Ironwood can be used in place of metal when creating weapons and armor.

Ironwood items have no special properties except that they are made from wood instead of metal.

Mithral: Mithral is a rare metal that is very light, but has the strength of iron.

Mithral weapons have the Finesse weapon property, allowing you to apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you.

Mithral armor has its **encumbrance penalty** reduced by 2, and its arcane spell failure reduced by 10.

Mithral items of any kind weigh half as much of an equivalent item of the same type.

Silvered:

Silvered items have silver infused into them in the process of their creation. Only metal items made of iron or steel can be silvered.

Silvered items are especially effective against some supernatural creatures, as indicated in the creature descriptions. However, silvered weapons deal damage as if they were one size category smaller, and mithral armor has its defense bonus reduced by 1.

items of the same sort. A damaged magic item continues to function, but if it is **broken**, its magic ceases to function until it is repaired. If it is destroyed, all its magical power is lost.

Repairing Magic Items

A magic item which is **broken** (but not destroyed) can be repaired for 10% of the value of the item.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, fewer than 1% of magic items have intelligence.

Cursed Items

Some items are cursed – incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Many cursed items are difficult to identify and remove, requiring the use of rituals such as *remove curse*.

Magic Item Rules

Magic Item Auras

Magic items radiate magical auras which can be detected with the Spellcraft skill (see Spellcraft, page 69). Each item describes the auras that can be detected on it, including the strength, school, and descriptors, as appropriate.

Damaging Magic Items

A magic item is normally unharmed by attacks unless it is unattended or is specifically targeted by an effect. A magic item's non-physical defenses are all equal to 10 + the spellpower of the item. The only exceptions to this are intelligent magic items, which apply their Willpower to their Mental defense.

Magic items, unless otherwise noted, take damage as nonmagical

Magic Item Creation

By investing time, money, and energy, spellcasters and crafters of great skill can imbue items with magical power. Learning how to perform this process requires either the Craft Magic Item (see page ??) or Enchant Item (see page ??) feats. In addition, each magical item has certain requirements that must be met before it can be crafted. These requirements can be met in one of two ways: by casting spells into the item, or by using an appropriate Craft skill.

In almost all cases, “creating” a magic item actually refers to the act of enhancing an existing object with magical power. Creating entirely new items from raw materials is only possible with the Craft skill or specific rituals, such as the *fabricate* ritual.

Requirements

Consider the requirements of a *flaming* weapon.

Creation Requirements: Evocation [Fire]; 2nd level spells or Craft (as weapon) 9 ranks

This is composed of three parts: the school, the ability tags, and the creation requirements.

Using Spells

To create an item with a spell, you must have the Enchant Item feat, and you must know a single spell that has the school and tags listed in the magic item’s requirements. In addition, you must be able to learn and cast spells of the indicated level. For example, a wizard who knows the Fireball spell would be able to craft a *flaming* weapon, because *fireball* is a 3rd level spell from the Evocation school with the **Fire** tag. If an item has multiple tags, you must know a spell with the same combination of tags.

The spell used can have additional tags or schools. For example, *fire shield* also has the **Shielding** tag, but it can still be used to craft a *flaming* weapon.

Some magic items are more complex, requiring multiple schools or tags. You must meet all requirements for the item to craft it.

Crafting

To craft an item, you must have the Craft Magic Item feat, and you must have at least as many ranks in the relevant Craft skill as the magic item requires. In addition, you must know how to create items with all tags present on the item (see page ??).

Many magic items use the same Craft skill as the base item they are applied to. For example, almost all special properties of weapons require the craft skill of the weapon they are on, which may change depending on the weapon being enhanced. For example, adding the *flaming* ability to a longsword would require Craft (metal), but adding it to a quarterstaff would require Craft(wood).

Some magic items are complex, requiring multiple tags or even multiple Craft skills. You must meet all requirements for the item to craft it.

Creation Process

Regardless of the type of item being created, item creation always has certain features in common.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Creating a magic item with a Craft skill also requires access to

the normal tools required to craft items with that skill, such as a forge and anvil or an alchemist’s laboratory.

Negative Levels: Power and energy that a spellcaster would normally have is expended when making a magic item. While crafting a magic item, a spellcaster gains a negative level that cannot be removed. After the magic item is complete, the spellcaster still suffers the negative level for two days per day required to make the item. Scrolls and potions are less draining, and only bestow negative levels for one day per day required to make the item. These negative levels cannot be removed by any means.

Time: Creating an item can require a significant time investment, based on the cost in raw materials required to create the item. The time required to craft an item is specified in the description of the ability that allows you to create items.

Item Cost: Potions and scrolls directly reproduce spell effects, and the power and price of these items depends on the level of the spell they replicate.

Extra Costs: Any potion or scroll that stores a spell with a costly material component also carries a commensurate cost. The creator must expend the material component when creating the item.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

Determining Item Prices

Scaling Bonuses

Items which give simple scaling bonuses are easy to price. Each bonus has a fixed price that depends on the statistic being enhanced, as shown on Table D.18: Scaling Item Costs.

Special Abilities

Abilities more complicated than a simple bonus are more difficult to price. However, there are still consistent principles which can be followed. To assign a price to a special ability, follow the steps below.

1. Assign an effective spell level to the ability based on its power.
 - Apparel items with abilities that affect the wearer are treated as being touch range when determining the level of the ability.
2. Decide how the ability will be activated.
3. Determine the price, using Table D.19: Item Prices by Activation Method (page 199).

Table D.18: Scaling Item Costs

Item Effect	+1 Bonus	+2 Bonus	+3 Bonus	+4 Bonus	+5 Bonus
Offensive legend point and weapon damage	200 gp	1,000 gp	5,000 gp	25,000 gp	125,000 gp
Armor defense ¹	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
offensive legend point and spell damage (single school)	50 gp	250 gp	1,250 gp	6,250 gp	31,250 gp
Offensive legend point and spell damage (all schools)	150 gp	750 gp	3,750 gp	18,750 gp	93,750 gp
Defensive legend point and temporary hit points	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
Item Effect	+2 Bonus	+4 Bonus	+6 Bonus	+8 Bonus	+10 Bonus
Skill (single)	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp

1. Does not stack with Armor defense bonuses from physical armor.

This table is approximate, and not intended for players to use to create new items.

Table D.19: Item Prices by Activation Method

Spell Level	Specific Action ¹ (Item Level)	Triggered ² (Item Level)	Continuous ³ (Item Level)
Cantrip ⁴	100 gp (2nd)	100 gp (3rd)	200 gp (3rd)
1st	200 gp (3rd)	200 gp (3rd)	800 gp (5th)
2nd	800 gp (5th)	800 gp (5th)	2,000 gp (8th)
3rd	2,000 gp (8th)	2,000 gp (8th)	5,000 gp (10th)
4th	5,000 gp (10th)	5,000 gp (10th)	12,000 gp (12th)
5th	12,000 gp (12th)	12,000 gp (12th)	30,000 gp (14th)
6th	30,000 gp (14th)	30,000 gp (14th)	60,000 gp (16th)
7th	60,000 gp (16th)	60,000 gp (16th)	140,000 gp (18th)
8th	140,000 gp (18th)	140,000 gp (18th)	300,000 gp (20th)
9th	300,000 gp (20th)	300,000 gp (20th)	700,000 gp (—)

1 Actiated with a time-consuming action, such as making a gesture or drinking a potion.

2 Triggered effects should only modify existing actions, rather than constituting new actions, and should not have beneficial effects that last longer than the current round.

3 Only effects that only target you can be made continuous. The spell level should be calculated as if it was touch range and Extreme (12 hours) duration.

4 Or other effects weaker than a 1st level spell.

This table is approximate, and not intended for players to use to create new items.

Appendix E

Optional Rules

Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Semi-Randomized Point Buy

With this method, you have only a small degree of control over your character's attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your character's attribute scores start at 0, and you get 10 points to distribute among your character's attribute scores. However, you do not have full control over how to distribute those points.

Roll 4d6 for each attribute score, dropping a die of your choice with each roll. First roll for the attribute scores that you care about most, and save the least important attribute scores for last. After rolling for an attribute score, sum results on the three highest dice and consult Table E.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.3: Attribute Score Point Costs. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase any attribute above 3 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

For characters with more extreme attribute scores, use the following approach for each attribute score, starting with 10 points as normal:

- Roll 2d8
- Take the average, rounding down
- Subtract 3
- Spend the points as indicated on Table 1.3: Attribute Score Point Costs until you have no points left.

Random Point Buy

This method gives you no control over the character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except

Table E.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-7	-2	-2 ¹
8-9	-1	-1 ¹
10-11	0	0
12-13	1	1
13-14	2	2
15-16	3	3
17	4	5
18	5	8

¹ You gain extra points for having low stats. You can gain these points any number of times per character.

that you also randomize the order in which the attribute scores are rolled.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. Roll 1d8 for each attribute score and subtract 3 from each result. The result is the attribute score.

Races

Awakened Animal

Awakened animals are animals that have been granted sentience by the *awaken* ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Tiny, Small, or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: +1 Dexterity.

Tiny: +2 Dexterity.

Speed: As the original animal.

Special Abilities: As the original animal.

Racial Bonus Feat: No racial bonus feat.

Sample Awakened Animals

Cat:

Size: Tiny. As a Tiny character, a cat gains several benefits and penalties, as described at Small Characters, page 23.

Attributes: +2 Dexterity, –2 Strength.

Speed: 20 feet.

Special Abilities:

- *Scent* A cat has the scent ability (see Scent, page 57).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 94). A cat's claws do 1d3 damage.
- *Low-light Vision* A cat treats sources of light as if they had double their normal illumination range.

Changeling

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Alter Shape* A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally.

Racial Bonus Feat: Any Skill feat.

Automatic Languages: Common and any one language (except Druidic).

Bonus Languages: Any.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of all dragons.

Although drakkenfel are generally considered to be a lesser creature than true dragons, they have hidden power. While separated from her full draconic essence, a drakkenfel can bridge the divide between the different types of true dragons, gaining the affinity

for multiple energy types and special powers. It is rumored that a drakkenfel who regains her scales retains these enhanced abilities, becoming even more powerful than ordinary dragons.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear horrific scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small.

Attributes: No change.

Speed: 25 feet.

Special Abilities:

- *Draconic Essence* Each drakkenfel was once a type of true dragon. This choice must be made at 1st level, and cannot thereafter be changed. A list of dragons and their associated energy type is given on Table 5.2: Dragon Types (page 81). The drakkenfel is treated as if she had the Draconic Heritage feat in this dragon for the purpose of feats and abilities.
- *Energy Resistance* A drakkenfel gains damage reduction equal to five times her level against the energy type associated with her draconic essence.
- *Sleeping Dragon* If a drakkenfel recovers her stolen scales, she immediately becomes a true dragon again.

Racial Bonus Feat: Draconic Scales.

Special: At least half of a drakkenfel's class levels must be taken in the drakkenfel class.

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, –1 Dexterity.

Speed: 20 feet.

Special Abilities:

- *Ingrain* As a standard action, a dryaidi can plant roots into natural earth. While ingrained, a dryaid's land speed becomes 5 feet, but she gains a +4 bonus to her Fortitude defense against attacks that would move her. Resting for 4 hours while ingrained gains the same benefits that a human would gain from 8 hours of rest, including healing. In addition, the dryaidi acquires nutrients sufficient to replace a day's worth of food and water. Withdrawing ingrained roots is a full-round action.
- *Photosynthesis* While in sunlight, a dryaidi gains a +10 foot bonus to land speed.

Racial Bonus Feat: Dryad Heritage.

Tieflings

Tieflings are humanoid creatures descended from fiends.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Darkvision* Tieflings can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a tiefling is in a brightly lit area, and does not resume functioning until 1 round after the tiefling leaves the brightly lit area.

- **Energy Resistance** A tiefling has damage reduction against cold, electricity, and fire equal to twice its level.

Racial Bonus Feat: Fiendish Heritage.

Racial Templates

Racial templates are applied in addition to the effects of a normal race. In exchange for special bonuses, a character with a racial template must take a minimum number of levels in the template class.

Half-Dragon

Half-dragons are the offspring of dragons.

Template Class Requirements

A half-dragon must take the half-dragon template class with his first, fifth, ninth, and thirteenth character levels. He may not choose half-dragon as his base class, and he may not voluntarily take additional levels in the half-dragon class.

Table E.2: Half-Dragon Progression

Level	Special
1st	Claws, draconic heritage, keen senses, scales
2nd	Bite, breath weapon, draconic magic, draconic wings
3rd	Energy immunity, flight, mighty breath
4th	Draconic apotheosis

Class Abilities

Languages: Half-dragons automatically know Draconic, in addition to any other languages provided by their base race.

Claws: The half-dragon's hands are fiercely clawed. He can use his hands as a claw attack that deals 1d6 damage for a Medium half-dragon.

Keen Vision: The half-dragon gains **low-light vision**, allowing him to treat sources of light as if they had double their normal illumination range. If he already has low-light vision, he doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. In addition, he gains **darkvision** with a 50 foot range, allowing it to see in complete darkness. If he already has darkvision, he increases its range by 50 feet.

Draconic Power: The strength of a half-dragon's draconic abilities are determined by his draconic power. His draconic power is equal to his Constitution or his character level, whichever is higher.

Draconic Heritage: The half-dragon is descended from a particular type of true dragon, as described in Table 5.2: Dragon Types (page 81). This choice must be made at 1st level, and cannot thereafter be changed. His heritage grants him **damage reduction** against damage of his dragon's energy type equal to twice his draconic power.

The half-dragon may not take any Bloodline feats. His direct draconic ancestry cannot be diluted or augmented by such means.

Scales: The half-dragon gains a +1 bonus to his Armor defense. At his 3rd half-dragon level, this bonus increases to +2.

2nd – Bite: The half-dragon's mouth is elongated and filled with sharp teeth. He can use his mouth as a bite attack that deals 1d8

damage for a Medium half-dragon.

2nd – Breath weapon (Mag): The half-dragon gains a breath weapon based on the type of dragon he is descended from. The shape of the breath weapon is given on Table 5.2: Dragon Types: either a Large (50 ft.), 5 ft. wide line or a Medium (20 ft.) cone. He makes a Draconic power vs. Reflex attack against everything in the area. Success deals 1d8 damage of his dragon's energy type per two draconic power. Critical success deals double damage. Failure deals half damage.

After using his breath weapon, a half-dragon must wait 1d4 rounds before he can use it again.

2nd – Draconic Magic: If the half-dragon has any levels in spellcasting classes, he may choose one of them. His half-dragon levels increase his spellcasting abilities with that class as if he had gained levels in that class. This increases his spells per day (if any) and spells known, but does not not affect any other class abilities.

2nd – Draconic Wings: The half-dragon grows leathery draconic wings from his back. They grant him a glide speed equal to his base land speed (see Gliding, page 10, for details).

3rd – Draconic Flight: The half-dragon can use his wings to fly. He gains a fly speed equal to his land speed. While **unencumbered** (not carrying a heavy load or wearing medium or heavy armor), he can fly (see Flying, page 10). He can only fly for a number of rounds equal to half his draconic power. After that limit is reached, he must rest for 5 minutes before flying again.

3rd – Energy Immunity: The half-dragon becomes immune to damage of his dragon's energy type.

3th – Mighty Breath: The half-dragon's breath weapon improves. If it is a line, it becomes a Huge (100 ft.), 10 ft. wide line. If it is a cone, it becomes a Large (50 ft.) cone.

4th – Draconic Apotheosis: The half-dragon reaches the pinnacle of his draconic nature. This grants him several benefits.

1. All of the half-dragon's attributes increase by 1.
2. His creature type becomes dragon, in place of his original creature type.
3. He may use his draconic power in place of his spellpower when casting spells from any class.
4. The damage dealt by his draconic natural weapons increases by one increment (see Weapon Size, page ??).
5. There is no limit on how long he can fly with his draconic wings.

Feats

Drakkenfel

Only a character with the drakkenfel race can become a drakkenfel. Drakkenfel function like spellwarped, with the following alterations.

Innate Magic (Su): A drakkenfel treats her draconic nature as her choice of innate magic. This replaces the normal choices of innate magic offered to a spellwarped. Her good defense is Fortitude, her key attribute is Intelligence, and she treats Awareness, Knowledge (arcana), and Persuasion as class skills.

Spellwarp Pool (Su): The drakkenfel gains the following minor ability.

Frightful Legacy: The drakkenfel can alter her appearance as a swift action to look more draconic for 5 rounds. This can grant her

a +2 bonus to Intimidate checks.

2nd – Surge of Power (Su): The drakkenfel gains the following ability based on her innate magic.

Draconic Form: The drakkenfel transforms her body to become like a dragon. She gains a bite natural attack, and a claw natural attack for each hand (see Natural Weapons, page 94). For a Medium creature, the bite deals 1d8 damage, and the claws deal 1d6 damage. In addition, she gains a +2 bonus to her Armor defense from draconic scales.

2nd – Spellwarped Body (Ex): The drakkenfel gains the following ability based on her innate magic.

Draconic Superiority: The drakkenfel gains a +1 bonus to an attribute of her choice. At her 10th drakkenfel level, this bonus applies to all attributes. At her 20th drakkenfel level, this bonus increases to +2.

3rd – Magical Senses: The drakkenfel gains the following ability based on her innate magic.

Draconic Senses: The drakkenfel gains low-light vision, 50 foot darkvision, and 20 foot blindsense for 1 round. If she already has low-light vision, she doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. If she already has darkvision, she increases its range by 50 feet. If she already has blindsense, she increases its range by 20 feet.

3rd – Spellwarped Aspect (Su): The drakkenfel has access to the following spellwarped aspects based on her innate magic, in addition to the general aspects.

Keen Senses: The drakkenfel gains low-light vision and 50 foot darkvision.

7th – Blindsense: The drakkenfel gains 50 foot blindsense.

7th – Dragonshape: When the drakkenfel uses her surge of power, she can transform completely into a dragon. If she does, the following changes occur.

- Her equipment melds into her body. All physical properties of her equipment, such as armor, have no effect. However, she still gains the magical properties of her equipped items.
- Her hands transform completely into claws. She cannot use her claws to wield weapons or use items normally, but she can cast spells.
- She increases in size by one size category, increasing the damage of her natural weapons.
- She gains a +2 bonus to spellpower, and a +4 bonus to Armor defense.

11th – Draconic Size: When the drakkenfel uses her surge of power, she can increase her size by one size category. The size increase lasts as long as her surge of power does. This is a sizing effect, and does not stack with most other sizing effects. However, it stacks with the size increase from the dragonshape aspect.

Drakkenfel Invocations

1st – Breath Weapon: As a standard action, the drakkenfel makes a special attack vs. Reflex against everything within an Medium area. The shape and damage type of the drakkenfel's breath weapon depends on her draconic essence, as described in Table 5.2: Dragon Types (page 81). A successful attack deals 1d6 damage per spellpower. A failed attack deals half damage.

1st – Augment Weapons: As a standard action, the drakkenfel can give her natural attacks a +1 enhancement bonus. This gives a

+1 bonus to damage and grants her an additional offensive legend point for her natural attacks (see Weapon Enhancement Bonuses, page 183). This bonus increases by +1 at spellpower 4, and every 4 spellpower thereafter.

4th – Water Breathing: As a standard action, the drakkenfel gains the ability to breathe water as if it was air for 1 hour.

6th – Lightning Breath: This invocation functions like the *lightning bolt* spell, except that the drakkenfel breathes the effect from her mouth as a breath weapon.

8th – Tiring Breath: This invocation functions like the *waves of fatigue* spell, except that the drakkenfel breathes the effect from her mouth as a breath weapon.

Feats

Body of the Bending Willow [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +2 bonus to Escape Artist and Stealth checks.

If you have three or more fae bloodline feats, you can also walk between trees. As a move action, you can spend a fae point to step into an adjacent plant of at least Medium size and out of any other plant of at least Medium size within 100 feet.

Body of the Mighty Oak [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +1 bonus to Armor defense.

If you have three or more fae bloodline feats, you can also ingrain in natural earth or stone.

Deep Ingrain [Bloodline, Fae]

Prerequisites: Dryad Heritage, Con 3.

Benefit: When you ingrain, you may spend a fae point to deeply ingrain your roots. While deeply ingained, your bonus to Fortitude defense against attacks that would move you increases to +8. In addition, you can draw nutrients from the earth to heal hit points equal to your fae power as a swift action. You can only regain hit points in this way 5 times before you deplete the available nutrients in the area.

Dryad Heritage [Bloodline, Fae]

Prerequisite: Dryaidi.

Benefit: This feat functions like the Fae Heritage feat, except that it grants a different special ability.

As a standard action, you can spend a fae point to gain the ability to speak with trees. This ability functions like the druid's wild speech ability, except that it only allows you to communicate with trees.

Fiendish Heritage [Bloodline, Fiendish]

Prerequisite: Tiefling or nongood alignment.

Benefit: You have the blood of a fiendish creature in your veins, granting you fiendish power. Your fiendish power is equal to your Willpower, or your level + the number of fiendish bloodline feats you possess, whichever is higher. You have a pool with a number of fiend points equal to the number of fiendish bloodline feats you possess.

As a standard action, you can spend a fiend point to surround yourself in Medium (20 ft.) radius emanation of darkness for Short

(*Focus + 5 rounds*) duration. All light within the area is reduced to be no brighter than shadowy illumination. This typically grants you concealment, allowing you to hide.

Photosynthesis [Bloodline, Fae]

Prerequisite: Dryad Heritage

Benefit: For each you spend an hour in sunlight, you regain one spent fae point.