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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 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 73).

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.

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 usually 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 5 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, species, 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 species or what you do. It should be something that makes you memorable. Some sample character concepts are given below for inspiration.

- 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 warrior

- 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
- World-weary pirate
- Devout cultist
- Con artist with a heart of gold

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. A character that is excessively aloof, moody, or obnoxious can make the game more difficult to enjoy for everyone. Likewise, a character who tries to speak for everyone or who repeatedly steals the spotlight from others can be frustrating to work with. You should figure out the right balance with your fellow players and your GM.

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 138.

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 10.

Species

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

page 30.

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 32.

Background

Appearance

Equipment

Your character begins with 75 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

You can take many actions without needing to roll a die at all. However, eventually you 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 you succeed or fail. 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. Many abilities are always considered attacks, even if you use them in a way that you believe is not 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 (see Defenses, page 13). 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**. In addition, some effects can cause your roll to **explode** without rolling a 10. For example, if you attack an **unaware** target, your attack roll explodes regardless of the roll.

When an attack roll **explodes**, you roll it again and add the second result to the original result 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. No effect can cause extra rolls to explode without rolling a 10.

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 special effects on critical hits. Unless its critical hit effects are otherwise

noted, any attack that deals damage deals double that damage on a critical hit.

Objects are not normally subject to critical hits. Some creatures are also not subject to critical hits, as noted in their descriptions.

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**. Some 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 73).

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 73).

Combat Time

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 time passes in combat.

Rounds

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** (see Phases, page 9). After all phases are complete, the round ends and the next round begins.

Actions

You can take actions in combat to defeat your foes. There are four types of actions: **standard actions**, **minor actions**, **move actions**, and **free actions**.

Standard Actions

Most common activities require a **standard action**, such as attacking with a weapon, casting a **spell**, and using many special abilities. Using a standard action generally takes about three seconds of time within the game, and it requires most of your attention during that time.

You can take one standard action per round.

Minor Actions

Some special abilities require a **minor action**. Using a minor action does not take much time or attention, and it can be done at the same time as any other actions.

You can normally take one minor action per round. However, you can choose to take an additional minor action in place of a **standard action**.

Move Actions

You can move around a battlefield as a **move action**. Using a move action generally takes about three seconds of time within the game, and it requires most of your attention during that time.

You can normally take one move action per round. However, you can choose to take an additional move action in place of a **standard action**.

Free Actions

Many minor activities require a **free action**, such as drawing or sheathing a weapon. Using a free action does not take much time or attention, and it can be done at the same time as any other actions.

You can take any number of free actions per round.

Phases

There are three **phases** in each round: a **movement phase**, an **action phase**, and sometimes a **delayed action phase**. Each phase specifies the types of actions that can be taken during that phase. As a special case, **free actions** may be taken during any phase.

The Movement Phase

During the **movement phase**, you can take one **move action**. The most common move action is the *hustle* ability, which allows you to move a distance equal to your **speed**. For details, see Movement and Positioning, page 17.

The Action Phase

During the **action phase**, you can take one **minor action** and one **standard action**. Alternately, you can take a **move action** or additional **minor action** in place of your standard action. Most of the time, you will simply take a single standard action.

The Delayed Action Phase

During the **delayed action phase**, you can take a **minor action** or **standard action** if you did not use the corresponding action in the **action phase**. Alternately, you can take a **move action** or additional **minor action** in place of a standard action. In addition, some abilities have effects during the delayed action phase instead of or in addition to their effects in the action phase. For example, the *charge* ability allows you to move during the action phase and attack during the delayed action phase (see Charge, page 24).

Resolving Actions

Within each phase, actions of all creatures are simultaneously resolved in the following order. Allies with the ability to communicate can freely coordinate their actions with each other, within reasonable limits.

1. Choose actions.
2. Determine targets affected by actions.
3. Apply the results of **Swift** abilities.
4. Check action success. Example: Making attack rolls.
5. Determine action results. Example: Making damage rolls.
6. Apply action results. Examples: Reducing hit points, moving creature locations, and applying penalties.

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 those 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.

Swift Abilities

Some abilities resolve before other actions in the same phase. These abilities have the **Swift** tag. They resolve after targets are determined, but before attack rolls are made. Swift abilities never require attack rolls, and almost always affect only the creature using the ability.

For example, the *total defense* ability is a swift ability. It increases your defenses against attacks made during the same phase (see Total Defense, page 26).

Conflicting Actions

Sometimes, actions that occur in the same phase can conflict with each other. In this case, each creature involved with conflicting actions in that phase rolls an **initiative** check (see Initiative, page 13). Starting from the highest check result and continuing to the lowest, each creature decides to resolve its chosen action or delay to choose a different action. After the lowest initiative check result has made its choice, each creature that delayed can resolve a different action of its choice, starting from the lowest check result and continuing to the highest. When deciding, each creature knows the resolved effects of the actions chosen by previous creatures that it can observe.

When determining whether two actions conflict, it is best to be generous and consider the intention of the action. The only downside to treating actions as conflicting is the time required to resolve the initiative checks and consider action changes.

For example, one of the most common conflicts occurs when a creature tries to move into melee range with a foe that unexpectedly moves away. Although the two movements not mutually impossible, the first creature can easily end up out of melee range from all foes at the end of the phase if it doesn't have enough movement to reach its target. Treating the movements as conflicting allows the first creature to sprint or change its action if it chooses.

Character Statistics

This section explains how character statistics, such as how strong you are or how accurate your attacks are, should be calculated.

Action Points

You can use a wide variety of special abilities by spending **action points**. Abilities that require action points have the **AP** or **Attune** tags (see Ability Tags, page 22).

There are two kinds of action points: **recovery action points** and **reserve action points**. The difference between the two types is how quickly you can get them back after spending them. You can get back a spent **recovery action point** with a **short rest**, but a spent **reserve action point** does not return until after a **long rest**. For details, see Resting, page 28. Unless otherwise noted, you can use abilities that require action points by spending either type of action point.

A typical 1st level character has three **recovery action points** and three **reserve action points**. At higher levels, you gain additional **recovery action points** (see Character Advancement, page 29). You can gain additional **reserve action points** with a high Willpower, and some abilities can also grant reserve action points.

Regaining Action Points

You gain regain spent **action points** by resting (see Resting, page 28). In addition, some abilities allow you to regain action

points during combat. There are two significant restrictions on regaining action points during combat.

First, you cannot regain action points and spend action points in the same round. If you have spent an action point during a round, including spending an action point to **attune** to an ability, you cannot regain action points until the next round. Similarly, if you have already regained an action point during a round, you cannot spend action points until the next round. If you somehow spend and regain action points simultaneously, you do not regain the action points.

Second, you cannot regain more than one action point per round, even if multiple different abilities say you regain a spent action point. All action points you would regain after the first one in the round are ignored.

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 9.1: Carrying Capacity by Strength (page 158)).
- Strength affects Strength-based skills: Climb, Jump, and Swim (see Skills, page 67).
- You reduce your *encumbrance* for weight or heavy armor by an amount equal to your starting Strength.
- 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 **power** with **mundane** abilities equal to your Strength.

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

- Your **power** with most **mundane** abilities, such as **strikes** (see Power, page 12).
- Your **threat** (see Threat, page 13).

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 (see Skills, page 67).
- You gain a bonus (or penalty) to your Reflex defense equal to your starting Dexterity.
- If your Dexterity is negative, you take a penalty to all Dexterity-based skills equal to your Dexterity.

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

- Your **accuracy** with melee and thrown **strikes** using **light weapons** (see Accuracy, page 11).
- Your Armor and Reflex defenses (see Defenses, page 13).

Constitution (Con): Constitution represents your health and stamina. It has the following effects:

- You gain bonus hit points based on your starting Constitution (see Hit Points, page 26).
- You heal additional **vital damage** when you take a **long rest** based on your starting Constitution (see Short Rest, page 28).
- You gain a bonus (or penalty) to your Fortitude defense equal to your starting Constitution.

If you have a high Constitution, you can use it to determine your Fortitude defense (see Defenses, page 13).

Intelligence (Int): Intelligence represents how well you learn and reason. It has the following effects:

- You gain **insight points** equal to your starting Intelligence (see Insight Points, page 14).
- You gain bonus languages equal to your starting Intelligence (see Languages, page 139).
- You gain a bonus (or penalty) to **skill points** equal to twice your starting Intelligence (see Skill Points, page 67).
- You gain a bonus (or penalty) to **insight points** equal to your starting Intelligence (see Insight Points, page 14).
- Your Intelligence affects Intelligence-based skills: Craft, Deduction, Disguise, Heal, Knowledge, and Linguistics (see Skills, page 67).
- If your Intelligence is negative, you take a penalty to all Intelligence-based skills equal to your Intelligence.

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 your ability to observe and be aware of your surroundings. It has the following effects:

- Your Perception affects Perception-based skills: Awareness, Creature Handling, Sense Motive, Spellcraft, and Survival (see Skills, page 67).
- If your Perception is negative, you take a penalty to all Perception-based skills 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 your **accuracy** with all attacks (see Accuracy, page 11).

Willpower (Wil): Willpower represents your ability to endure mental hardships. It has the following effects:

- You gain a bonus (or penalty) to the number of **reserve action points** you have equal to your starting Willpower.
- You gain a bonus (or penalty) to your Mental defense equal to your starting Willpower.
- If your Willpower is negative, you take a penalty to **power** with **magical** abilities equal to your Willpower.

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

- Your **power** with most **magical** abilities (see Power, page 12).
- Your Mental defense (see Defenses, page 13).

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	+1 per even level
2	+1 per level after 1st
3	+1 per level after 1st

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 attributes:

3, 2, 1, 1, 0, 0

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

4, 2, 0, 0, 0, 0.

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

2, 2, 2, 1, 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 two additional **skill points** (see Skills, page 67).

Point Buy: With this method, you can fully control your attribute scores to match what you want to be able to do. All your attribute scores start at 0. You get ten points to distribute among your 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. You are 1st level when you start, which adds appropriately to your 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**. Decreasing your attributes below 0 does not grant you additional points to spend on other attributes.

Extraordinary Attributes

Some abilities can increase your starting attributes above 4. For each point of starting attribute beyond 4, you increase your current attribute by the same amount.

For example, a 20th level half-orc cleric with the Strength domain who spent 7 points on her starting Strength would have a total starting Strength of 6. Her Strength would be two higher than it would be with a starting attribute of 4, for a total of 25.

Accuracy

Your accuracy with an **attack** is the number that you add to the **attack roll**. Your accuracy with an attack is normally equal to

Table 1.3: Attribute Score Point Costs

Starting Attribute Score	At-trib-ute Score	Total Attribute Score	Cumulative Point Cost
-2 ¹	-2	0 ²	
-1 ¹	-1	0 ³	
0	0	0	
1	1 + half level	1	
2	1 + level	3	
3	2 + level	5	
4	3 + level	7	

1 You cannot reduce more than two attributes below 0 in this way.

2 You gain a total of four **skill points**.

3 You gain two skill points.

the higher of your level and your Perception. If you are making a **strike** with a **light weapon**, you may use your Dexterity in place of your Perception. In addition to this base number, your accuracy can include any number of bonuses and penalties from other sources.

Proficiency: Each creature is **proficient** with a number of weapons. For details about the weapons you can be proficient with, see Weapons, page 141. Your proficiencies are primarily determined by your class, but some abilities also grant proficiency with additional weapons. If you make a **physical attack** with a weapon you are not proficient with, you take a -2 penalty to accuracy.

Power

Many abilities have a **power** which represents the overall strength of the ability. This determines the ability's **standard damage** (see Standard Damage, page 12). Some abilities also have effects that explicitly depend on the ability's power. Unless an ability specifies otherwise, its **power** depends on whether it is **magical** or **mundane**.

Magical Abilities: Your power with magical abilities is normally equal to the higher of your level and your Willpower.

Mundane Abilities: Your power with mundane abilities is normally equal to the higher of your level and your Strength.

Damage

Some attacks deal damage when they hit. Damage does not represent serious physical injury to your body. Instead, it represents a depletion of some combination of endurance, luck, or even divine providence that prevents you from suffering more serious injury. When you take damage, you reduce your **hit points** by that amount (see Hit Points, page 26). If you take damage in excess of your **hit points**, the excess damage is dealt as **vital damage**, which represents potentially life-threatening injuries (see Vital Damage, page 26).

Most attacks deal damage equal to the result rolled from a pool of dice.

Die Increments

Many abilities can increase or decrease your damage with abilities. These modifiers always increase or decrease your damage by one **die increment**. Increasing by one die increment is written as +1d, and decreasing by one die increment is written as -1d. 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.

Standard Damage

Most damaging effects use **standard damage** as a baseline to determine the damage they deal. Your **standard damage** with an ability is based on your **power** with that ability (see Power, page 12). Standard damage starts at 1d8 and increases by +1d per two power. This is summarized on Table 1.4: Standard Damage.

Table 1.4: Standard Damage

Power	Damage
0-1	1d6
2-3	1d8
4-5	1d10
6-7	2d6
8-9	2d8
10-11	2d10
12-13	4d6
14-15	4d8
16-17	4d10
18-19	5d10
20-21	6d10
22-23	7d10
24-25 ¹	8d10

1. For values above 25, increase by 1d10 at every even value.

Power vs. Die Increments

Many abilities specify that they deal damage based on some standard calculation, such as your **standard damage** or your normal damage with a **strike**, plus an additional modifier to the **die increment**. For example, the *power attack* fighter ability deals +2d damage more than a normal **strike**. Other abilities modifier your **power** directly. For example, the *wellspring of power* mage ability gives you a +1 bonus to **power** with arcane spells.

In general, active abilities do not modify their own **power**, and instead increase damage with **die increments**. Abilities that modify the effectiveness of other abilities, such as *wellspring of power*, generally increase **power** instead of increasing **die increments** directly.

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.

- **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.
- **Reflex defense:** Your Reflex protects you from attacks you can only avoid, such as pit traps.
- **Fortitude defense:** Your Fortitude defense protects you from attacks you have to physically endure or resist, such as poisons and deadly spells.
- **Mental defense:** Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation.

Defense Values

Your defenses are calculated in the following way:

- **Armor:** Level or Dexterity + defense bonuses from equipped body armor and shield
- **Fortitude:** Level or Constitution + starting Constitution + class defense bonus
- **Reflex:** Level or Dexterity + starting Dexterity + class defense bonus
- **Mental:** Level or Willpower + starting Willpower + class defense bonus

The attributes and relevant bonuses which apply to each defense are described in Table 1.5: Defense Calculations. In addition to the normal calculation, each defense may have additional bonuses or penalties applied by various abilities.

Class Bonuses: Each class provides bonuses to some combination of Fortitude, Reflex, and Mental defense.

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 penalty to Reflex defense. For details, see Table 1.6: Size in Combat (page 15).

Resisting Attacks

If an attack fails against you, you almost always suffer no effects from the attack. Even if the attack had no obvious physical or visual effects, a creature that resists an attack still feels a hostile force or a tingle, but cannot usually deduce the exact nature of the attack. The Spellcraft skill can be used to learn about failed **magical** attacks against you (see Spellcraft, page 90).

Lowering Defenses: When you are subject to an attack that you are aware of, you can voluntarily lower your defenses against the attack. If you do, your defense is treated as 0 against the attack.

Initiative

When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks. For details, see Conflicting Actions, page 10. Your bonus on **initiative** checks is normally equal to your Dexterity or Perception, whichever is higher.

Movement-Based Initiative: When making **initiative** checks to determine the success of movement, having a faster movement speed is helpful (see Movement and Positioning, page 17). For every 5 feet of movement you would have available after completing your movement, you gain a +2 bonus to any initiative checks necessary to determine whether your movement succeeds. Regardless of whether your initiative check succeeds or fails, you cannot use that “excess” movement to move after making such an initiative check.

Threat

Each creature has a value that represents how threatening it is. This value is called a creature’s **threat**. Many monsters choose the targets of their attacks based on the threat of their foes. Your base threat is equal to the higher of your level and your Strength. In addition, you gain bonuses to your threat based on your equipment and some other effects which can make you appear more or less intimidating.

Threat From Equipment

If you are visibly wearing **body armor**, you gain a bonus to your threat equal to half the defense bonus provided by the armor. For this purpose, ignore any abilities that increase the defense bonus you gain from the armor, and only use the base defense bonus from the armor itself. If you are visibly wielding a weapon or otherwise obviously capable of inflicting lethal damage, you gain a +2 bonus to your threat.

Threat From Size

You gain a +2 bonus to your threat for each size category that you are larger than Medium. Likewise, you take a -2 penalty to your threat for each size category that you are smaller than Medium.

Subjective Threat Modifiers

In addition to your base **threat**, some actions and abilities modify the threat that particular creatures perceive you have. For example, the *Conceal Threat* ability from the Bluff skill allows

Table 1.5: Defense Calculations

Defense Name	Attribute	Starting Attribute Modifier	Body Armor Modifier	Shield Modifier
Armor defense	Dex	—	Yes	Yes
Fortitude defense	Con	Con	No	No
Reflex defense	Dex	Dex	No	No
Mental defense	Wil	Wil	No	No

you to lower your apparent threat to creatures that fail to see through the deception (see Conceal Threat, page 72).

Consistent Targeting

Unless their descriptions state otherwise, monsters prefer to keep attacking the same target rather than changing targets frequently. A monster will only change targets based on **threat** if the new target has a threat at least 5 points closer to its preference than its current target.

Threat While Incapacitated

While you are unconscious or otherwise obviously unable to take hostile actions, you take a –10 penalty to threat. Many creatures stop attacking unconscious creatures, preferring to focus on targets that can still cause harm. It is possible to trick creatures into thinking you are not a threat by playing dead or using similar tactics.

Insight Points

At 2nd level, you gain access to **insight points**, which you can spend to learn new special abilities. You normally have a number of **insight points** equal to 1 + your starting Intelligence. Some abilities can also grant insight points.

You can spend an **insight point** to gain two **skill points**. In addition, every class has at least one way to spend **insight points** to learn additional abilities. The list of ways to spend **insight points** on class abilities is given below.

- Barbarian: Primal maneuvers
- Cleric: Augments, divine spells
- Druid: Augments, nature spells, wild aspects
- Fighter: Battle tactics, martial maneuvers
- Mage: Augments, arcane spells
- Monk: Estoric maneuvers, ki manifestations
- Paladin: Divine spells
- Ranger: Hunting styles, wild maneuvers
- Rogue: Trick maneuvers
- Warlock: Eldritch augments, pact spells

Circumstances, Bonuses, and Penalties

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

Size in Combat

Your size affects your **space** and **reach** in combat, your Strength, your Reflex defense, and how easily you overwhelm creatures

and are overwhelmed yourself. These effects are shown on Table 1.6: Size in Combat.

Space

A creature's **space** is the area its body occupies while fighting. All humanoid species take up a 5-ft. by 5-ft. space in combat, which is a single **square**. Normally, other creatures can't be in the space you occupy. Most creatures have a space significantly larger than the physical space their body occupies because they need room to maneuver in combat.

Reach

A creature's **reach** is the distance that its **melee attacks** can reach. Enemies within a creature's reach are considered **threatened**.

Base Speed

A creature's **base speed** is the distance that it can usually move. In addition to a base speed, most creatures have specific **movement modes** that allow them to move in particular ways. The most common movement mode is a land speed, which allows creatures to move across the ground. Most creatures, including all humanoid species, have a land speed equal to their base speed. There are other movement modes that can allow creatures to move in different ways. For example, most birds have a **fly speed**, which allows them to move through the air. For details about other speeds, see Movement Modes, page 19.

Other Effects

A creature's size affects a number of additional skills and abilities. For example, larger creatures have a penalty to the Stealth skill (see Size and Stealth, page 91). The effects of unusual size are described in those skills and abilities. Unusually large or small creatures also have other special rules apply to them, as described below.

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.

Table 1.6: Size in Combat

Size	Space ¹	Reach ¹	Base Speed	Strength Modifier ²	Reflex Modifier	Overwhelm Value ³	Overwhelm Resistance ⁴	Example Creature
Fine	1/2 ft.	0	10 ft.	-8	+8	1/4	—	Fly
Diminutive	1 ft.	0	15 ft.	-6	+6	1/2	—	Toad
Tiny	2-1/2 ft.	0	20 ft.	-4	+4	1/2	—	Cat
Small	5 ft.	5 ft.	25 ft.	-2	+2	1	—	Halfling
Medium	5 ft.	5 ft.	30 ft.	—	—	1	—	Human
Large (tall)	10 ft.	10 ft.	40 ft.	+2	-2	2	1	Ogre
Large (long)	10 ft.	5 ft.	40 ft.	+2	-2	2	1	Horse
Huge (tall)	15 ft.	15 ft.	50 ft.	+4	-4	3	2	Cloud giant
Huge (long)	15 ft.	10 ft.	50 ft.	+4	-4	3	2	Bulette
Gargantuan (tall)	20 ft.	20 ft.	60 ft.	+6	-6	4	3	50-ft. animated statue
Gargantuan (long)	20 ft.	15 ft.	60 ft.	+6	-6	4	3	Kraken
Colossal (tall)	25+ ft.	25+ ft.	70 ft.	+8	-8	5	4	Colossal animated object
Colossal (long)	25+ ft.	25+ ft.	70 ft.	+8	-8	5	4	Great wyrm red dragon

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

2. Applies to total Strength, not starting Strength.

3. See Overwhelm Value, page 15.

4. See Overwhelm Resistance, page 16.

If a creature without a natural reach uses a reach weapon, it gains no benefits or penalties (see Reach Weapon, page 147).

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 hit** 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 hits and contribute to overwhelm penalties normally.

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 you are being attacked by multiple foes at once, or by a massive foe that can attack from many directions, you are less able to defend yourself. You take penalties to your Armor defense equal to half the combined **overwhelm value** of all creatures threatening you, rounded down. Among equal sized creatures, this usually means you take a penalty equal to half the number of creatures threatening you. These penalties are called **overwhelm penalties**. If you are suffering at least a -1 overwhelm penalty, you are **overwhelmed**.

Overwhelm Value: Your **overwhelm value** affects how much of a penalty you impose on creatures you threaten, as described above. For example, Medium creatures have an overwhelm value of 1, and larger creatures have a higher overwhelm value (see Size in Combat, page 14). Some abilities can affect your overwhelm value.

Some creatures have fractional overwhelm values. For example, a Tiny creature has an overwhelm value of 1/2. Fractional overwhelm values are not rounded down until after being added with the overwhelm values from other threatening creatures. For example, if five Tiny creatures were threatening a single creature, their combined overwhelm value would be 2 and 1/2. That value is rounded down to 2 when determining whether the creature is

overwhelmed, and how large that creature's overwhelm penalties are.

If your **overwhelm value** would be reduced below 1, special rules apply. The first -1 penalty reduces your overwhelm value to 1/2. An additional -1 penalty reduces your overwhelm value to 1/4. Your overwhelm value cannot be reduced below 1/4.

Overwhelm Resistance: Some abilities grant **overwhelm resistance**. For example, Large and larger creatures automatically gain overwhelm resistance (see Size in Combat, page 14). A creature with overwhelm resistance treats creatures threatening it as if their **overwhelm value** was reduced by amount equal to the creature's overwhelm resistance. Some abilities can increase or decrease overwhelm resistance, such as the *boon of many eyes* spell. A creature without overwhelm resistance is considered to have an overwhelm resistance of 0.

For example, Felix the fighter has an **overwhelm resistance** of 1. If he was **threatened** by a giant with an **overwhelm value** of 2, he would reduce the giant's overwhelm value to 1. As a result, Felix would not be overwhelmed.

Ignoring Attackers: At the start of each phase, you can choose to ignore up to one creature threatening you. If you do, you are treated as being **unaware** against that creature. In exchange, it does not contribute to the number of creatures overwhelming you.

Range Increments

Most physical ranged attacks are less accurate against distant targets. This is represented with a **range increment** for the attack, which 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 and objects 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 and objects with passive cover from you gain a +2 bonus to Armor defense. In addition, creatures with passive cover can

hide (see Stealth, page 91).

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 increases the defense bonus by +1, as appropriate.

Total Cover: If a creature is completely behind an physical object that blocks sight, it has **total cover** from attacks. A creature with total cover cannot be targeted by any attacks. Total cover is the only kind of cover that also affects attacks other than **physical attacks**.

Concealment

Concealment represents anything which makes it more difficult to see your target, such as dim lighting. A creature or object with concealment from you gains a +2 bonus to Armor defense. 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** 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 Armor and Reflex defenses are calculated as if it had a Dexterity of -10. Paralyzed, bound, and unconscious creatures are helpless. Any **physical attack** against a helpless creature automatically **explodes** on the first die.

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** until that point.

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 ability with the same name has the same source.
- Magic bonuses do not stack with each other.
- If a creature gains the same condition multiple times, the effects do not stack, but each instance of the condition is tracked separately. The creature must remove all instances of the condition before the effects are removed.
- **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.
- 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. 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 take effect immediately. For example, if a barbarian enters a rage, their damage and defenses are all adjusted immediately.

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.

Movement and Positioning

This section describes in more detail how creatures move and position themselves on a battlefield.

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.

Squares: Area is commonly measured in 5-ft. by 5-ft. spaces

called **squares**. A single square represents the area occupied by a single humanoid creature in combat. Sometimes, movement and distance are represented by the number of squares travelled. A 30-ft. movement is the same thing as moving six squares.

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.

Movement Abilities

Almost all creatures can use these abilities to move around a battlefield. Many movement abilities are reactive, allowing you to move automatically in response to the movement of other creatures. For example, you can try to follow a creature wherever it goes that round. 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 most common types of reactive movements are the *block*, *follow*, and *withdraw* abilities, which are described below. However, 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.

Hustle: As a **move action**, you can use the *hustle* ability to move. This is the most common movement ability.

Hustle

Choose a path that you want to travel. You travel that path, up to the limit of your movement speed.

Block: As a **move action**, you can use the *block* ability to prevent a creature from entering a particular area.

Block

Choose a creature to block, and the area you want to block it from entering. During the current phase, you automatically move to intercept the target as it approaches the blocked area, up to the limit of your movement speed. 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.

Follow: As a **move action**, you can use the *follow* ability to follow a creature as it moves.

Follow

Choose a creature to follow, and the maximum distance you want to follow at. During the current phase, you automatically move such that your distance to the target is no greater than your desired follow distance, up to the limit of your movement speed. If the target uses an ability that makes it impossible to follow with movement, such as teleporting, you stop moving when you become adjacent to the position where it used that ability.

Withdraw: As a **move action**, you can use the *withdraw* ability to keep away from creatures as they move.

Withdraw

This ability functions like the *follow* ability, 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.

Sprint: As a **free action**, you can spend an **action point** to use the *sprint* ability, allowing you to briefly move more quickly. You cannot use this ability twice in the same round.

Sprint

AP, Swift

You double your movement speed until the end of the current phase.

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 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 **check** to bypass, such as an Acrobatics check (see Acrobatics, page 69).

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 -2 penalty to **accuracy** with **strikes** and Armor and Reflex 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 move-

ment 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 immediately moves to the closest available space. Try not to do this.

Undergrowth: Vines, roots, bushes, and similar plants that can obstruct movement are common in forested areas. These small plants can impede movement in large quantities. There are two kinds of undergrowth: **light undergrowth** and **heavy undergrowth**.

Light Undergrowth: Light undergrowth is **difficult terrain** and provides **concealment**.

Heavy Undergrowth: Heavy undergrowth quadruples the movement cost required to move out of each square and provides **concealment**. In addition, using the *charge* and *sprint* actions is impossible in heavy undergrowth (see Movement Abilities, page 18).

Movement Modes

A movement mode is a method of moving from one location to another. The most common movement mode is a land speed. In addition, some 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 73). 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 not be carrying weight in excess of its maximum carrying capacity (see Carrying Capacity, page 158).

Each creature with a fly speed also has a maneuverability: good, average, poor, or special. Unless otherwise specified, a creature with a fly speed has average maneuverability.

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.

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.

Land: A creature with a land speed can move across the ground at the indicated speed. Most creatures have a land speed.

Ability Mechanics

Targets

Almost all abilities affect targets. A target of an ability is a creature directly affected by the ability in some way. Many abilities affect targets within a specific **range**.

Targeted Abilities

Some abilities allow you to choose specific targets. There can be restrictions on the targets of the ability, such as "a creature or object" or "a willing creature". These abilities are called **targeted** abilities.

Area Abilities

Some abilities affect all valid targets within a given area. There can be restrictions on the targets of the ability, such as "all creatures" or "all enemies". However, you cannot individually choose to include or exclude specific targets. These abilities are not **targeted** abilities.

Willing Targets

Some abilities can only target willing creatures. Creatures choose to be considered willing when abilities choose their targets. If a creature chose to be willing at the time when the ability targeted it, the ability will affect that creature even if it decides to be unwilling after that step.

Invalid Targets

You can always attempt to use an ability on an invalid target. If the target is still invalid when the ability resolves, the ability automatically fails and has no effect on the target. A **spell** that fails in this way is **miscast** (see Miscasting, page 100).

Range

Many abilities can only affect targets or areas within a given **range** of you. For abilities that affect specific targets, all targets must be within the range. For abilities that affect an area within a range, the area's **point of origin** must be within the range (see Point of Origin, page 20). There are four common ranges: Close (30 ft.), Medium (100 ft.), Long (300 ft.), and Extreme (1,000 ft.). Unless otherwise noted, all abilities with a range require both **line of sight** and **line of effect** to the point of origin or to all targets.

Line of Sight

Almost all abilities, including **strikes**, must have **line of sight** to target creatures or objects. Unless otherwise noted in an ability's description, you cannot target a creature, object, or location that you do not have line of effect to.

A line of sight is a straight, unblocked path between you and a target. To check if you have line of sight, find a path from any corner of one **square** within your **space** to any two corners of one **square** within the **space** of your target. If those lines are not blocked by any obstacles that impede sight, you have line of sight to your target.

Line of Effect

Almost all abilities, including **strikes**, must have a **line of effect** to function. Unless otherwise noted in an ability's description, you cannot target a creature, object, or location that you do not have line of effect to. In addition, abilities that affect an area do not affect targets that the ability does not have line of effect to.

A line of effect is a straight, unblocked path between you and a target. It is identified in the same way as **line of sight**, except that it is blocked by physical obstacles instead of obstacles that block sight. For example, a pane of glass would block line of effect, but not line of sight.

Area Line of Effect

Abilities that affect areas normally measure line of effect from the area's **point of origin**. This can allow you to affect targets that you do not have line of effect to as long as the point of origin has line of effect to both you and the target.

Areas originating from creatures do not have a single point of origin. Instead, line of effect is measured from all grid intersections within or touching the creature's space. If any such grid intersection has line of effect to a location, the area as a whole is considered to have line of effect to that location.

Destroying Barriers

Some abilities deal damage to both creatures and objects. If a physical barrier is **broken** 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, an ability that destroyed the curtain would have its full effect on everything behind the curtain.

Inside Creatures

Creatures block line of effect to the inside of their own bodies. As a result, you cannot use an ability 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 place **point of origin** for an area inside a creature's mouth, even if the creature has its mouth open at the time.

Area

Some abilities affect targets within an area. All areas have a **point of origin**, an area shape, a measurement of their size in feet, and an area type.

Point of Origin

When you use an ability that affects an area within a **range**, you choose one grid intersection to serve as a starting point for the area. This grid intersection is called the **point of origin** for the area. Areas that originate from a creature do not have a single point of origin. For the purpose of effects that care about the area's point of origin, all grid intersections within or touching the creature's space are used.

Area Shape

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 ability'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 ability 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.

Sphere: A sphere extends from the point of origin in all directions. Any ability 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 abilities specify a series of volumes that make up the area of the ability. Most commonly, the volumes are cubes. You may arrange the volumes as you want, with the restriction that each volume in the ability's area must be adjacent to one other volume in the ability's area.

Area Size

The area affected by many abilities falls into one of three sizes. Each size defines the extent to which the ability extends out from its origin, whether as a radius or as a length. Some abilities have specific sizes, as given in the ability description.

Small: Small abilities extend 10 feet from their point of origin.

Medium: Medium abilities extend 20 feet from their point of origin.

Large: Large abilities extend 50 feet from their point of origin.

Area Types

Burst: A burst ability has an immediate effect on all valid targets within an area.

Emanation: 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.

Zone: A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

When casting an area ability, you select the point where the ability originates. The point of origin of a ability is always a grid intersection. When determining whether a given creature is within the area of a ability, 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 ability's area, provided that you decrease it uniformly across all of the ability's dimensions. For example, you can cast a *fireball* spell 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 ability's area, anything within that square is within the ability's area. If the ability's area only touches the near edge of a square, however, anything within that square is unaffected by the ability.

Ability Durations

An ability's duration determines how long its effect lasts. Abilities can have one of several different kinds of durations.

Conditions

Many abilities impose **conditions** on their targets. A condition lasts until it is removed. You can remove a condition by taking a **short rest** or using the *cleanse* ability (see *Cleanse*, page 25). There are several other abilities that can also remove conditions.

Attunement

Many abilities last as long as a creature **attunes** to them. Attuning to an ability costs an **action point**. When you attune to

an ability, you must choose one of your **recovery action points** which has not been used to attune to an ability. As long as you remain attuned to that ability, you cannot recover that action point by any means. If you cannot select a **recovery action point** in this way, such as if you have already attuned to as many abilities as you have recovery action points, you cannot attune to the ability. You must release your attunement before beginning to rest in order to recover the associated **recovery action point**.

You can choose to stop attuning to an ability as a **free action**. If you do, the ability's effect ends.

Attuned abilities continue to work across any distance, but not across planar boundaries. At the end of each round, your attunement to all abilities created by creatures on a different plane than your current plane ends. Planar travel that does not last a full round, such as teleportation within a plane, does not interrupt your attunement.

Duplicate Attunement Abilities

When you use an **Attune** (self) or **Attune** (target) ability, any previous activations of that ability are immediately **dismissed**. Any creatures that were attuned to the previous activation of the ability have their attunement released. **Attune** (ritual) abilities do not have this limitation. You may have any number of activations of **Attune** (ritual) abilities active at once.

Minor variations of a single ability are considered to be the same ability for this purpose. Applying different **augments** to a **spell** does not allow you to attune to it more than once.

Attunement Types

There are three types of attunement abilities: self, target, and ritual.

Attune (self): A self attunement ability requires the creature using the ability to attune to the effect.

Attune (target): A target attunement ability requires the target of the ability to attune to the effect. If the ability targets multiple creatures, each creature must attune to the ability independently.

As a special case, if a target attunement ability targets an inanimate object, the creature using the ability must attune to the effect.

Attune (ritual): Only **rituals** have the **Attune** (ritual) tag. A ritual attunement ability requires any participant in the ritual to attune to the effect. In addition, ritual attunement abilities are not subject to the normal restrictions on multiple attunement. You can maintain any number of activations of a particular ritual attunement ability at once.

Sustained Abilities

Some abilities last as long as you take an action to sustain them each round. The type of action required is always specified in the ability. At the end of each **action phase**, the ability is dismissed unless you used the ability that phase or took the action to sustain the ability that phase. Sustaining a spell does not take concentration, and cannot be disrupted in the same way that casting a spell can (see *Concentration*, page 100).

If a sustained ability has effects that trigger at the end of the

action phase, it ends before having its effects if you fail to sustain the ability.

Taking an action to sustain an ability only allows you to sustain a single use of that ability. However, you can sustain multiple separate abilities at once if you have available actions.

You can only sustain an ability for up to 5 minutes. After that time, the ability's effect is **dismissed**.

Permanent

Some abilities last permanently. Such abilities never expire on their own, but can be **dismissed** or removed by other abilities appropriately.

Targeting and Durations

If an ability targets creatures or objects directly, the effects travel with the targets for the ability's duration. If an ability creates or summons objects or creatures, they last for the duration of the ability, and are capable of moving outside the ability's initial range. Such effects can sometimes be destroyed prior to when their duration ends.

Combining Effects

Abilities do not generally affect the way another abilities function. However, sometimes multiple effects can be in conflict on a creature. If one effect makes another effect irrelevant or impossible, the latter effect is ignored. If two effects both conflict with each other, the most recent effect takes precedence, and the other is ignored. Unless otherwise noted, two different uses of the same ability are always considered to be conflicting with each other.

All abilities will still have as much of their effect as possible. It is possible for an ability to be partially effective in this way.

Suppressing Abilities

Abilities can be **suppressed** by effects such as the *suppress magic* spell. While an ability is suppressed, it has no effect. However, if it stops being suppressed, its effects continue as if they had not been interrupted.

Ability Tags

Many abilities have tags that describe the nature of the ability. 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.

AP: AP abilities require spending an **action point** to use. Some AP abilities, such as specific **rituals**, require spending multiple action points instead of only one. The number of action points required will be given in the ability's description.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to

it.

Cold: Cold abilities use cold **energy**. It is possible to freeze liquids and have similar effects with cold abilities.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. They have no effect on objects or creatures without minds.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be **dismissed**, but can be removed with the *remove curse* spell.

Emotion: Emotion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. They have no effect on objects or creatures without minds.

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**.

Sensation: Sensation abilities create or manipulate light, sound, or other sensations. You can only create sensations you understand. For example, you cannot create an illusory figure which speaks coherently in a language you do not understand.

If a Sensation ability appears to create a physical object or creature, its defenses are equal to 0.

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.

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 cre-

ated by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it ends, it disappears without a trace.

Mystic: Mystic abilities alter or destroy magic itself.

Physical: Physical abilities manipulate physical objects rather than having a direct magical effect on their targets. Some abilities are not themselves Physical, but have Physical effects.

Planar: Planar abilities transport matter or information between planes.

Poison: Poison abilities use substances to weaken the foe's body.

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 dismissed 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 successfully affected by Subtle abilities do not generally know that they are being magically influenced. However, a creature that successfully resists a Subtle ability can generally notice that it resisted a magical effect of some kind, just like a non-Subtle ability. Subtle spells can still be identified with the Spellcraft skill (see Spellcraft, page 90), but the DR is 10 higher than normal.

Swift: Swift abilities take effect before other abilities used during the same phase. For details, see Swift Abilities, page 9.

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 carrying capacity (see Carrying Capacity, page 158). Any excess items are left behind, in order of their distance from the creature's body.

Temporal: Temporal abilities alter the flow of time.

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 70, and Devices, page 78). 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 dismissed 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.

Damage Types

Abilities can deal many kinds of damage. The damage types are listed below, along with any special properties that type of damage has.

Table 1.7: Damage Types

Name	Special Effects
Acid	Effective against many objects
Bludgeoning	A type of physical damage
Cold	At type of energy damage
Divine	
Electricity	A type of energy damage
Fire	A type of energy damage
Life	Heals undead creatures instead of damaging them
Physical	
Poison	
Piercing	A type of physical damage
Slashing	A type of physical damage
Sonic	Effective against many objects, a type of energy damage

Magical and Mundane Abilities

There are two types of abilities: magical abilities and mundane 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. Abilities that are magical in nature are indicated with a (Magical) indicator. Abilities that are not magical are **mundane**.

Mundane Abilities: A **mundane** 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.

Mundane attacks often target Armor defense. Unless otherwise indicated, all abilities are mundane in nature. Abilities that are not mundane are **magical**.

Universal Abilities

All creatures can use the following abilities.

Strikes

A **strike** is the most common type of attack. There are three kinds of strikes: melee, projectile, and thrown. Many abilities allow you to make one or more strikes. When you make a strike, you can choose which kind of strike to make.

All strikes are **mundane** abilities. Your **accuracy** with a strike is equal to your normal accuracy (see Accuracy, page 11). Your **damage** with a strike is determined by your **power** and the weapon you hit with (see Strike Damage, page 24).

Two-Weapon Strikes: All strike abilities require a **standard action** and allow you to attack with either one or two weapons. If you make a strike with two weapons, you take a -1 penalty to **accuracy** with both attacks for each non-light weapon you attack with.

Melee Strike

Choose a creature you **threaten** and one or two **melee weapons** that you can attack with. For each weapon, make a **physical attack** with that weapon against the Armor defense of the target.

On a hit with any weapon, the target takes damage from one weapon you hit with (see Strike Damage, page 24). On a critical hit with any weapon, the target takes double damage from one weapon you hit with.

Projectile Strike

Choose a creature you can target and one or two **projectile weapons** you can attack with, and a creature you can see. The creature must be within ten **range increments** of you with all weapons. For each weapon, make a **physical attack** with that weapon against the Armor defense of the target. The attack takes a -1 penalty to **accuracy** for each full range increment between you and the target with that weapon.

On a hit with any weapon, the target takes damage from one weapon you hit with (see Strike Damage, page 24). On a critical hit with any weapon, the target takes double damage from one weapon you hit with.

Thrown Strike

Choose a creature you can target and one or two **thrown weapons** you can attack with. The creature must be within five **range increments** of you with all of the weapons. For each weapon, make a **physical attack** with that weapon against the Armor defense of the target. The attack takes a -1 penalty to **accuracy** for each full range increment between you and the target with that weapon.

On a hit with any weapon, the target takes damage from one weapon you hit with (see Strike Damage, page 24). On a critical hit with any weapon, the target takes double damage from one weapon you hit with.

Strike Damage

The damage you deal with a single **strike** is equal to **standard damage** based on your **power** with **mundane** abilities (see Standard Damage, page 12), plus that weapon's damage modifier, if any (see Table 8.2: Weapons (page 144)). For example, if you had a **power** of 4, your base damage on a strike would be 1d10. If you then made a strike with a greatsword, which has a +1d damage modifier, your total damage would be 2d6.

Special Combat Abilities

Table 1.8: Special Combat Abilities

Ability	Defense	Brief Description
Charge ¹	Armor	Move and attack
Cleanse ¹	—	Quick remove a condition
Dirty Trick	Any	Impose penalty on a foe
Disarm	Ref	Attack item, knocking it free
Feint	Ref	Leave foe vulnerable to attacks
Grapple	Fort and Ref	Wrestle with a foe
Overrun ¹	Fort	Move through foe's space
Recover	—	Regain a spent action point
Shove	Fort	Move a foe
Struggle	—	Move 5 feet regardless of penalties
Total Defense	—	Gain +2 to defenses
Trip	Ref	Trip a foe

1. This ability costs an **action point** to use.

Charge: You can use the *charge* ability as a standard action during the **action phase**.

Charge

AP

Move up to your speed in a single straight line. During the **delayed action phase**, you can make a melee **strike** from your new location.

Cleanse: You can use the *cleanse* ability as a **minor action**. As long as you are conscious, no effect can prevent you from using this ability, even effects that prohibit using any other abilities.

Cleanse

AP

You remove one **condition** affecting you. This cannot remove a condition applied during the current round.

Dirty Trick: As a standard action, you can use the *dirty trick* ability to creatively impair a foe's ability to fight.

Dirty Trick

When you use this ability, you must describe the kind of dirty trick you are performing. For example, you can pull a creature's pants down, throw sand, or otherwise use your environment to attack.

Make a melee **physical attack** with a free hand against the Fortitude or Reflex defense of a creature you **threaten**. The target uses whichever defense is appropriate to the nature of the trick you describe.

On a hit, as a **condition**, the target suffers a -2 penalty to one of the following statistics: **accuracy** with **physical attacks**, **concentration** checks, Armor defense, Fortitude defense, Reflex defense, or Mental defense.

Disarm: As a standard action, you can use the *disarm* ability to knock an item out of a foe's hands.

Disarm

Make a melee **strike** against an object. Unlike most abilities, this ability can target specific items **attended** by creatures. This attack must beat the target's Armor defense. If the target is attended by a creature, the attack must also beat the attending creature's Reflex defense.

On a hit, you choose whether the target takes damage from the weapon you hit it with. In addition, if the target is **attended** and is not held in two hands or well secured (such as a ring), you can choose to knock it loose. If you do, it falls to the ground in the square occupied by the attending creature that is closest to you.

Feint: As a standard action during the **action phase**, you can use the *feint* ability to distract an opponent. This allows you to strike them more accurately, though you sacrifice some power for the feint.

Feint

Make a melee **physical attack** with a weapon you wield against a creature's Reflex defense. During the **delayed action phase**, you can also make a melee **strike** with the same weapon with a -1d penalty to damage.

On a hit, the target takes a -2 penalty to defenses against the delayed strike. On a miss, you take a -2 penalty to accuracy with the strike.

Grapple: As a standard action, you can use the *grapple* ability to physically grab and restrain a creature.

Grapple

Make a melee **physical attack** with a free hand against a creature's Fortitude and Reflex defenses.

On a hit against both defenses, you and the target are **grappled** by each other. For details, see Grappling, page 26.

Overrun: At the start of each phase, you can spend an **action point** to use the *overrun* ability.

Overrun

You can try to move directly through creatures in your way during the current phase. 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 an attack vs. Fortitude against it. Your **accuracy** is equal to your Strength.

On a hit, you can move through the creature's space, though you treat it as **difficult terrain**. On a miss, you end your movement immediately.

Recover: As a standard action, you can use the *recover* ability to regain a spent **recovery action point**.

Recover

At the end of the round, if you did not take damage this round, you may regain one spent **recovery action point**. For details, see Regaining Action Points, page 10.

Shove: As a standard action, you can use the *shove* ability to physically move a creature.

Shove

Make a melee **physical attack** with a free hand against a creature's Fortitude defense. You use your Strength in place of your Perception to determine your **accuracy** with this attack. In addition, for each size category larger or smaller than the target that you are, you gain a +4 bonus or penalty to **accuracy**.

On a hit, 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. 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.

Struggle: As a standard action, you can use the *struggle* ability to move despite movement impediments.

Struggle

Until the end of the current phase, your land speed becomes five feet, regardless of all other effects that would modify your land speed. In addition, you can move a distance up to your land speed. This does not allow you to pass obstacles unrelated to movement speed penalties, such as walls.

Total Defense: As a standard action, you can use the *total defense* ability to focus entirely on defending yourself.

Total Defense**Swift**

You gain a +2 bonus to your **defenses** until the end of the round.

Trip: As a standard action, you can use the *trip* ability to trip a creature.

Trip

Make a melee **physical attack** with a free hand against a creature's Reflex defenses. For each size category smaller than the target that you are, you take a -4 penalty to **accuracy**.

On a hit, the target becomes **prone**.

Injury, Death, and Healing

Hit Points

Your hit points measure how hard you are to kill. When you take damage, you subtract that damage from your hit points. No matter how many hit points you lose, you aren'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. You can't normally exceed your maximum hit points, even with magical healing.

Your hit points are calculated as follows:

$$(\text{Level} + 1) \times (5 + \text{starting Constitution})$$

What Hit Points Represent: Hit points represent a combination of durability, luck, divine providence, and sheer determination, depending on the nature of the creature being damaged. 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 you, or it barely nicked you through sheer luck – and everyone's luck runs out eventually.

Vital Damage

At the end of each phase, if you have taken damage in excess of your remaining hit points, the excess damage is converted into **vital damage**. Vital damage represents serious physical injury to your body. For every 4 points of **vital damage** you have, you take a -1 penalty to **accuracy**, **checks**, and **defenses**.

Healing Vital Damage: Vital damage is much more difficult to heal than lost hit points. Vital damage can only be healed by taking a **long rest** or with special abilities (see Long Rest, page 28). Abilities that heal hit points cannot heal vital damage unless they explicitly say they can.

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: At the end of each phase, if you are at half your hit points or below, you become **bloodied**. A bloodied creature

takes a -4 penalty to Fortitude and Mental defense. Becoming bloodied can also make you **staggered**, as described below. If you end a phase with more than half your hit points, you stop being bloodied. If you end a phase with **vital damage** and no hit points remaining, you begin **dying**, as described below.

Staggered: The first time you become **bloodied** in an encounter, you become **staggered** until the end of the same phase in the next round. For example, if you become bloodied at the end of the **action phase**, you would be **staggered** until the end of the action phase in the next round. A staggered creature takes a -4 penalty to **accuracy** and **checks**.

Dying: At the end of each phase, if you have **vital damage** and have no hit points remaining, you begin **dying**. Immediately after you begin dying, and at the end of each **action phase** in subsequent rounds, you make a **stabilization check**. To make a stabilization check, roll 1d10 and add your Fortitude defense. The **difficulty rating** of this check is 10. Success means that you suffer no immediate adverse effects. Failure means you fall unconscious.

If you succeed at this check three times, you stabilize, and are no longer considered to be **dying**. Taking additional damage after stabilizing means you begin **dying** again, and you ignore any previous successes or failures on **stabilization checks**. If you fail at this check three times, you die.

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 stabilization check result. However, any **vital damage penalties** you suffer apply to the Heal check in the same way that they apply to your Fortitude defense.

Subdual Damage

Some attacks and environmental effects deal subdual damage. Subdual damage works in the same way as normal damage, except that it cannot turn into **vital damage**. At the end of each phase, if a creature has subdual damage in excess of its hit points, it immediately falls unconscious.

Special Rules

Encumbrance

Your encumbrance is a value that represents how much you are burdened by armor and weight. You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make. You can increase your encumbrance by wearing armor or by carrying an excessive weight (see Carrying Capacity, page 158). In addition, you reduce your encumbrance by amount equal to your starting Strength.

Sleeping in armor is difficult. If you sleep while you have any encumbrance, you become **fatigued** when you wake up.

Grappling

A grappled creature is physically struggling with at least one other creature. 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 27

- 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** until you have a free hand.
- You take a -4 penalty to accuracy with weapons that are not **light weapons**, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast **spells** or perform **rituals** with **somatic components**. Casting a spell without somatic components requires a **concentration** check with a DR equal to 20 + three times the spell's level.
- You cannot normally move from your location (but see the *move grapple* ability, below).

Grapple Actions

While grappled, you can use four special abilities to try to affect the grapple. For all grapple actions, you can use your Strength in place of your Perception to determine your **accuracy**.

Bind Foe: As a standard action, you can use the *bind foe* ability to bind a foe you are grappling in restraints.

Bind Foe

You must have physical restraints, such as rope, in hand to use this ability (in addition to the free hand required to grapple).

Make an attack vs. Fortitude and Reflex against a creature who is grappled by you. If you have the time, you can **take 10** on this attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.

Hit: The target 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 **physical attack** or Escape Artist check which beats the attack result made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature.

Escape Grapple: As a standard action, you can use the *escape grapple* ability to try to stop being grappled.

Escape Grapple

Make an attack vs. Reflex against every creature that you are grappled by.

Hit: You are not grappled by each target, and each target is not grappled by you.

Move Grapple: As a **move action**, you can use the *move grapple* ability to move yourself and all creatures you are grappling with.

Move Grapple

Make an attack vs. Fortitude against every creature grappled by you. If a target also uses this ability to affect you during the same phase, you compare your attack result against its attack result instead of against its Fortitude defense.

If you hit every target or beat every target's attack result, you can move yourself and all other creatures grappled by you a distance up to half your speed.

Pin: As a standard action, you can use the *pin* ability to further restrict the actions of a creature you are grappling with.

Pin

Make an attack vs. Fortitude and Reflex against a creature who is grappled by you. This ability requires two free hands to use.

Hit: The target is completely immobile as long as you use two free hands to hold it still. The only physical action the target can take is the *escape grapple* ability (see above), though it can take mental actions. At your discretion, you can cover the mouth of a pinned creature to prevent it from speaking. You may release the target as a **free action**, ending this effect.

Asymmetric Grappling

Normally, when you use the *grapple* ability, both you and the target become grappled by each other. Some abilities allow you to grapple other creatures without becoming grappled yourself. You can release a creature that you are not grappled by as a **free action**. If you do, the creature stops being grappled by you.

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** while unarmed. In addition, an unarmed attack always deals **subdual 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 unless you are **proficient** with your unarmed attack (see Strikes, page 24).

An unarmed attack is a type of natural weapon. Abilities that affect natural weapons can affect your unarmed attack. Gauntlets can also be worn to attack with your fists, but attacks with gauntlets are not considered unarmed attacks.

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. At the start of each round, you must make a DR 10 Ride check to control such a horse. Success means you can act normally that round, directing the horse's movements as if it was trained for combat. Failure means that the horse acts of its own volition that round, usually fleeing in panic.

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 is moving in the current phase, you gain a +1d bonus to damage with Mounted weapons (see Mounted Weapon, page 147). You also take a -2 penalty to accuracy with ranged strikes. If your mount uses the *sprint* ability, this penalty increases to -4 (see Sprint, page 18).

Casting Spells while Mounted: You can cast a spell normally if your mount only moves during the **movement phase**. If you have your mount move during the same **phase** that you cast a spell, you have to make a **concentration** check due to the vigorous motion (DR 5 + double spell level) to avoid **miscasting** the spell. If the mount uses the *sprint* ability during that phase, you take a -2 penalty to the check due to the violent motion.

If Your Mount Falls in Battle: If your mount falls, you fall to the ground with it.

If You Are Dropped: If you are knocked unconscious, you fall from your mount to the ground, which may cause you to take **falling damage**. If you have a military saddle, you stay on your mount instead. In either case, the mount acts according to its nature. Most mounts flee combat without a rider.

Drowning

You can hold your breath for a number of rounds equal to 5 + your Constitution. After that time, you must roll 1d10. 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.

Damage Reduction

Some abilities can give you **damage reduction**. 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 start of the next round.

Hardness

Almost all objects have a **hardness** that indicates how durable they are. In addition, some creatures have a hardness as well. When a creature or object with hardness would take damage, if the hardness of the attacking object or creature lower than the hardness of the defender, the attacking object or creature takes

the damage instead. For example, if you try to break a stone wall with a wooden club, the club will break instead of the wall.

Underwater Combat

Land-based creatures have considerable difficulty when fighting in water. You take a -4 penalty to **accuracy** with **physical attacks**, Strength and Dexterity-based **checks**, and Armor and Reflex defenses. In addition, all physical ranged attacks are considered to have a **range increment** of 5 feet, regardless of the weapon's normal range increment or any other modifiers.

Daily Resources

Resting

When you have a moment to relax, you can rest to regain some of your expended abilities. There are two main types of rests: a **short rest** and a **long rest**.

Short Rest

Resting for five minutes is considered a **short rest**. When you take a short rest, you gain the following benefits.

- You heal hit points equal to half your maximum hit points. The Heal skill can increase this healing (see Accelerate Recovery, page 81).
- You regain all spent **recovery action points**. Being **attuned** to effects at the start of your rest can prevent you from regaining spent **recovery action points** (see Attunement, page 21).
- You remove all **conditions** affecting you (unless they cannot be removed normally).
- Some other abilities have specific effects that last until you take a short rest. For example, a barbarian cannot use their *rage* ability again after raging until after they take a short rest (see Rage, page 33).

Long Rest

Resting for eight hours is considered a **long rest**. When you take a long rest, you gain the following benefits.

- You heal vital damage equal to your starting Constitution + half your level, to a minimum of 1 vital damage. The Heal skill can increase this healing (see Accelerate Recovery, page 81).
- You regain all spent **action points**, including **reserve action points**. Being **attuned** to effects at the start of your rest can prevent you from regaining spent **recovery action points** (see Attunement, page 21).
- You regain all spent **legend points**.
- You regain all spent **item slots**.
- Some other abilities have specific effects that last until you take a long rest.

Legend Points

At 3rd level, you gain a limited ability to change your fate with **legend points**. When you unexpectedly fail at a critical moment,

or an enemy delivers a particularly devastating blow, you can spend a **legend point** to shift the outcome of the situation in your favor.

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 phase is over.

If you use a legend point defensively against 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.

Gaining Legend Points

At the start of each session of gameplay, you gain one legend point if you would otherwise have no legend points. In addition, on rare occasions you can gain legend points by performing extraordinary deeds worthy of legends. In unusually long gameplay sessions, you may recover a legend point at an appropriate resting point if you have no legend points.

Legendary Foes

A small number of legendary enemies you encounter may have their own legend points.

Character Advancement

As you accomplish challenges and defeats foes, you gain experience. If you have enough experience, you gain a level. You gain some abilities at specific levels, as described in Table 1.9: Character Advancement.

A character that increases in level gains additional benefits.

- At 1st, 3rd, 6th, and 10th level, you gain an **item slot**.
- At 2nd level, you gain access to **insight points**.
- At 3rd level, you gain access to **legend points**.
- At 4th level, and every 4 levels thereafter, you gain a **legacy item** upgrade (see Legacy Items, page 194).
- At 7th level, and every 6 levels thereafter, you gain an additional **recovery action point**.

Leveling Up

When you gain a level, the following things happen:

- Your hit points increase (see Hit Points, page 26)
- Your **attributes** increase (see Increasing Attributes, page 11)
- Your skill modifiers usually increase by 1 (see Skill Modifier, page 67)

Table 1.9: Character Advancement

Level	XP	Max Rank ¹	Item Slots	Legacy Item ²	Recovery AP
1st	0	1	1	—	3
2nd ³	20	2	—	—	—
3rd ⁴	50	—	2	—	—
4th	90	—	—	1	—
5th	150	3	—	—	—
6th	230	—	3	—	—
7th	350	—	—	—	4
8th	510	4	—	2	—
9th	750	—	—	—	—
10th	1,050	—	4	—	—
11th	1,550	5	—	—	—
12th	2,200	—	—	3	—
13th	3,150	—	—	—	5
14th	4,450	6	—	—	—
15th	6,350	—	—	—	—
16th	8,900	—	—	4	—
17th	13,000	7	—	—	—
18th	18,000	—	—	—	—
19th	25,500	—	—	—	6
20th	36,000	8	—	5	—

1. This is your maximum rank in your class archetypes (see Archetypes, page 32).

2. This is the number of abilities you gain with your **legacy item** (see Legacy Items, page 194).

3. You gain access to **insight points** at this level.

4. You gain access to **legend points** at this level.

- Your **mundane power** and **magical power** each increase by 1 (see Power, page 12).
- Your **accuracy** increases by 1 (see Accuracy, page 11)
- All of your **defenses** increase by 1 (see Defenses, page 13)
- You gain an additional **archetype rank** (see Archetypes, page 32)

Chapter 2

Species

Each character has a species.

Species Traits

Species and Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a language unique to its species, 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 84, for details about languages.

Small Characters

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

- -2 penalty to total Strength.
- -2 penalty to **threat**.
- +2 bonus to Reflex defense.
- +4 bonus to the Stealth skill (see Stealth, page 91).

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.

Species Descriptions

Humans

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Flexible:* At 2nd level, humans gain an additional **insight point**. Insight points can be spent to learn new special abilities (see Insight Points, page 14).
- *Skilled:* Humans gain two additional **skill points**. They can spend those skill points on any skills (see Skills, page 67).

Automatic Language: Common.

Dwarves

Size: Medium.

Attributes: +1 starting Constitution, -1 starting Dexterity.

Speed: 25 feet.

Special Abilities:

- *Darkvision:* Dwarves can see in the dark clearly up to 50 feet. Darkvision does not function if a dwarf is in a brightly lit area, and does not resume functioning until the end of the next round after the dwarf leaves the brightly lit area.
- *Depth Sense:* Dwarves can intuitively sense their approximate depth underground as naturally as a human can sense which way is up.
- *Dwarven Endurance:* Wearing medium or heavy **body armor** does not reduce a dwarf's movement speed (see Armor Usage Classes, page 149).
- *Earthen Crafting:* Dwarves gain a +2 bonus to the Craft (metal) and Craft (stone) skills.

Automatic Languages: Common, Dwarven.

Elves

Size: Medium.

Attributes: +1 starting Dexterity, -1 starting Constitution.

Speed: 30 feet.

Special Abilities:

- *Elven Serenity:* Elves gain a +1 bonus to Mental defense, and a +2 bonus to **concentration** checks (see Concentration, page 100).
- *Keen Senses:* Elves gain a +2 bonus to the Awareness skill (see Awareness, page 70).
- *Low-light Vision:* Elves treat sources of light as if they had double their normal illumination range.
- *Sure-Footed:* Elves gain a +2 bonus to the Acrobatics skill (see Acrobatics, page 69).
- *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.

Automatic Languages: Common, Elven.

Gnomes

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 30.

Attributes: +1 starting Constitution. In addition, being Small

gives gnomes a -2 penalty to total Strength.

Speed: 25 feet.

Special Abilities:

- *Fae Light* (Magical): A gnome can use the *fae light* ability as a **standard action**.

Fae Light **Attune** (self)
A Tiny glowing orb appears at a location within Medium (100 ft.) range. It sheds pale, bright light in a Medium (20 ft.) radius, and dim light for an additional 20 feet. The orb is intangible, and cannot be moved once placed.

- *Low-light Vision*: Gnomes treat sources of light as if they had double their normal illumination range.
- *Tinker*: Gnomes gain a +2 bonus to two Craft skills of their choice (see Craft, page 75).

Automatic Languages: Common, Gnome.

Half-Elves

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Dual Heritage*: For all effects related to species, a half-elf is considered both a human and an elf.
- *Keen Senses*: +2 bonus to the Awareness skill (see Awareness, page 70).
- *Hybrid Training*: Choose a class. You gain the **class skills** of that class in addition to your existing class skills. In addition, you can exchange one class archetype from your class with one class archetype from that class. If that class has any basic class abilities which are not part of an archetype and do not have abilities of the same on other classes, such as a cleric's *divine power*, you gain those abilities.
- *Skilled*: Half-elves gain two additional **skill points**. They can spend those skill points on any skills (see Skills, page 67).

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

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

Speed: 30 feet.

Special Abilities:

- *Darkvision*: Half-orcs can see in the dark clearly up to 50 feet. Darkvision does not function if a half-orc is in a brightly lit area, and does not resume functioning until the end of the next round after the half-orc leaves the brightly lit area.
- *Dual Heritage*: For all effects related to species, a half-orc is considered both a human and an orc.
- *Flexible*: At 2nd level, half-orcs gain an additional **insight point**. Insight points can be spent to learn new special abilities (see Insight Points, page 14).

- *Intimidating*: Half-orcs gain a +2 bonus to the Intimidate skill (see Intimidate, page 82).

Automatic Languages: Common, Orc.

Halflings

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 30.

Attributes: +1 starting Dexterity. In addition, being Small gives halflings a -2 penalty to total Strength.

Speed: 25 feet.

Special Abilities:

- *Nimble Combatant*: Halflings gain a +1 bonus to Armor defense.
- *Sure-Footed*: Halflings gain a +2 bonus to the Acrobatics skill (see Acrobatics, page 69).

Automatic Languages: Common, Halfling.

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. You gain all abilities granted by the **archetypes** of your chosen class at the levels indicated in the archetype’s description (see Archetypes, below). As you gain levels, you gain more abilities from your class.

Archetypes

Each class has three or four **archetypes**. An archetype is a collection of thematically related class abilities. For examples, barbarians have the Battlerager archetype, which grants abilities related to flying into a rage in combat.

Normally, you choose three of the archetypes associated with your class at 1st level. You gain the abilities from those three archetypes, and you gain no abilities from any additional archetypes the class has.

Archetype Ranks

You have an **archetype rank** associated with each archetype you have. Each ability from an archetype has a minimum rank required to gain the ability.

At 1st level, you are Rank 1 in each archetype. This gives you the Rank 1 abilities from each of your archetypes. Every level thereafter, you increase your rank in one archetype of your choice. This gives you the abilities associated with that rank.

Each **archetype rank** has a minimum level, as shown on Table 3.1: Archetype Ranks by Level.

Duplicate Archetypes

Some archetypes can be gained by multiple classes. For example, both clerics and paladins have the Divine Spellcasting archetype. You cannot gain two archetypes with the same name, even if you can choose archetypes from multiple classes.

Class Introductions

There are nine classes in Rise.

- Barbarians are mighty warriors who can enter a deadly

Table 3.1: Archetype Ranks by Level

Arche Rank	Minimum Level
1	1
2	2
3	5
4	8
5	11
6	14
7	17
8	20

battlerage.

- Clerics are divine spellcasters who draw power from their veneration of a deity.
- 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.
- Mages 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.
- Warlocks are pact spellcasters who draw their power from a dark pact made with infernal creatures.

Class Description Format

Each class is described from the perspective of a member of that class, using “you” in the description.

Class Table: The class’s table describes the special abilities a member of that class gains at each level, assuming they have all of that class’s **archetypes**.

Alignment: Some classes require specific alignments (see Align-

ment, page 138). Most classes allow characters of any alignment.

Skills: Each class has specific **skills** that members of that class are typically good at (see Skills, page 67). These skills are called **class skills**. It is easier to become **mastered** in class skills than in other skills. For details, see Skill Training, page 67.

Defenses: Each class grants bonuses to specific defenses.

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

Other Special Abilities: Some classes have abilities shared by all members of the class that are not part of an archetype, such as a druid's *druidic language* ability.

Archetypes: The abilities associated with each of the three archetypes the class has.

Barbarian

Alignment: Any nonlawful.

Archetypes: Barbarians have the Battlerager, Primal Warrior, Battleforged Resilience, and Outland Savage **archetypes**. If you are a barbarian, you choose three of those four archetypes.

Basic Class Abilities

If you are a barbarian, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +4 Reflex, +3 Mental.

Skills

You have the following **class skills**:

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

Weapon and Armor Proficiencies

You are proficient with simple weapons, any four other weapon groups, light armor, medium armor, and shields.

Battlerager

This archetype grants you a devastating rage, improving your combat prowess.

Rank 1 – Intimidating Anger

You gain a +2 bonus to the **Intimidate** skill and to **threat**.

Rank 2 – Rage

You can use the *rage* ability as a **free action**.

Rage **AP, Emotion, Sustain** (free), **Swift**
 You gain the following benefits and drawbacks:

- You gain a +2 bonus to **power** with **mundane** abilities.
- You are unable to take **standard actions** that do not cause you to make physical attacks.
- At the end of each round, if you did not make a physical attack that round, you take **subdual damage** equal to your level. This damage ignores **damage reduction** and any similar abilities.

Rank 3 – Focused Anger

You gain a +2 bonus to Mental defense.

Rank 4 – Invigorating Rage

During your *rage* ability, you heal hit points equal to half your **power** at the end of each **action phase**.

Rank 5 – Greater Intimidating Anger

The bonuses from your *intimidating anger* ability increase to +4.

Rank 6 – Greater Rage

The **power** bonus from your *rage* ability increases to +4.

Table 3.2: Barbarian Progression

Rank	Battleforged Resilience	Battlerager	Primal Warrior	Outland Savage
1	Fury of the storm	Rage	Primal power	Fast movement
2	Battlefield lore	Intimidating anger	Primal maneuvers	Exotic weaponry
3	Battle-scarred	Tireless rage	Athletic prowess	Savage precision, savage force
4	Soulscarred	Focused anger	Greater primal power	Greater fast movement
5	Greater fury of the storm	Greater intimidating anger	Primal maneuver	Savage resilience
6	Agile defense	Greater rage	Primal prowess	Greater savage precision, greater savage force
7	Greater battle-scarred	Endless rage	Supreme primal power	Supreme fast movement
8	Battleforged supremacy	Titanic rage		

Rank 7 – Greater Invigorating Rage

The healing from your *invigorating rage* increases to be equal to your **power**.

Rank 8 – Titanic Rage

When you use your *rage* ability, you can grow by one **size category**.

Primal Warrior

This archetype grants you abilities to use in combat and improves your physical skills.

Rank 1 – Primal Power

You gain a +1 bonus to **power** with **mundane** abilities.

Rank 2 – Primal Maneuvers

You can channel your primal energy into ferocious attacks. You learn one **maneuver** from the primal maneuver list (see Primal Maneuvers, page 94). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

Rank 3 – Athletic Prowess

You gain two additional **skill points**.

Rank 4 – Greater Primal Power

The bonus from your *primal power* ability increases to +2.

Rank 5 – Primal Maneuver

You learn an additional primal **maneuver** (see Primal Maneuvers, page 94).

Rank 6 – Primal Prowess

You gain a +2 bonus to Strength-based and Dexterity-based checks.

Rank 7 – Supreme Primal Power

The bonus from your *primal power* ability increases to +3.

Battleforged Resilience

This archetype improves your defenses in combat.

Rank 1 – Fury of the Storm

You gain a +1 bonus to **overwhelm resistance**.

Rank 2 – Battlefield Lore

You gain two additional **skill points**.

Rank 3 – Battle-Scarred

You gain a bonus equal to your level to **damage reduction** against damage from **physical attacks**.

Rank 4 – Battleforged Fortitude

You gain a +2 bonus to Fortitude defense.

Rank 5 – Soulscarred

The **damage reduction** from your *battle-scarred* ability applies against all damage, not just damage from physical attacks.

Rank 6 – Greater Fury of the Storm

The bonus from your *fury of the storm* ability increases to +2.

Rank 7 – Greater Battle-Scarred

The **damage reduction** from your *battle-scarred* ability increases to twice your level.

Rank 8 – Battleforged Supremacy

You gain a +1 bonus to all defenses.

Outland Savage

This archetype improves your mobility and combat prowess with direct, brutal abilities.

Rank 1 – Fast Movement

You gain a +10 foot bonus to your **base speed**.

Rank 2 – Exotic Weaponry

You gain proficiency with **exotic weapons** from all weapon groups you are proficient with.

Rank 3 – Savage Precision

You gain a +1 bonus to **accuracy** with the *dirty trick*, *disarm*, *grapple*, *overrun*, *shove*, and *trip* abilities (see Special Combat Abilities, page 24). In addition, you gain a +1 bonus to **accuracy** with grapple actions (see Grapple Actions, page 27).

Rank 3 – Savage Force

You gain a +1 bonus to **power** with **mundane** abilities.

Rank 4 – Greater Fast Movement

The speed bonus from your *fast movement* ability increases to +20 feet.

Rank 5 – Savage Resilience

You gain a +2 bonus to Fortitude defense.

Rank 6 – Greater Savage Force

The bonus from your *savage force* ability increases to +2.

Rank 6 – Greater Savage Precision

The bonuses from your *savage force* ability increase to +2.

Rank 7 – Supreme Fast Movement

The speed bonus from your *fast movement* ability increases to +30 feet.

Ex-Barbarians

If you become lawful, you cannot use your *rage* ability. You retain all of your other class abilities. If you stop being lawful, you can use your *rage* ability once more.

Cleric

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

Archetypes: Clerics have the Divine Spellcasting, Domain Influence, and Divine Spell Mastery **archetypes**.

Basic Class Abilities

If you are a cleric, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +4 Fortitude, +3 Reflex, +5 Mental.

Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Heal, Knowledge (arcana, local, religion, the planes), Linguistics.
- *Perception*: Awareness, Sense Motive, Spellcraft.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

You are proficient with simple weapons, any two other weapon groups, light and medium armor, and shields.

Deity

You must worship a specific deity to be a cleric. Deities and their associated domains are listed in Table 3.4: Deities.

Divine Spellcasting

This archetype grants you the ability to cast divine spells. You must have a starting Willpower of at least 1 to gain this archetype.

Rank 1 – Mystic Spheres (Magical)

Your deity grants you the ability to use divine magic. You gain access to two divine **mystic spheres** (see Divine Mystic Spheres, page 103). As a **standard action**, you can cast any **cantrip** spells from any mystic sphere you have access to.

Divine spells require **verbal components** to cast (see Casting Components, page 99). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 99.

Rank 2 – Spells

You learn two divine **spells**. You can also spend **insight points** to learn one additional divine spell per **insight point**. You can learn any 1st level spells from the divine **mystic spheres** you have access to. You can cast any **spell** you know as a **standard action**. Most spells also cost **action points**, as indicated in their descriptions. When you gain access to a new **mystic sphere** or spell level, you can exchange any number of spells you know for spells of other spells you know, including spells of the higher level.

Rank 3 – Spell Level (Magical)

You gain the ability to cast 2nd level divine spells.

Table 3.3: Cleric Progression

Rank	Divine Spellcasting	Divine Spell Mastery	Domain Influence	Healer
1	Mystic spheres	Battle prayer	Domains, domain gift	Divine healing
2	Spells	Mystic knowledge	Domain gift	Vital healer
3	Spell level (2)	Wellspring of power	Domain aspect	Divine cleanse
4	Spell level (3)	Mystic knowledge	Domain aspect	Greater divine healing
5	Spell level (4)	Greater battle prayer	Domain essence	Greater vital healer
6	Spell level (5)	Mystic knowledge	Domain essence	Greater divine cleanse
7	Spell level (6)	Greater wellspring of power	Miracle	Supreme divine healing
8	Spell level (7)		Domain masteries	

Table 3.4: 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

Rank 4 – Spell Level (Magical)

You gain the ability to cast 3rd level divine spells.

Rank 5 – Spell Level (Magical)

You gain the ability to cast 4th level divine spells.

Rank 6 – Spell Level (Magical)

You gain the ability to cast 5th level divine spells.

Rank 7 – Spell Level (Magical)

You gain the ability to cast 6th level divine spells.

Rank 8 – Spell Level (Magical)

You gain the ability to cast 7th level divine spells.

Domain Influence

This archetype grants you divine influence over two domains of your choice.

Rank 1 – Domains

You choose two domains which represent your personal spiritual inclinations. You must choose your domains from among those

your deity offers. The domains are listed below.

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

Rank 1 – Domain Gift (Magical)

Each domain has a corresponding *domain gift*. You gain the *domain gift* for one of your domains (see Cleric Domain Abilities, page 38).

Rank 2 – Domain Gift (Magical)

You gain the *domain gift* for another one of your domains.

Rank 3 – Domain Aspect (Magical)

Each domain has a corresponding *domain aspect*. You gain the *domain aspect* for one of your domains (see Cleric Domain Abilities, page 38).

Rank 4 – Domain Aspect (Magical)

You gain the *domain aspect* for another one of your domains.

Rank 5 – Domain Essence (Magical)

Each domain has a corresponding *domain essence*. You gain the *domain essence* for one of your domains (see Cleric Domain Abilities, page 38).

Rank 6 – Domain Essence (Magical)

You gain the *domain essence* for another one of your domains.

Rank 7 – Miracle (Magical)

Once per week, you can request a miracle as a standard action. You mentally specify your request, and your 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 your situation, the miracle may be of even greater power.

If you perform an extraordinary service for your deity, you can gain the ability to request an additional miracle that week.

Rank 8 – Domain Masteries (Magical)

Each domain has a corresponding *domain mastery*. You gain the *domain mastery* for both of your domains (see Cleric Domain Abilities, page 38).

Divine Spell Mastery

This archetype improves the divine spells you cast. You must be able to cast divine spells to gain the abilities from this archetype.

Rank 1 – Battle Prayer

You gain a +2 bonus to **concentration** checks to cast divine spells.

Rank 2 – Mystic Knowledge (Magical)

You gain your choice of one of the following abilities.

Augment: You learn one **augment** (see Augments, page 100). You can apply that augment to divine spells you cast and divine rituals you perform. When you gain access to a new divine spell level, you may change which augments you know.

You can choose this ability multiple times, learning an additional **augment** each time.

Insight: You learn an additional divine **spell** (see Divine Mystic Spheres, page 103). You can choose this ability multiple times,

gaining access to an additional spell each time.

Rituals: You gain the ability to perform divine rituals to create unique magical effects (see Rituals, page 102). The maximum level of divine ritual you can learn or perform is equal to the maximum level of divine spell that you can cast. You cannot choose this ability multiple times.

Mystic Sphere Access: You gain access to an additional divine **mystic sphere** (see Divine Mystic Spheres, page 103). You cannot choose this ability multiple times.

Rank 3 – Wellspring of Power (Magical)

You gain a +1 bonus to **power** with divine spells.

Rank 4 – Mystic Knowledge (Magical)

You gain an additional *mystic knowledge* ability.

Rank 5 – Greater Battle Prayer

The bonus from your *battle prayer* ability increases to +4.

Rank 6 – Mystic Knowledge (Magical)

You gain an additional *mystic knowledge* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +2.

Healer

This archetype grants you healing abilities.

Rank 1 – Divine Healing

You can use the *divine healing* ability as a standard action.

Divine Healing **Life, Magical**
Choose a willing living creature within your **reach**. The target is healed for hit points equal to **standard damage**.

Rank 2 – Vital Healer (Magical)

Whenever you heal a creature, for every 5 hit points of healing you provide, you can also heal one point of **vital damage**.

Rank 3 – Divine Cleanse

You can use the *divine cleanse* ability as a standard action.

Divine Cleanse **Magical**
Choose a willing creature within Close (30 ft.) range. The target removes one **condition**.

Rank 4 – Greater Diving Healing

You gain a +1d bonus to healing with your *divine healing* ability. In addition, you can target a creature within Close (30 ft.) range.

Rank 5 – Greater Vital Healer

The healing from your *vital healer* ability improves to heal one point of **vital damage** for every 2 hit points of healing you provider.

Rank 6 – Greater Divine Cleanse

Your *divine cleanse* ability gains the **Swift** tag. That that any penalties from the condition the ability removes do not affect the target during the current phase.

Rank 7 – Supreme Divine Healing

The healing bonus from your *greater divine healing* ability increases to +2d. In addition, your *divine healing* ability can target a creature within Medium (100 ft.) range.

Cleric Domain Abilities

These domain abilities can be granted by the *domain influence* cleric archetype. All cleric domain abilities are **magical** unless otherwise specified.

Air

If you choose this domain, you add the *aeromancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 99). In addition, you add the Jump skill to your **class skill** list.

Gift: You gain a +4 **magic bonus** to the Jump skill (see Jump, page 82). In addition, you gain a +1 bonus to Reflex defense.

Aspect: You gain a **glide speed** equal to your **base speed** (see Gliding, page 19).

Essence: You can use the *speak with air* ability as a standard action.

Speak with Air

Attune (self)

You can speak with and command air within a Huge (100 ft.) zone from your location. You can ask the air simple questions and understand its responses. If you command the air to perform a task, it will do so do the best of its ability until this effect ends. You cannot compel the air to move faster than 50 mph.

After you use this ability on a particular area of air, you cannot use it again on that same area for 24 hours.

Mastery: You gain a **fly speed** equal to your **base speed** (see Flying, page 19).

Chaos

If you choose this domain, you add the Bluff skill to your **class skill** list.

Gift: You gain a +5 bonus to **defenses** against **Compulsion** effects.

Aspect: If you roll a 1 on an attack roll, it explodes (see Exploding Attacks, page 8). This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 8).

Essence: You can use the *twist of fate* ability as a standard action.

Twist of Fate

AP

An improbable event occurs within Long (300 ft.) range. You can specify in general terms what you want to happen, such as “Make the bartender leave the bar”. You cannot control the exact nature of the event, though it always beneficial for you in some way. After using this ability, you cannot use it again for an hour.

Mastery: You gain a +5 bonus to **accuracy** with any attack roll that explodes (see Exploding Attacks, page 8).

Death

Gift: You gain a +2 bonus to Fortitude defense.

Aspect: You radiate an aura of death within a Medium (20 ft.) radius emanation. When a creature in the aura takes **vital damage**, you can choose to increase that vital damage by an amount equal to your **power**. Once per round, if a creature in the aura dies, you heal hit points equal to **standard damage**.

Essence: You can use the *speak with dead* ability as a standard action.

Speak with Dead

-NoValue-

Choose a corpse within Close (30 ft.) range. The corpse must have died no more than five minutes ago. It regains a semblance of life, allowing you to speak with it as if it were the creature the corpse belonged to. The corpse must have an intact mouth to be able to speak. This ability ends if five minutes have passed since the creature died.

Mastery: If a living creature in your aura from this domain aspect takes **vital damage**, you can choose to cause it to immediately die.

Destruction

Gift: When you deal damage to a target, you first negate an amount of **damage reduction** equal to your **power**. In addition, you negate an amount of **hardness** equal to half your **power**. Hardness and damage reduction negated in this way does not apply against your attack or against any other attacks during the current phase. This effect lasts until the end of the round.

Aspect: You can use the *destructive attack* ability as a standard action.

Destructive Attack

AP

Make a **strike** with a +2d bonus to damage.

Rank 4: The damage bonus increases to +3d.

Rank 6: The damage bonus increases to +4d.

Rank 8: The damage bonus increases to +5d.

Essence: You can use the *lay waste* ability as a standard action.

*Lay Waste***AP**

You make an attack vs. Fortitude against all unattended objects in a Large (50 ft.) radius. You may freely exclude any number of 5-ft-cubes from the area, as long as the resulting area is still contiguous.

Hit: For each target, if its **hardness** is lower than your **power**, it crumbles into a fine power and is irreparably **broken**.

Mastery: You gain a +2 bonus to **power** with **mundane** abilities.

Earth

If you choose this domain, you add the **terramancy mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 99).

Gift: You gain a +2 bonus to Fortitude defense.

Aspect: You gain a **magic bonus** equal to your **power** to **damage reduction** against damage from **physical attacks**.

Essence: You can use the *speak with earth* ability as a standard action.

*Speak with Earth***Attune** (self)

You can speak with earth within a Huge (100 ft.) zone from your location. You can ask the earth simple questions and understand its responses.

After you use this ability on a particular area of earth, you cannot use it again on that same area for 24 hours.

Mastery: Your damage reduction from this domain's aspect protects you against all damage, rather than only against damage from physical attacks. In addition, you gain a +1 bonus to all defenses as long as you are on solid ground.

Evil

Gift: At the start of each phase, you may choose an adjacent willing creature. If you do, that creature takes half of all damage you take that phase (rounded down) instead of you. Any abilities it has that would reduce or negate the effects of the attack have no effect. You take the remaining half of the damage, and suffer any non-damaging effects of all attacks normally.

Aspect: You can use this domain's domain gift to target any willing creature within Close (30 ft.) range.

Essence: You can use the *compel evil* ability as a standard action.

*Compel Evil***AP, Compulsion**

Make an attack vs. Mental against a creature within Medium (100 ft.) range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.

Hit: The target takes an evil action as soon as it can. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire.

Mastery: When you use your Evil domain gift, you can spend an **action point**. If you do, you can redirect your damage to

an unwilling creature that phase. You cannot use this ability to redirect damage to the same unwilling creature more than once between **short rests**.

Fire

If you choose this domain, you add the **pyromancy mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 99). All abilities from this domain are **Fire** abilities.

Gift: You gain a **magic bonus** to equal to twice your **power** to **damage reduction** against fire damage.

Aspect: Whenever you resist fire damage with this domain's gift, you gain a +2 bonus to **power** with **Fire** abilities until the end of the next round.

Essence: You can use the *speak with fire* ability as a standard action.

*Speak with Fire***Attune** (self), **Fire**

You can speak with and command fire within a Huge (100 ft.) radius zone from your location. You can ask the fire simple questions and understand its responses. If you command the fire to perform a task, it will do so the best of its ability until this effect ends. You cannot compel the fire to move farther than 30 feet in a single round. Fire that ends the round on non-combustable materials usually goes out, depending on the circumstances.

After you use this ability on a particular area of fire, you cannot use it again on that same area for 24 hours.

Mastery: When you get a **critical hit** against a creature with a **Fire** ability, that creature becomes **ignited** as a **condition**. This condition deals fire **standard damage** -2d instead of the normal 1d6 damage per round. This is a **Fire** ability.

Good

Gift: At the start of each phase, you may choose an adjacent willing creature. If you do, you take half of all damage that creature would take that phase (rounded down) instead of the creature. Any abilities you have that would reduce or negate the effects of the attack have no effect. The protected creature takes the remaining half of the damage, and suffers any non-damaging effects of attacks normally.

Aspect: You can use this domain's domain gift to target any willing creature within Close (30 ft.) range.

Essence: You can use the *compel good* ability as a standard action.

*Compel Good***AP, Compulsion**

Make an attack vs. Mental against a creature within Medium (100 ft.) range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.

Hit: The target takes an good action as soon as it can. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire.

Mastery: When you use your Good domain gift, you can redirect all damage to you instead of only half.

Knowledge

If you choose this domain, you add all Knowledge skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: Your extensive knowledge of all methods of attack and defense grants you a +1 bonus to all defenses.

Essence: You can use the *share knowledge* ability as a standard action.

Share Knowledge

AP

You make a Knowledge check of any kind with a bonus equal to your **power**. You and all willing creatures within a Large (50 ft.) radius learn the results of your check. Creatures believe the information gained in this way to be true as if they it had seen it with their own eyes.

You cannot alter the knowledge you gain with this check in any way, such as by adding or withholding information.

Mastery: You gain a +1 bonus to **accuracy** with all attacks.

Law

Gift: You gain a +2 bonus to Mental defense.

Aspect: When you roll a 1 on an **attack roll**, it is treated as if you had rolled a 6.

Essence: You can use the *compel law* ability as a standard action.

Compel Law

AP, Compulsion

Make an attack vs. Mental against all creatures within a Large (50 ft.) radius.

Hit: Each target is unable to break the laws that apply in the area, and any attempt to do so simply fails. The laws which are applied are those which are most appropriate for the area, regardless of whether you or any other creature know those laws.

When you use this ability, you also gain the condition. If this condition is removed from you, it is also removed from all other affected creatures. In areas under ambiguous or nonexistent government, this ability may have unexpected effects, or it may have no effect at all.

Mastery: When you roll less than a 5 on an **attack roll**, it is treated as if you had rolled a 5.

Life

Gift: You gain additional hit points equal to your **power**. In addition, you gain a +4 **magic bonus** to the Heal skill (see Heal, page 81).

Aspect: You gain a +1 bonus to **power** with all abilities you use that heal hit points.

Essence: You can use the *revivify* ability as a standard action.

Revivify

AP

Choose a dead creature adjacent to you. If it was dead for no more than 5 minutes, it is restored to life, as the *resurrection* ritual. When the target is returned to life in this way, you expend all of your remaining **action points**.

Mastery: At the end of each **action phase**, you heal hit points equal to your **power**.

Magic

Gift: You gain a +1 bonus to **power** with divine spells.

Aspect: You learn an additional **spell** for a divine **mystic sphere** you have access to.

Essence: When you cast a spell, you heal hit points equal to your **power**.

Mastery: When you are affected by a **magical** ability, you heal hit points equal to your **power**. This healing applies even if the spell has an attack that fails to beat your defenses. It stacks with the healing from this domain's essence if you target yourself with a spell.

Strength

If you choose this domain, you add the Climb, Jump, and Swim skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: You gain a +4 bonus to Strength for the purpose of checks and determining your carrying capacity.

Essence: You can use the *burst of strength* ability as a standard action.

Burst of Strength

Attune (self)

You gain a +4 **magic bonus** to Strength.

Mastery: You gain a +1 bonus to your starting Strength.

Travel

If you choose this domain, you add the *astromancy* **mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 99). In addition, you add the Knowledge (geography), Survival, and Swim skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: You gain a +20 foot **magic bonus** to your **base speed**, up to a maximum of double your normal speed.

Essence: You can use the *dimensional jaunt* ability as a standard action.

Dimensional Jaunt

AP, Teleportation

You teleport up to 1 mile in any direction. You do not need **line of sight** or **line of effect** to your destination, but you must be able to clearly visualize it.

Mastery: When you move, you can teleport the same distance instead. This does not change the total distance you can move, but you can teleport in any direction, including vertically.

You can even attempt to move to locations outside of

line of sight and **line of effect**, up to the limit of your remaining movement speed. If your intended destination is invalid, the distance you tried to teleport is taken from your remaining movement, but you suffer no other ill effects.

Trickery

If you choose this domain, you add the *glamer mystic sphere* to your list of divine mystic spheres (see *Mystic Spheres*, page 99). In addition, you add the Bluff, Disguise, and Stealth skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: You gain a +2 **magic bonus** to the Bluff, Disguise, and Stealth skills.

Essence: You can use the *compel belief* ability as a standard action.

Compel Belief **AP, Compulsion, Sustain** (minor)

Make an attack vs. Mental against a creature within Medium (100 ft.) range. You must also choose a belief that the target has. The belief may be a lie that you told it, or even a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already hold the chosen belief, this ability automatically fails.

Hit: The target continues to maintain the chosen belief, 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.

Mastery: You are undetectable by Divination spells and effects. They cannot detect your presence, sounds you make, or any actions you take.

War

Gift: You gain proficiency with heavy armor and an additional weapon group of your choice.

Aspect: You gain a +1 bonus to **accuracy** with **physical attacks**.

Essence: You can use the *battlefield magic* ability as a **minor action**.

Battlefield Magic

AP, Swift

One spell you cast this phase gains one of the following effects when it resolves:

- **Legion:** If the spell would normally affect five or more specific targets, it instead affects five times that many targets.
- **Selective:** If the spell has an area, you may freely exclude any areas from the spell's effect. All squares in the final area of the spell must be contiguous. You cannot create split a spell's area into multiple completely separate areas.
- **Widened:** If the spell has an area, the size of the area is doubled.

You cannot use this ability on spells with the **Attune** tag.

Mastery: You gain a +1 bonus to **accuracy** with **physical attacks**.

Water

If you choose this domain, you add the *aquamancy mystic sphere* to your list of divine mystic spheres (see *Mystic Spheres*, page 99). In addition, you add the Swim skill to your cleric **class skill** list.

Gift: You gain a +4 **magic bonus** to the Swim skill. In addition, you gain a +1 bonus to Reflex defense.

Aspect: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.

Essence: You can use the *speak with water* ability as a standard action.

Speak with Water

Attune (self)

You can speak with and command water within a Huge (100 ft.) zone from your location. You can ask the water simple questions and understand its responses. If you command the water to perform a task, it will do so do the best of its ability until this effect ends. You cannot compel the water to move faster than 30 feet per round.

After you use this ability on a particular area of water, you cannot use it again on that same area for 24 hours.

Mastery: When you move, you can transform yourself into a rushing flow of water with a volume roughly equal to your normal volume until your movement is complete. In this form, you may move wherever water could go, you cannot take other actions, such as jumping, attacking, or casting spells. You may move through squares occupied by enemies without penalty.

Your speed is halved when moving uphill and doubled when moving downhill. Unusually steep inclines may cause greater movement differences while in this form.

If the water is split, you 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, your body reforms from all of the largest available sections of water, cut into pieces of appropriate size. This usually causes you to die.

Wild

If you choose this domain, you add the *verdamancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 99). In addition, you add the Creature Handling, Knowledge (nature), and Survival skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: This ability functions like the *wild aspect* druid ability from the Natural Influence archetype (see Natural Influence, page ??), except that you cannot spend **insight points** to learn additional wild aspects.

Essence: You learn an additional *wild aspect*. In addition, you gain the ability to maintain two *wild aspects* simultaneously.

Mastery: You learn an additional *wild aspect*. In addition, you gain the ability to maintain three *wild aspects* simultaneously.

Ex-Clerics

If you grossly violate the code of conduct required by your deity, you lose all spells and magical cleric class abilities. You cannot regain those abilities until you atone for your transgressions to your deity.

Druid

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

Archetypes: Druids have the Beastmaster, Nature Spellcasting, Nature Spell Mastery, and Shifter **archetypes**.

Basic Class Abilities

If you are a druid, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +4 Mental.

Skills

You have the following **class skills**:

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

Weapon and Armor Proficiencies

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

You know Druidic, a secret language known only to druids, in addition to your normal languages. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

Metal Abhorrence

The oaths that you swear as part of your druidic initiation prohibit you from wearing armor made of metal. If you wear prohibited armor or carry a prohibited shield, you are unable to cast druid spells or use any of your **magical** druid abilities while doing so and for 24 hours thereafter.

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

Shifter

This archetype grants you the ability to embody aspects of the natural world in your own form.

Rank 1 – Shifting Defense

You gain a +1 bonus to Armor defense.

Rank 2 – Wild Aspect (Magical)

You gain the ability to embody an aspect of an animal or of nature itself. Choose a single wild aspect from the list below. You can also spend **insight points** to learn one additional *wild aspect* per **insight point**.

Table 3.5: Druid Progression

Rank	Nature Spellcasting	Nature Spell Mastery	Shifter	Beastmaster
1	Mystic spheres	Natural spells	Shifting defense	Animal speech
2	Spells	Mystic knowledge	Wild aspect	Animal companion
3	Spell level (2)	Wellspring of power	Shifter lore	Beast lore
4	Spell level (3)	Mystic knowledge	Wild aspect	Greater wild speech
5	Spell level (4)	Greater natural spells	Nature's champion	Beast companion
6	Spell level (5)	Mystic knowledge	Wild aspect	Beast tamer
7	Spell level (6)	Greater wellspring of power	Fluid aspect	Supreme wild speech
8	Spell level (7)		Avatar of nature	True companion

As a **standard action**, you can gain the effects of one wild aspect that you know. That effect lasts until you activate a different wild aspect you know.

The abilities in the list below describe the effects of the aspect. Your appearance also changes to match the aspect's effects, but the nature of this change is not described. Different druids change in different ways. For example, one druid might grow brown fur when using the Form of the Bear, while another might instead change their face to become broader and more bear-shaped when embodying the same aspect. You choose how your appearance changes when you gain a wild aspect. This change 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 142, for details about natural weapons.

Form of the Bear

You gain a +1 bonus to Fortitude defense. In addition, you mouth and hands transform, granting you bite and claw **natural weapons**. The bite deals +0d damage, and the claws deal -1d damage.

Rank 4: The Fortitude bonus increases to +2.

Rank 6: You gain a +1d bonus to damage with the natural weapons.

Rank 8: The Fortitude bonus increases to +4.

Form of the Bull

You gain a +1 bonus to **accuracy** with the *shove* ability (see Shove, page 25). In addition, your head transforms, granting you a gore **natural weapon**. The weapon deals +0d damage, and has the Forceful weapon tag (see Weapon Tags, page 147).

Rank 4: The accuracy bonus increases to +2.

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: The accuracy bonus increases to +4.

Form of the Constrictor

You gain a +1 bonus to **accuracy** with the Grapple ability (see Grapple, page 25). In addition, you gain a constrict **natural weapon**. This weapon deals +1d damage, and it has the Grappling weapon tag (see Weapon Tags, page 147). It can only be used against a foe you are grappling with.

Rank 4: The accuracy bonus increases to +2.

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: The accuracy bonus increases to +4.

Form of the Fish

You gain a **swim speed** equal to your **base speed**. In addition, you gain a bite **natural weapon** that deals +0d damage.

Rank 4: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.

Rank 6: You suffer no penalties for acting underwater.

Rank 8: You are immune to **magical** effects that restrict your mobility. In addition, you gain a +5 bonus to defenses against the *grapple* ability (see Grapple, page 25).

Form of the Hawk

You gain **low-light vision**. If you already have low-light vision, you double its benefit, allowing you to treat sources of light as if they had four times their normal illumination range. In addition, your feet transform, granting you a talon **natural weapon**. The weapon deals -1d damage.

Rank 4: You grow wings, granting you a glide speed equal to your **base speed** (see Gliding, page 19).

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: The glide speed is replaced with a **fly speed** equal to your **base speed** (see Flying, page 19).

Form of the Hound

You gain the **scent** ability. In addition, you gain a bite **natural weapon** that deals +0d damage.

Rank 4: You gain the ability to move on all four limbs. When doing so, you gain a +20 foot bonus to your land speed, up to a maximum of double your original speed. When not using your hands to move, your ability to use your hands is unchanged. Descending to four legs and rising up to stand on two legs again does not take an action.

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: You gain an additional +10 bonus to scent-based Awareness checks (see Awareness, page 70).

Form of the Monkey

You gain a **climb speed** equal to your **base speed**. In addition, you gain a bite **natural weapon** that deals +0d damage.

Rank 4: You gain a +1 bonus to your Reflex defense.

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: The defense bonus increases to +2.

Form of the Mouse

You gain a +2 bonus to the Escape Artist and Stealth skills. In addition, you gain a bite **natural weapon** that deals +0d damage.

Rank 4: When you use this wild aspect, you can choose to shrink by one **size category**.

Rank 6: The skill bonuses increases to +3.

Rank 8: The skill bonuses increases to +4. In addition, when you use this wild aspect, you can choose to shrink by up to two **size categories** instead of only one.

Form of the Oak

You move at half speed. In exchange, you gain a +1 bonus to Armor defense and Fortitude defense.

Rank 4: You gain a **magic bonus** equal to half your **power** to **damage reduction** against **physical damage**.

Rank 6: The damage reduction increases to be equal to your **power**.

Rank 8: The defense bonuses increase to +2.

Form of the Viper

You gain a **climb speed** equal to half your **base speed**. You do not need to use your hands to climb in this way. In addition, you gain a bite **natural weapon** that deals +0d damage.

Rank 4: When a creature takes damage from your bite **natural weapon**, it is poisoned. At the end of each **action phase** in subsequent rounds, you make an attack vs. Fortitude against the target. If you hit, the target is **sickened** until it removes the poison. The poison is removed if you miss the target on this attack three times.

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: The poison makes the target **nauseated** instead of **sickened**.

Form of the Wolf

You gain a +1 bonus to **accuracy** with **physical attacks** against **overwhelmed** creatures. In addition, you gain a bite **natural weapon** that deals +0d damage.

Rank 4: You gain the ability to move on all four limbs. When doing so, you gain a +20 foot bonus to your land speed, up to a maximum of double your original speed. When not using your hands to move, your ability to use your hands is unchanged. Descending to four legs and rising up to stand on two legs again does not take an action.

Rank 6: You gain a +1d bonus to damage with the natural weapon.

Rank 8: You increase your **overwhelm value** by 1.

Myriad Form

You can use your **power** in place of your Disguise skill when making Disguise checks to alter your own appearance.

Rank 4: When you use this wild aspect, you can choose to grow or shrink by one **size category**.

Rank 6: You can use the *Disguise Creature* ability to disguise yourself as a **standard action** (see Disguise Creature, page 80).

Rank 8: When you use this wild aspect, you can choose to grow or shrink by up to two **size categories** instead of only one.

Photosynthesis

As long as you are in natural sunlight, you gain a +10 foot bonus to your **base speed**.

Rank 4: As long as you are in natural sunlight, you heal hit points equal to half your **power** at the end of each **action phase**. In addition, being in sunlight for 8 hours gives you the same benefit as consuming a full day's worth of food and water, allowing you to survive without eating or drinking.

Rank 6: The healing increases to be equal to your **power**.

Rank 8: The speed bonus increases to +30 feet.

Plantspeaker

Your speed is not reduced when moving in light or heavy **undergrowth**. In addition, you can ignore **cover** (but not **total cover**) from plants when attacking, as the plants move out of the way to help you.

Rank 4: You can ignore **cover** (but not **total cover**) and **concealment** from plants whenever doing so would be beneficial to you. For example, creatures cannot use concealment from plants to hide from you.

Rank 6: The movement penalties from **undergrowth** are doubled for enemies within a Huge (100 ft.) radius emanation from you.

Rank 8: You can ignore **total cover** from plants whenever doing so would be beneficial to you.

Rank 3 – Shifter Lore

You gain two additional skill points.

Rank 4 – Wild Aspect (Magical)

You learn an additional *wild aspect*. In addition, you gain the ability to maintain the effects of up to two *wild aspects* simultaneously. When you activate a new *wild aspect*, you can choose which of your wild aspects remain active.

Rank 5 – Nature’s Champion

You gain a +2 bonus to the Creature Handling, Heal, Knowledge (geography), Knowledge (nature), Ride, and Survival skills.

Rank 6 – Wild Aspect (Magical)

You learn an additional *wild aspect*. In addition, you gain the ability to maintain the effects of up to three *wild aspects* simultaneously. When you activate a new *wild aspect*, you can choose which of your wild aspects remain active.

Rank 7 – Fluid Aspect

You can activate a *wild aspect* as a **minor action** instead of as a **standard action**.

Rank 8 – Avatar of Nature (Magical)

If you die, except if by old age, you may choose to have your body and soul become an instrument of nature’s will. Your body immediately decomposes or otherwise disappears, and your soul does not travel to an afterlife. You have no physical form, and cannot use any of your normal abilities. Instead, you have a **fly speed** of 100 feet, with special maneuverability. As a standard action, you can temporarily possess any living plants or animals within a 10 mile radius of the place of your death.

While possessing a living plant or animal, you can see through its senses and control its actions completely. In addition, you may cast spells, and the spells take effect as if the plant or animal had cast them. You use the plant or animal’s position to determine range, visible targets, and so on. You do not require **verbal components** to cast your spells in this form.

While not possessing a plant or animal, you can rest, or you can focus on reincarnating your physical form. Creating a new

body in this way takes 12 consecutive hours of concentration. At the end of that time, you are reincarnated in a new body in your location, as the effect of the *reincarnation* ritual, except that you can choose your species from among the species listed (not including the “Other” species).

While you are an avatar of nature, you do not age and you cannot die of old age. You can continue to exist in this form indefinitely.

Nature Spellcasting

This archetype grants you the ability to cast nature spells. You must have a starting Perception of at least 1 to gain this archetype.

Rank 1 – Mystic Spheres (Magical)

Your connection to nature grants you the ability to use nature magic. You gain access to two nature **mystic spheres** (see Nature Mystic Spheres, page 103). As a **standard action**, you can cast any **cantrip** spells from any mystic sphere you have access to.

Nature spells require **verbal components** to cast (see Casting Components, page 99). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 99.

Rank 2 – Spells

You learn two nature **spells**. You can also spend **insight points** to learn one additional nature spell per **insight point**. You can learn any 1st level spells from the nature **mystic spheres** you have access to. You can cast any **spell** you know as a **standard action**. Most spells also cost **action points**, as indicated in their descriptions. When you gain access to a new **mystic sphere** or spell level, you can exchange any number of spells you know for spells of other spells you know, including spells of the higher level.

Rank 3 – Spell Level (Magical)

You gain the ability to cast 2nd level nature spells.

Rank 4 – Spell Level (Magical)

You gain the ability to cast 3rd level nature spells.

Rank 5 – Spell Level (Magical)

You gain the ability to cast 4th level nature spells.

Rank 6 – Spell Level (Magical)

You gain the ability to cast 5th level nature spells.

Rank 7 – Spell Level (Magical)

You gain the ability to cast 6th level nature spells.

Rank 8 – Spell Level (Magical)

You gain the ability to cast 7th level nature spells.

Nature Spell Mastery

This archetype improves the nature spells you cast. You must be able to cast nature spells to gain the abilities from this archetype.

Rank 1 – Natural Spells

You gain a +1 bonus to **accuracy** with spells against animals and plants.

Rank 2 – Mystic Knowledge

You gain your choice of one of the following abilities.

Augment: You learn one **augment** (see Augments, page 100). You can apply that augment to nature spells you cast and nature rituals you perform. When you gain access to a new nature spell level, you may change which augments you know.

You can choose this ability multiple times, learning an additional **augment** each time.

Insight: You learn an additional nature **spell** (see Nature Mystic Spheres, page 103). You can choose this ability multiple times, gaining access to an additional spell each time.

Rituals: You gain the ability to perform nature rituals to create unique magical effects (see Rituals, page 102). The maximum level of nature ritual you can learn or perform is equal to the maximum level of divine spell that you can cast. You cannot choose this ability multiple times.

Mystic Sphere Access: You gain access to an additional nature **mystic sphere**. You cannot choose this ability multiple times.

Rank 3 – Wellspring of Power (Magical)

You gain a +1 bonus to **power** with nature spells.

Rank 4 – Mystic Knowledge (Magical)

You gain an additional *mystic knowledge* ability.

Rank 5 – Greater Natural Spells

The bonus from your *natural spells* ability increases to +2.

Rank 6 – Mystic Knowledge (Magical)

You gain an additional *mystic knowledge* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +2.

Beastmaster

This archetype improves your connection to animals, allowing you to control and command them in battle.

Rank 1 – Animal Speech (Magical)

You can use the *wild speech* ability as a standard action.

Wild Speech**Attune** (self)

Choose an animal within Long (300 ft.) range. You can speak to and understand the speech of the target animal, and any other animals of the same species.

This ability does not make the target any more friendly or cooperative than normal. Wary and cunning animals are likely to be terse and evasive, while stupid ones tend to make inane comments and are unlikely to say or understand anything of use.

Rank 2 – Animal Companion

You can use the *animal companion* ability. This ability requires 8 hours of training and attunement which the target must actively participate in. You can compel a wild animal to undergo this

training by sustaining the *command* ability from the Creature Handling skill (see Command, page 76).

Animal Companion**Attune** (self), **Emotion**, **Magical**

Choose a willing animal within your **reach** with a level no higher than your level and a **challenge rating** no higher than 1. The target serves as a loyal companion to you. It follows your directions to the best of its ability. Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.

Your magical connection to the animal improves its resilience and strength in combat. If any of its statistics are higher than the normal values below, the animal uses its own statistics instead. Its hit points are normally equal to three times your **power**. Each of its defenses is normally equal to 4 + your level. Its **accuracy** is normally equal to the higher of your level and Perception. Its **power** with its attacks is normally equal to your **power**. It can heal **vital damage** using your level in place of its level. All other aspects of the animal, such as its speed and natural weapons, are unchanged.

Rank 3 – Beast Lore

You gain two additional **skill points**.

Rank 4 – Greater Wild Speech

When you use your *wild speech* ability, you do not have to target an animal. Instead, you understand the speech of animals of any species.

Rank 5 – Beast Companion

When you use your *animal companion* ability, you can target a willing **magical beast** with an Intelligence of –6 or lower instead of an animal.

Rank 6 – Beast Tamer

You gain a +4 bonus to the Creature Handling skill (see Creature Handling, page 76).

Rank 7 – Supreme Wild Speech

When you use your *wild speech* ability, you also understand all spoken languages.

Rank 8 – True Companion

When you use your *animal companion* ability, you can target a creature of any type with an Intelligence of –6 or lower. In addition, the maximum **challenge rating** of your *animal companion* increases to 2.

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 you atone for your transgressions.

Fighter

Alignment: Any.

Archetypes: Fighters have the Martial Mastery, Equipment Training, Combat Discipline, and Battle Leader **archetypes**.

Basic Class Abilities

If you are a fighter, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Acrobatics, Escape Artist, Ride.
- *Intelligence*: Craft.
- *Perception*: Awareness.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

You are proficient with simple weapons, any four other weapon groups, all body armor (light, medium, and heavy **usage classes**), and shields.

Martial Mastery

This archetype grants you special abilities to use in combat.

Rank 1 – Martial Power

You gain a +1 bonus to **power** with **mundane** abilities.

Rank 2 – Martial Maneuvers

You can channel your martial prowess into devastating attacks. You learn one **maneuver** from the martial maneuver list (see Martial Maneuvers, page 94). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

Rank 3 – Martial Lore

You gain two additional skill points.

Rank 4 – Greater Martial Power

The bonus from your *martial power* ability increases to +2.

Rank 5 – Martial Maneuver

You learn an additional *martial maneuver*.

Rank 6 – Steady Expertise

You gain a +1 bonus to **accuracy** with **mundane** abilities that do not have the **AP** tag.

Rank 7 – Supreme Martial Power

The bonus from your *martial power* ability increases to +3.

Rank 8 – Martial Maneuver

You learn an additional *martial maneuver*.

Equipment Training

This archetype improves your combat prowess with weapons and armor.

Rank 1 – Armor Expertise

You gain a +1 bonus to Armor defense while wearing body armor. In addition, you reduce the **encumbrance** of body armor you wear by 1.

Rank 2 – Weapon Training

You can use the *weapon training* ability by spending an hour training with a weapon.

Weapon Training

Choose a **weapon group** that the weapon you trained with belongs to. If you were already proficient with that weapon group, you gain proficiency with **exotic weapons** from that weapon group. Otherwise, you gain proficiency with that weapon group.

This ability's effect lasts until you use this ability again.

Rank 3 – Greater Armor Expertise

The **encumbrance** reduction from your *armor expertise* ability increases to 2. In addition, you treat body armor were one encumbrance category lighter than normal when doing so would be beneficial for you.

Rank 4 – Weapon Expertise

You gain a +1 bonus to **accuracy** with **physical attacks**.

Rank 5 – Supreme Armor Expertise

The **encumbrance** reduction from your *armor expertise* ability increases to 3. In addition, you treat body armor as if it were an additional encumbrance category lighter than normal when doing so would be beneficial for you.

Rank 6 – Greater Weapon Training

The effects of your *weapon training* ability are permanent. This does not allow you to use **exotic weapons** from weapon groups you are only proficient with because of your *weapon training* ability.

Rank 7 – Armored Juggernaut

As long as you are wearing body armor, you gain a +1 bonus to all defenses.

Combat Discipline

This archetype allows you to control your **threat** and improves your defenses, especially against special abilities.

Rank 1 – Disciplined Threat

You know how to control your actions to appear more or less threatening, as you choose. You can use the *disciplined threat* ability as a **minor action**.

Table 3.6: Fighter Progression

Rank	Combat Discipline	Equipment Training	Martial Mastery	Battle Leader
1	Disciplined threat	Armor expertise	Martial power	Guided strike
2	Discipline	Weapon focus	Martial maneuvers	Battle lore
3	Disciplined defense	Greater armor expertise	Martial lore	Battle tactics
4	Greater disciplined threat	Weapon master	Greater martial power	Greater guided strike
5	Greater discipline	Supreme armor expertise	Martial maneuver	Brave leader
6	Greater disciplined defense	Greater weapon focus	Steady expertise	Lead from the front
7	Legendary discipline	Armored juggernaut	Supreme martial power	Greater battle tactics
8				

Disciplined Threat

You choose to enter a threatening stance, enter a nonthreatening stance, or act normally. If you enter a threatening stance, you gain a +2 bonus to your **threat**. If you enter a nonthreatening stance, you take a -2 penalty to your **threat**. This ability lasts until you use it again.

Guided Strike**Swift**

Choose a willing creature within Close (30 ft.) range. If the target makes a **strike** during the current phase, it rolls twice and takes the higher result.

Rank 2 – Discipline

You can use the *discipline* ability as a **minor action**.

Discipline**AP, Swift**

Remove one **condition** affecting you. Because this ability has the **Swift** tag, the penalties from the condition do not affect you during the current phase.

Rank 3 – Disciplined Defense

You gain a +1 bonus to Armor defense.

Rank 4 – Greater Disciplined Threat

You gain more control over how threatening you appear. When you use your *disciplined threat* ability, you can change your threat by any amount, up to a maximum bonus of +4 and a maximum penalty of -4.

Rank 5 – Greater Discipline

You can remove an additional condition with your *discipline* ability.

Rank 6 – Disciplined Mind

You gain a +2 bonus to Mental defense.

Rank 7 – Greater Disciplined Defense

The defense bonus from your *disciplined defense* ability increases to +2.

Rank 8 – Legendary Discipline

You can use your *discipline* ability without spending an **action point**.

Battle Leader**Rank 1 – Guided Strike**

You can use the *guided strike* ability as a standard action.

Rank 2 – Battle Lore

You gain two additional **skill points**.

Rank 3 – Battle Tactics

You gain the ability to lead your allies using tactics appropriate for the situation. Choose a single battle tactic from the list below. You can also spend **insight points** to learn one additional *battle tactic* per **insight point**.

As a **standard action**, you can spend an **action point** to initiate a *battle tactic*. When you do, choose any number of willing creatures within a Large (50 ft.) emanation from yourself. Each target must be able to see or hear you.

All *battle tactics* have the **Attune** (self) tag, so they last as long as you **attune** to them (see Attunement, page 21). If you know multiple battle tactics, you can initiate multiple *battle tactics* simultaneously. However, a creature can gain only the benefits of one *battle tactic* at a time. If it has multiple options, it chooses at the start of each round which *battle tactic* to follow.

Break Through**Attune** (self)

Each target that is adjacent to at least one other target gains a +2 bonus to **accuracy** with the *overrun* and *shove* abilities (see Special Combat Abilities, page 24).

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Dogpile**Attune** (self)

Each target that is adjacent to at least one other target gains a +2 bonus to **accuracy** with the *grapple* ability (see Grapple, page 25).

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Duck and Cover **Attune** (self)
Each target gains a +1 bonus to Armor defense against ranged **physical attacks**.

Rank 5: The bonus increases to +2.

Rank 7: The bonus increases to +3.

Group Up **Attune** (self)
Each target that is adjacent to at least two other targets gains a +1 bonus to Armor defense.

Rank 5: Each target affected by the Armor defense bonus also gains a +2 bonus to Mental defense.

Rank 7: The Armor defense bonus increases to +2.

Hold Fast **Attune** (self)
Each target that ends the **movement phase** without moving gains a +1 bonus to Armor defense until it moves.

Rank 5: Each target affected by the Armor defense bonus also gains a +2 bonus to Fortitude defense.

Rank 7: The Armor defense bonus increases to +2.

Hustle **Attune** (self)
Each target gains a +10 foot bonus to its **base speed**.

Rank 5: The speed bonus increases to +15 feet.

Rank 7: The speed bonus increases to +20 feet.

Keep Moving **Attune** (self)
Each target that ends the **movement phase** at least twenty feet away from where it started the round gains a +1 bonus to Armor defense until the end of the round.

Rank 5: Each target affected by the Armor defense bonus also gains a +2 bonus to Reflex defense.

Rank 7: The Armor defense bonus increases to +2.

Rank 4 – Greater Guided Strike

When you use your *guided strike* ability, the target also gains a +2 bonus to **accuracy** with the strike.

Rank 5 – Brave Leader

You gain a +2 bonus to Mental defense.

Rank 6 – Lead from the Front

You gain a +1 bonus to Armor defense.

Rank 7 – Greater Battle Tactics

The area affected by your *battle tactics* increases to an Huge (100 ft.) emanation.

Mage

Alignment: Any.

Archetypes: Mages have the Arcane Spellcasting, Arcane Spell Mastery, Arcane Scholar, and Innate Arcanist **archetypes**.

Basic Class Abilities

If you are a mage, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +4 Reflex, +5 Mental.

Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (all kinds, taken individually), Linguistics.
- *Perception*: Awareness, Spellcraft.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

You are proficient with simple weapons and one other weapon group. You are proficient with shields, but not with any type of armor. Encumbrance from armor interferes with the gestures you make to cast spells, which can cause your spells with somatic components to fail (see Somatic Component Failure, page 100).

Arcane Essence

All mages have access to great arcane power. However, not all mages acquired this power in the same way. You choose an arcane essence. Many mage abilities have special effects based on whether you are a sorcerer or a wizard.

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

Wizard: Wizards study arcane mysteries for years to learn the secret ways of magic. They cast spells with their Intelligence.

Arcane Spellcasting

This archetype grants you the ability to cast arcane spells. If you are a sorcerer, you must have a starting Willpower of at least 1 to gain this archetype. If you are a wizard, you must have an starting Intelligence of at least 2 to gain this archetype.

Rank 1 – Mystic Spheres (Magical)

You can use arcane magic. You gain access to two arcane **mystic spheres** (see Arcane Mystic Spheres, page 102). As a **standard action**, you can cast any **cantrip** spells from any mystic sphere you have access to.

Arcane spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 99). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 99.

Table 3.7: Mage Progression

Rank	Arcane Spellcasting	Arcane Spell Mastery	Arcane Scholar	Innate Arcanist
1	Mystic spheres	Mage armor	Scholastic lore	Mystic healing
2	Spells	Mystic knowledge	Rituals	Limited components
3	Spell level (2)	Wellspring of power	Scholastic insight	Spell knowledge
4	Spell level (3)	Mystic knowledge	Ritual expertise	Magic resistance
5	Spell level (4)	Greater mage armor	Contingency	Greater limited components
6	Spell level (5)	Mystic knowledge	Scholastic insight	Spell knowledge
7	Spell level (6)	Greater wellspring of power	Malleable contingency	Spell absorption
8	Spell level (7)			

Rank 2 – Spells

You learn two arcane **spells**. You can also spend **insight points** to learn one additional arcane spell per **insight point**. You can learn any 1st level spells from the arcane **mystic spheres** you have access to. You can cast any **spell** you know as a **standard action**. Most spells also cost **action points**, as indicated in their descriptions. When you gain access to a new **mystic sphere** or spell level, you can exchange any number of spells you know for spells of other spells you know, including spells of the higher level.

Rank 3 – Spell Level (Magical)

You gain the ability to cast 2nd level arcane spells.

Rank 4 – Spell Level (Magical)

You gain the ability to cast 3rd level arcane spells.

Rank 4 – Spell

You gain an additional **spell** for any arcane **mystic sphere** you know.

Rank 5 – Spell Level (Magical)

You gain the ability to cast 4th level arcane spells.

Rank 6 – Spell Level (Magical)

You gain the ability to cast 5th level arcane spells.

Rank 6 – Spell

You gain an additional **spell** for any arcane **mystic sphere** you know.

Rank 7 – Spell Level (Magical)

You gain the ability to cast 6th level arcane spells.

Rank 8 – Spell Level (Magical)

You gain the ability to cast 7th level arcane spells.

Rank 8 – Spell

You gain an additional **spell** for any arcane **mystic sphere** you know.

Arcane Spell Mastery

This archetype improves the arcane spells you cast. You must have the Arcane Spellcasting archetype to gain the abilities from this archetype.

Rank 1 – Mage Armor (Magical)

You can use the *mage armor* ability as a standard action.

Mage Armor

You create a translucent suit of magical armor on your body and over your hands. This functions like body armor that provides a +2 bonus to Armor defense and has no **encumbrance**. The body armor does not appear if you are wearing other body armor of any kind.

As long as you have a free hand, the barrier also manifests as a shield that provides a +1 bonus to Armor defense. This bonus is considered to come from a shield, and does not stack with the benefits of using a physical shield.

This ability lasts until you **dismiss** it as a free action.

Rank 2 – Mystic Knowledge (Magical)

You gain your choice of one of the following abilities.

Augment: You learn one **augment** (see *Augments*, page 100). You can apply that augment to arcane spells you cast and arcane rituals you perform. When you gain access to a new arcane spell level, you may change which augments you know.

You can choose this ability multiple times, learning an additional **augment** each time.

Spell Knowledge: You learn an additional arcane **spell** (see *Arcane Mystic Spheres*, page 102). You can choose this ability multiple times, gaining access to an additional spell each time.

Rituals: You can only choose this mystic knowledge if you are a wizard. The maximum level of arcane ritual you can learn or perform is equal to the maximum arcane level of arcane spell that you can cast. You gain the ability to perform arcane rituals to create unique magical effects (see *Rituals*, page 102). You cannot choose this ability multiple times.

Mystic Sphere Access: You gain access to an additional arcane **mystic sphere**. You cannot choose this ability multiple times.

Rank 3 – Wellspring of Power (Magical)

You gain a +1 bonus to **power** with arcane spells.

Rank 4 – Mystic Knowledge (Magical)

You gain an additional *mystic knowledge* ability.

Rank 5 – Greater Mage Armor (Magical)

The defense bonus from the body armor from your *mage armor* ability increases to +3.

Rank 6 – Mystic Knowledge (Magical)

You gain an additional *mystic knowledge* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +2.

Arcane Scholar

This archetype deepens your study of arcane magic. You be a wizard and have the Arcane Spellcasting archetype to gain the abilities from this archetype.

Rank 1 – Scholastic Lore

You gain two additional skill points.

Rank 2 – Rituals

You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 102). The maximum level of arcane ritual you can learn or perform is equal to the maximum level of arcane spell that you can cast.

Rank 3 – Scholastic Insight (Magical)

You gain one of the following insights. Some insights can be chosen multiple times, as indicated in their descriptions.

Expanded Sphere Access: You gain access to a new **mystic sphere**.

You cannot choose this insight multiple times.

Expanded Spell Knowledge: You learn an additional **spell**.

You can choose this insight multiple times, learning an additional spell each time.

Signature Spell: Choose a **spell** you know. You gain a +1 bonus to **accuracy** with that spell. In addition, you gain a +5 bonus to **concentration** checks you make to cast that spell.

If you choose this insight multiple times, you must choose a different **spell** each time.

Sphere Specialization: Choose a **mystic sphere** you have access to. You gain a +1 bonus to **accuracy** with abilities from that **mystic sphere**. In addition, you learn an additional **spell** from that **mystic sphere**. In exchange, you must lose access to another **mystic sphere** you have. You must exchange all spells you know from that **mystic sphere** with spells from other **mystic spheres** you have access to.

You cannot choose this insight multiple times.

Memorized Sphere: Choose a **mystic sphere** you have access to. You can perform rituals from that **mystic sphere** without having them written in your ritual book. If you lead a ritual from that **mystic sphere**, it requires half the normal amount of time to perform and costs half the normal number of action points (minimum 1).

You can choose this insight multiple times, choosing a different **mystic sphere** each time.

Rank 4 – Ritual Expertise

Each **action point** you spend performing a **ritual** contributes two action points towards the ritual's cost.

Rank 5 – Contingency

You learn the Contingency **augment**, allowing you to prepare a spell so it takes effect automatically if specific circumstances arise. The Contingency **augment** adds two levels to a spell's level. You can apply this augment to any arcane spell.

Casting a spell with the Contingency augment takes 5 minutes. When the casting is complete, the spell has no immediate effect. Instead, it automatically takes effect when some specific circumstances arise. During the time required to cast the spell, you specify what circumstances cause the spell to take effect.

The spell can be set to trigger in response to any circumstances that a typical human observing you and your situation could detect. For example, you 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 spell to trigger unexpectedly or fail to trigger at all. If you attempt to specify multiple separate triggering conditions, such as “when I take damage or when an enemy is adjacent to me”, the spell will randomly ignore all but one of the conditions.

If the spell needs to be targeted, the trigger condition 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 spell 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 it is cast. You cannot alter those decisions when the contingency takes effect.

You can have only one spell with this augment active at a time. If you use the augment again with a different spell, the old contingency is removed.

Rank 6 – Scholastic Insight (Magical)

You learn an additional *scholastic insight*.

Rank 7 – Malleable Contingency

If you have a *contingency* active, you can change the conditions of your *contingency* as a standard action.

Innate Arcanist

This archetype deepens your innate connection to arcane magic. You be a sorcerer and have the Arcane Spellcasting archetype to gain the abilities from this archetype.

Rank 1 – Stilled Caster

When you cast a spell, you can omit that spell's **somatic components**. This tests your focus when casting the spell, forcing you to make a **concentration** check to cast the spell successfully (see Concentration, page 100).

Rank 2 – Mystic Healing

When a spell resolves, if you were a target of the spell, you heal hit points equal to that spell's **power**. This healing applies even if the spell's attack fails. You can only gain this healing once per round. If you are affected by multiple spells simultaneously, you can choose which spell you benefit from.

Rank 3 – Spell Knowledge

You learn an additional arcane **spell**.

Rank 4 – Nonverbal Caster

When you cast a spell, you can omit that spell's **verbal components**. This tests your focus when casting the spell, forcing you to make a **concentration** check to cast the spell successfully (see Concentration, page 100). If you also omit the spell's **somatic components** with your *stilled caster* ability, you take a –2 penalty to the **concentration** check to cast the spell, as normal when there are multiple effects testing your concentration.

Rank 5 – Magic Resistance

You gain a +2 bonus to **defenses** against **magical** abilities.

Rank 6 – Spell Knowledge

You learn an additional arcane **spell**.

Rank 7 – Spell Absorption

When a spell is used to attack you, if the attack fails to beat your defenses, you gain the ability to cast the spell once. The spell retains its original **augments**, if any, and you cannot apply any **augments** to it. When you cast the spell, you use your own **accuracy**, **power**, and abilities to determine the effects of the spell. You must spend an **action point** to cast the spell. Once you cast the spell, you expend the absorbed energy, and you cannot cast it again.

If you resist multiple spells simultaneously, or if you resist another spell before casting the previous spell you resisted, you choose which spell you gain the ability to cast.

Monk

Alignment: Any nonchaotic.

Archetypes: Monks have the Ki, Unfettered Warrior, Transcendent Sage, and Perfected Form **archetypes**.

Basic Class Abilities

If you are a monk, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +5 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- **Strength:** Climb, Jump, Swim.
- **Dexterity:** Acrobatics, Escape Artist, Ride, Stealth.
- **Intelligence:** Craft, Deduction, Heal.
- **Perception:** Awareness, Spellcraft, Survival.
- **Other:** Bluff, Intimidate, Perform, Persuasion, Profession.

Weapon and Armor Proficiencies

Monks are proficient with simple weapons, monk weapons, and any one other weapon group. Monks are not proficient with any armor or shields.

Ki

This archetype grants you abilities you can use in combat. If you wear armor, use a shield, or have **encumbrance**, you lose the benefit of all abilities from this archetype.

Rank 1 – Ki Barrier (Magical)

If you are not wearing armor and have no **encumbrance**, you gain a ki barrier around your body. This functions like body armor that provides a +2 bonus to Armor defense and has no **encumbrance**.

As long as you have a free hand, the barrier also manifests as a shield that provides a +1 bonus to Armor defense. This bonus is considered to come from a shield, and does not stack with the benefits of using a physical shield.

Rank 1 – Ki Strike

You can use the *ki strike* ability as a standard action.

Ki Strike Magical
Make a melee **strike**. Because this is a **magical** ability, you use your **power** with magical abilities to determine your damage with the strike.

Rank 2 – Ki Manifestations (Magical)

You can channel your ki to temporarily enhance your abilities. Choose one *ki manifestation* from the list below. You can also spend **insight points** to learn one additional *ki manifestation* per **insight point**. You can use any *ki manifestation* ability you know using the type of action indicated in the ability's description. You cannot use more than one *ki manifestation* per round.

Table 3.8: Monk Progression

Rank	Ki	Transcendent Sage	Esoteric Warrior	Perfected Form
1	Ki barrier, ki strike	Clear the mind	Unarmed warrior, unarmed expertise	Fast movement
2	Ki manifestations	Transcend frailty	Esoteric maneuvers	Graceful athletics
3	Ki power	Sage lore	Evasion	Perfect body
4	Greater ki barrier, greater ki strike	Inner peace	Greater unarmed warrior, unfettered athletics	Greater fast movement
5	Ki manifestation	Transcend flesh	Esoteric maneuver	Perfected defense
6	Greater ki power	Greater inner peace	Greater grapple expertise, intuitive reaction	Greater perfect body
7	Supreme ki barrier, supreme ki strike	Transcend senses	Supreme unarmed warrior	Supreme fast movement
8	Dual manifestation, ki manifestation	Transcend mortality		

*Abandon the Fragile Self***AP, Swift**

You can use this ability as a **minor action**. Remove one **condition** affecting you. Because this ability has the **Swift** tag, the penalties from the condition do not affect you during the current phase.

Rank 4: You are also immune to all **conditions** during the current phase, preventing new conditions from being applied to you.

Rank 6: The immunity to conditions lasts until the end of the round.

Rank 8: The immunity to conditions lasts until the end of the next round.

*Burst of Blinding Speed***AP**

You can use this ability at the start of the round. It lasts until the end of the round. You gain a +30 foot **magic bonus** to your land speed, up to a maximum of double your original speed.

Rank 4: You can also ignore **difficult terrain**.

Rank 6: You can also move or stand on liquids as if they were solid.

Rank 8: The speed bonus increases to +60 feet, up to a maximum of triple your original speed.

*Elegant Whirl of Fluid Motion***AP**

You can use this ability at the start of the round. It lasts until the end of the round. You gain a +5 bonus to the Acrobatics skill (see Acrobatics, page 69).

Rank 4: The bonus increases to +10.

Rank 6: The bonus lasts until the end of the next round.

Rank 8: The bonus increases to +20.

*Flash Step***AP, Teleportation**

You can use this ability at the start of the round. It lasts until the end of the round. When you move, you can teleport horizontally up to half your movement speed instead. This replaces the entire distance you would have moved that phase. If your **line of effect** to your destination is blocked, or if this teleportation would somehow place you inside a solid object, your movement is cancelled and you remain where you are.

Rank 4: The movement cost to teleport is reduced to be equal to the distance you teleport.

Rank 6: You can teleport in multiple steps within the same phase. Each step costs movement equal to twice the distance you teleport.

Rank 8: You can attempt to teleport to locations outside of **line of sight** and **line of effect**. If your intended destination is invalid, the distance you spent teleporting is wasted, but you suffer no other ill effects.

*Leap of the Heavens***AP**

You can use this ability at the start of the round. It lasts until the end of the round. You gain a +5 bonus to the Jump skill (see Jump, page 82).

Rank 4: The bonus increases to +10.

Rank 6: The bonus lasts until the end of the next round.

Rank 8: The bonus increases to +20.

*Scale the Highest Tower***AP**

You can use this ability at the start of the round. It lasts until the end of the round. You gain a +5 bonus to the Climb skill (see Climb, page 73).

Rank 4: The Climb bonus increases to +10.

Rank 6: The bonus lasts until the end of the next round.

Rank 8: The bonus increases to +20.

See the Flow of Life

AP

You can use this ability at the start of the round. It lasts until the end of the round. You gain the ability to see the ki of living creatures. You can “see” any living creatures and their equipment within 50 feet perfectly, regardless of lighting conditions, blindness, invisibility, or any other means of concealment. This cannot detect living creatures through solid walls, however.

Rank 4: The range of the ability is increased to 100 feet.

Rank 6: This ability gains the **Sustain** (minor) tag.

Rank 8: This ability gains the **Attune** tag in place of the **Sustain** (minor) tag.

Step Between the Mystic Worlds

AP, Swift

You can use this ability as a **minor action**. It lasts until the end of the round. You gain a +2 bonus to **defenses** against **magical** abilities that directly target you. This does not protect you from abilities that affect an area.

Rank 4: The defense bonus is increased to +4.

Rank 6: The defense bonus is increased to +6.

Rank 8: You cannot be directly targeted by **magical** abilities.

Surpass the Mortal Limits

AP

You can use this ability at the start of the round. It lasts until the end of the round. You can use your **power** in place of your Strength, Dexterity, and Constitution when making checks.

Rank 4: You also gain a +2 bonus to checks based on Strength, Dexterity, and Constitution.

Rank 6: The effect lasts until the end of the next round.

Rank 8: The bonus increases to +4.

Rank 3 – Ki Power

You gain a +1 bonus to **power** with **magical** abilities.

Rank 4 – Greater Ki Barrier

The body armor bonus from your *ki barrier* ability increases to +3.

Rank 4 – Greater Ki Strike

You gain a +1d bonus to damage with your *ki strike* ability.

Rank 5 – Ki Manifestation (Magical)

You learn an additional *ki manifestation*.

Rank 6 – Greater Ki Power

The bonus from your *ki power* ability increases to +2.

Rank 7 – Supreme Ki Barrier

The shield from your *ki barrier* ability increases to +2.

Rank 7 – Supreme Ki Strike

The damage bonus from your *greater ki strike* ability increases to +2d.

Rank 8 – Dual Manifestation (Magical)

You can use up to two *ki manifestation* abilities per round. If you do, the second ability does not cost an action point.

Rank 8 – Ki Manifestation (Magical)

You learn an additional *ki manifestation*.

Esoteric Warrior

This archetype improves your combat prowess with unusual fighting styles like unarmed attacks and grappling.

Rank 1 – Unarmed Warrior

You are **proficient** with your **unarmed attack**. In addition, you gain a +2d bonus to damage with your unarmed attack. For details about how to fight while unarmed, see Unarmed Combat, page 27.

Rank 1 – Unarmed Expertise

When you attack with a free hand, you gain a +1 bonus to **accuracy** with the *dirty trick*, *disarm*, *grapple*, *overrun*, *shove*, and *trip* abilities (see Special Combat Abilities, page 24). In addition, you gain a +1 bonus to **accuracy** with grapple actions (see Grapple Actions, page 27).

Rank 2 – Esoteric Maneuvers

You learn one **maneuver** from the esoteric maneuver list (see Esoteric Maneuvers, page 94). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

Rank 3 – Greater Unarmed Warrior

The damage bonus from your *unarmed warrior* ability increases to +3d.

Rank 4 – Greater Unarmed Expertise

The bonus from your *unarmed expertise* ability increases to +2.

Rank 5 – Esoteric Maneuver

You learn an additional esoteric **maneuver** (see Esoteric Maneuvers, page 94).

Rank 6 – Supreme Unarmed Warrior

The damage bonus from your *unarmed warrior* ability increases to +4d.

Rank 7 – Supreme Unarmed Expertise

The bonus from your *unarmed expertise* ability increases to +3.

Transcendent Sage

This archetype grants you abilities to resist or remove conditions.

Rank 1 – Clear the Mind

You can use the *clear the mind* ability as a standard action.

Clear the Mind

You remove one **condition** affecting you. This cannot remove a condition applied during the current round.

Rank 2 – Transcend Frailty (Magical)

You are immune to being **fatigued** and **sickened**, except for fatigue from not sleeping.

Rank 3 – Sage Lore

You gain two additional skill points.

Rank 4 – Inner Peace

You are immune to hostile **Emotion** abilities.

Rank 5 – Transcend Flesh (Magical)

You are immune to being **exhausted** and **nauseated**, except for exhaustion from not sleeping. In addition, you no longer take penalties to your attributes for aging, and cannot be magically aged. You still die of old age when your time is up.

Rank 6 – Greater Inner Peace

You are immune to hostile **Compulsion** abilities.

Rank 7 – Transcend Senses (Magical)

You are immune to being **blinded** and **deafened**. In addition, you gain the ability to see living creatures perfectly, regardless of concealment or invisibility.

Rank 8 – Transcend Mortality (Magical)

If you die, you may choose to retain control of your body and soul through sheer force of will. Your body immediately disappears, and your soul does not travel to an afterlife. Instead, your body reforms with no trace of its injuries 8 hours later. The reformed body is in perfect health and can be any age you choose, to a minimum of the age of adulthood for your species. You can reform your body at the place where you died, or in any place on the same plane that is deeply familiar to you.

After each time you reform yourself in this way, it takes an additional hour to reform the next time you “die”. You can only be permanently killed by the direct intervention of a deity.

Perfected Form

This archetype improves the perfection of your physical body through rigorous training.

Rank 1 – Fast Movement

You gain a +10 foot bonus to your **base speed**.

Rank 2 – Graceful Athletics

You gain two additional skill points.

Rank 3 – Perfect Body

You gain a +1 bonus to one physical **attribute** of your choice: Strength, Dexterity, or Constitution.

Rank 4 – Greater Fast Movement

The speed bonus from your *fast movement* ability increases to +20 feet.

Rank 5 – Perfected Defense

You gain a +1 bonus to Armor defense and Fortitude defense.

Rank 6 – Greater Perfect Body

You gain a +1 bonus to the physical **attributes** you did not increase with your *perfect body* ability.

Rank 7 – Supreme Fast Movement

The speed bonus from your *fast movement* ability increases to +30 feet.

Ex-Monks

As long as you are chaotic, you lose all of your **magical** monk abilities.

Paladin

Alignment: Any other than true neutral.

Archetypes: Paladins have the Devoted Paragon, Divine Spellcasting, Zealous Warrior, and Stalwart Guardian **archetypes**. If you are a paladin, you choose three of those four archetypes.

Basic Class Abilities

If you are a paladin, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- *Dexterity*: Ride.
- *Intelligence*: Craft, Deduction, Heal, Knowledge (local, religion).
- *Perception*: Awareness, Sense Motive.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

Paladins are proficient with simple weapons, any three other weapon groups, all body armor (light, medium, and heavy **usage classes**), and shields.

Devoted Alignment

You are devoted to a specific alignment. You must choose one of your alignment components: good, evil, lawful, or chaotic. The alignment you choose is your devoted alignment. Your paladin abilities are affected by this choice. Your alignment cannot be changed without extraordinary repercussions.

Devoted Paragon

This archetype deepens your connection to your alignment, granting you an aura and improving your combat abilities.

Rank 1 – Aligned Resistance (Magical)

You gain the ability to resist attacks based on your devoted alignment.

Chaos: You gain a +5 bonus to **defenses** against **Compulsion** effects.

Evil: You gain a +5 bonus to **defenses** against **Disease** and **Poison** effects.

Good: You gain a +5 bonus to **defenses** against **Life** effects.

Law: You gain a +5 bonus to **defenses** against **Emotion** effects.

Rank 2 – Aligned Aura (Magical)

Your devotion to your alignment affects the world around you, bringing it closer to your ideals. You constantly radiate an aura in a Medium (20 ft.) radius **emanation** from you. You can freely choose whether creatures in the area are targeted by the aura, including yourself. The effect of the aura depends on your devoted alignment, as described below. You can suppress or resume the aura as a **minor action**.

Chaos: When a target rolls a 1 on an attack roll with a **strike**, it **explodes** (see Exploding Attacks, page 8). This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 8).

Evil: Once per round, when a target takes damage, it increases that damage by an amount equal to your **power**. If multiple targets take damage simultaneously, you can choose which target takes the increased damage after you know how much damage each target took, but before you know the results of the damage (such as whether a damaged creature became bloodied).

Good: When a target takes damage, you may take half that damage (rounded down) instead. Any abilities you have that would reduce or negate the effects of the attack have no effect. The protected creature takes the remaining half of the damage, and suffers any non-damaging effects of the attack normally.

Law: When a target rolls a 1 on an attack roll with a **strike**, the attack roll is treated as a 6. This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 8).

Rank 3 – Paragon Power

You gain a +1 bonus to **power** with **magical** abilities.

Rank 4 – Greater Aligned Resistance (Magical)

Your ability to resist attacks based on your alignment improves.

Chaos: You are immune to hostile **Compulsion** abilities.

Evil: You are immune to hostile **Disease** and **Poison** abilities.

Good: You are immune to hostile **Life** abilities.

Law: You are immune to hostile **Emotion** abilities.

Rank 5 – Greater Aligned Aura (Magical)

The effect of your *aligned aura* becomes stronger, as described below.

Chaos: The effect applies to all attacks, not just **strikes**.

Evil: The damage increases to be equal to twice your **power**.

Good: When you redirect damage from a creature with this aura, you can redirect all damage from the attack to you instead of only half the damage. The protected creature still suffers any non-damaging effects of the attack normally.

Law: The effect applies to all attacks, not just **strikes**.

Rank 6 – Greater Paragon Power

The bonus from your *paragon power* ability increases to +2.

Rank 8 – Aligned Soul (Magical)

While you are dead, you may approach the deity or governing figure of your afterlife and request to be returned to life to continue your 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 you are 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. You can be resurrected in this way regardless of the condition of your body, but not if your soul has been trapped or otherwise prevented from going to the correct afterlife.

Table 3.9: Paladin Progression

Rank	Devoted Paragon	Divine Spellcasting	Zealous Warrior	Stalwart Guardian
1	Aligned resistance	Mystic spheres	Zealous power	Lay on hands
2	Aligned aura	Spells	Smite	Stalwart champion
3	Paragon power	Spell level (2)	Recovering smite	Stalwart resilience
4	Greater aligned resistance	Spell level (3)	Greater smite	Greater lay on hands
5	Greater aligned aura	Spell level (4), spell	Greater recovering smite, greater zealous power	Greater stalwart champion
6	Greater paragon power	Spell level (5)	Supreme smite	Greater stalwart resilience
7		Spell level (6)	Supreme recovering smite	Supreme lay on hands
8	Aligned soul	Spell level (7), spell		

Divine Spellcasting

This archetype grants you the ability to cast divine spells. You must have a starting Willpower of at least 1 to gain this archetype.

Rank 1 – Mystic Spheres (Magical)

Your devotion to your alignment grants you the ability to use divine magic. You gain access to two divine **mystic spheres** (see Divine Mystic Spheres, page 103). As a **standard action**, you can cast any **cantrip** spells from any mystic sphere you have access to.

Divine spells require **verbal components** to cast (see Casting Components, page 99). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 99.

Rank 2 – Spells

You learn two divine **spells**. You can also spend **insight points** to learn one additional divine spell per **insight point**. You can learn any 1st level spells from the divine **mystic spheres** you have access to. You can cast any **spell** you know as a **standard action**. Most spells also cost **action points**, as indicated in their descriptions. When you gain access to a new **mystic sphere** or spell level, you can exchange any number of spells you know for spells of other spells you know, including spells of the higher level.

Rank 3 – Spell Level (Magical)

You gain the ability to cast 2nd level divine spells.

Rank 4 – Spell Level (Magical)

You gain the ability to cast 3rd level divine spells.

Rank 4 – Spell

You gain an additional **spell** for any divine **mystic sphere** you know.

Rank 5 – Spell Level (Magical)

You gain the ability to cast 4th level divine spells.

Rank 6 – Spell Level (Magical)

You gain the ability to cast 5th level divine spells.

Rank 6 – Spell

You gain an additional **spell** for any divine **mystic sphere** you know.

Rank 7 – Spell Level (Magical)

You gain the ability to cast 6th level divine spells.

Rank 8 – Spell Level (Magical)

You gain the ability to cast 7th level divine spells.

Rank 8 – Spell

You gain an additional **spell** for any divine **mystic sphere** you know.

Zealous Warrior

This archetype improves your combat prowess, especially against foes who do not share your devoted alignment.

Rank 1 – Zealous Power

You gain a +1 bonus to **power** with **mundane** abilities.

Rank 2 – Smite (Magical)

You can use the *smite* ability as a standard action.

Smite

AP

Make a **strike**. If your target shares your devoted alignment, the strike deals no damage. Otherwise, the strike gains a +2d bonus to damage.

Rank 3 – Recovering Smite

You can use the *zealous recovery* ability as a standard action.

Recovering Smite

Make a **strike** with a –1d penalty to damage. If it hits a creature that does not share your devoted alignment, you recover a spent **recovery action point**.

Rank 4 – Greater Smite (Magical)

The damage bonus from your *smite* ability increases to +3d. In addition, when you use your *smite* ability, you can spend an additional **action point**. If you do, the target of your strike is treated as if it had the alignment opposed to your devoted alignment for the purpose of all abilities, including for your initial *smite*. This only affects its alignment along the alignment axis your devoted alignment is on. For example, if your devoted alignment was evil, a chaotic neutral target would be treated as chaotic good.

You can use this ability to do battle against foes who share your alignment, but you should exercise caution in doing so. Persecution of allies can lead you to fall and become an ex-paladin.

Rank 5 – Greater Zealous Power

The bonus from your *zealous power* ability increases to +2.

Rank 5 – Greater Recovering Smite

The damage penalty with your *recovering smite* ability is removed.

Rank 6 – Supreme Smite (Magical)

The damage bonus from your *smite* ability increases to +4d. In addition, you can force the target to be treated as if it had the alignment opposed to your own without spending an additional **action point**.

Rank 7 – Supreme Recovering Smite

You gain a +1d bonus to damage with your *recovering smite* ability.

Stalwart Guardian

This archetype grants you healing abilities and improves your defensive prowess.

Rank 1 – Lay on Hands (Magical)

You can use the *lay on hands* ability as a standard action.

Lay on Hands Life
Choose a willing creature within your **reach**. The target is healed for hit points equal to **standard damage**.

Rank 2 – Stalwart Champion

You gain a +2 bonus to **threat** and a +1 bonus to Armor defense.

Rank 3 – Stalwart Resilience (Magical)

You gain a +1 bonus to Fortitude and Mental defense. In addition, you gain additional hit points equal to your **power**.

Rank 4 – Greater Lay on Hands (Magical)

You gain a +1d bonus to the healing from your *lay on hands* ability. In addition, you can spend an **action point** when you use that ability. If you do, the target also removes one **condition** affecting it.

Rank 5 – Greater Stalwart Champion

The threat bonus from your *stalwart champion* ability increases to +4. In addition, the Armor defense bonus increases to +2.

Rank 6 – Greater Stalwart Resilience (Magical)

The defense bonus from your *stalwart resilience* ability increases to +2. In addition, the hit point bonus increases to twice your **power**.

Rank 7 – Supreme Lay on Hands (Magical)

The healing bonus from your *greater lay on hands ability* increases to +2d. In addition, the number of conditions you can remove with your *lay on hands* ability increases to two.

Ex-Paladins

If you cease to follow your devoted alignment, you lose all **magical** paladin class abilities. If you atone for your misdeeds and resume the service of your devoted alignment, you can regain your abilities.

Ranger

Alignment: Any.

Archetypes: Rangers have the Keen Senses, Wilderness Warrior, Huntmaster, and Monster Slayer **archetypes**.

Basic Class Abilities

If you are a ranger, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +4 Fortitude, +5 Reflex, +3 Mental.

Skills

You have the following **class skills**:

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

Weapon and Armor Proficiencies

A ranger is proficient with simple weapons, any two other weapon groups, light and medium armor, and shields. You are also proficient with your choice of bows, crossbows, or thrown weapons.

Keen Senses

This archetype improves your senses.

Rank 1 – Keen Vision

You reduce your **range increment** penalties for attacking at long range by 1. In addition, you gain **low-light vision**, allowing you to treat sources of light as if they had double their normal illumination range. If you already have low-light vision, you double its benefit, allowing you to treat sources of light as if they had four times their normal illumination range.

Rank 2 – Learned Perception

You gain two additional skill points. In addition, you gain a +2 bonus to **Awareness**.

Rank 3 – Blindsight

Your perceptions are so finely honed that you can sense your enemies without seeing them. You gain the **blindsight** ability out to 50 feet. This ability allows you to sense the presence and location of objects and foes within 50 feet without seeing them. If you already have the blindsense ability, you increase its range by 50 feet.

Rank 4 – Perceive Weakness

You gain a +1 bonus to **accuracy**.

Rank 5 – Blindsight

You gain the **blindsight** ability, allowing you to “see” perfectly without your eyes in a 50 foot radius around you. With this

ability, you can fight just as well with your eyes closed as with them open. In addition, the range of your **blindsight** ability increases by 50 feet.

Rank 6 – Greater Keen Vision

You increase the range of your your **blindsight** by 100 feet, and your **blindsight** by 50 feet. In addition, the penalty reduction from your *keen vision* ability increases to 2.

Rank 7 – Truesight (Magical)

Your perceptions are accurate enough to defeat even powerful magic. You 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.

Wilderness Warrior

This archetype grants you abilities to use in combat and improves your wilderness skills.

Rank 1 – Wild Power

You gain a +1 bonus to **power** with **mundane** abilities.

Rank 2 – Wild Maneuvers

You can channel your martial prowess into devastating attacks. You learn one **maneuver** from the wild maneuver list (see Wild Maneuvers, page 95). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

Rank 3 – Wilderness Lore

You gain two additional skill points.

Rank 4 – Greater Wild Power

The bonus from your *wild power* ability increases to +2.

Rank 5 – Wild Maneuver

You learn an additional *wild maneuver*.

Rank 6 – Wilderness Mastery

You gain a +2 bonus to the Creature Handling, Heal, Knowledge (geography), Knowledge (nature), Ride, and Survival skills.

Rank 7 – Supreme Wild Power

The bonus from your *wild power* ability increases to +3.

Huntmaster

This archetype grants you and your allies abilities to hunt down specific foes.

Rank 1 – Tracking Lore

You gain two additional **skill points**.

Rank 2 – Quarry

You can use the *quarry* ability as a **minor action**.

Table 3.10: Ranger Progression

Rank	Huntmaster	Keen Senses	Wilderness Warrior	Monster Slayer
1	Tracking lore	Keen vision	Wild power	Monstrous lore
2	Quarry	Learned perception	Wild maneuvers	Exotic weaponry
3	Hunting style	Blindsense	Wilderness lore	Favored enemy
4	Tracker	Perceive weakness	Greater wild power	Monster familiarity
5	Wary hunter	Blindsight	Wild maneuver	Favored enemy
6	Hunting style	Farsight	Wilderness mastery	Experienced defense
7	Fluid style	Truesight	Supreme wild power	Greater favored enemy
8	Dual quarry			

*Quarry***Attune** (self)

Choose a creature within Long (300 ft.) range. The target becomes your quarry. In addition, choose any number of willing creatures within the same range. Each target gains a +1 bonus to **accuracy** with **physical attacks** against your quarry. You and the willing creatures affected by this ability are called your **hunting party**.

Coordinated Stealth

Your quarry takes a -5 penalty to Awareness checks to notice members of your **hunting party**.

Rank 5: Your hunting party gains a +2 bonus to **power** against your quarry if it is **unaware** of every member of the hunting party.

Rank 7: The power bonus increases to +4.

Rank 3 – Hunting Style

You learn specific hunting styles to defeat particular quarries. Choose one hunting style from the list below. You can also spend **insight points** to learn one additional *hunting style* per **insight point**. When you use your *quarry* ability, you may also use one of your *hunting styles*. Each *hunting style* ability lasts as long as the *quarry* ability you used it with.

Anchoring

Magical

As long as your quarry is **threatened** by at least two members of your **hunting party**, it cannot travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

Rank 5: This effect instead applies if your quarry is within Medium (100 ft.) range of at two members of your hunting party.

Rank 7: This effect instead applies if your quarry is within Long (300 ft.) range of any member of your hunting party.

Brutal Assault

The accuracy bonus from your *quarry* ability is replaced with a -1 penalty to accuracy with **mundane** attacks against your quarry. In exchange, your hunting party gains a +2 **magic bonus** to **power** with **mundane** attacks against your quarry.

Rank 5: The accuracy penalty is removed.

Rank 7: The power bonus is increased to +4.

Cover Weaknesses

The accuracy bonus against your quarry is replaced with a +1 bonus to defenses against your quarry's attacks.

Rank 5: Your hunting party gains a bonus equal to half your level to **damage reduction** against your quarry's attacks.

Rank 7: The damage reduction increases to be equal to your level.

Decoy

If you **threaten** your quarry, it takes a -2 penalty to accuracy on attacks against members of your **hunting party** other than you.

Rank 5: The penalty increases to -3.

Rank 7: The penalty increases to -4.

Lifeseal

Magical

As long as your quarry is **threatened** by at least two members of your **hunting party**, it cannot regain hit points.

Rank 5: This effect instead applies if the target is within Medium (100 ft.) range of at two members of your hunting party.

Rank 7: This effect instead applies if your quarry is within Long (300 ft.) range of any member of your hunting party.

Martial Suppression

As long as your quarry is **threatened** by at least two members of your **hunting party**, it takes a -1 penalty to accuracy with **physical attacks**.

Rank 5: The penalty increases to -2 if your quarry is threatened by at least two members of your hunting party.

Rank 7: The penalty increases to -3 if your quarry is threatened by at least three members of your hunting party.

Mystic Guidance

Magical

The accuracy bonus from your *quarry* ability applies to all attacks your **hunting party** makes against your quarry, instead of only to **physical attacks**.

Rank 5: Your hunting party gains a +1 bonus to Fortitude, Reflex, and Mental defenses against attacks from your quarry.

Rank 7: The accuracy bonus against your quarry is increased to +2.

Mystic Suppression

As long as your quarry is **threatened** by at least two members of your **hunting party**, it takes a -1 penalty to **accuracy** with **magical** attacks.

Rank 5: The penalty increases to -2 if your quarry is threatened by at least two members of your hunting party.

Rank 7: The penalty increases to -3 if your quarry is threatened by at least three members of your hunting party.

Solo Hunter

Your hunting party other than you gains no benefit from your *quarry* ability. In exchange, you gain a +1 bonus to defenses against your quarry.

Rank 5: The accuracy bonus against your quarry increases to +2.

Rank 7: The defense bonus increases to +2.

Swarm Hunter

When you use your *quarry* ability, you can target any number of creatures.

Rank 5: You gain a +1 bonus to **overwhelm resistance**.

Rank 7: The bonus to overwhelm resistance applies to all members of your **hunting party**.

Unerring

Your **hunting party** rolls twice and takes the better result for miss chances on attacks against your quarry, such as from **active cover**.

Rank 5: Your hunting party also ignores the defense bonus from **cover** on attacks against your quarry.

Rank 7: Your hunting party ignores all miss chances on attacks against your quarry.

Wolfpack

At the start of each **phase**, if your quarry is **threatened** by at least two members of your **hunting party**, it is **slowed** until the end of that phase.

Rank 5: The quarry is **decelerated** instead of being slowed.

Rank 7: The accuracy bonus against your quarry increases to +2 if it is threatened by at least two members of your hunting party.

Rank 4 – Tracker

You gain a +4 bonus to the Survival skill. In addition, you may use your *quarry* ability on any creature whose tracks you are following, regardless of the creature's current location.

Rank 5 – Wary Hunter

You gain a +1 bonus to all **defenses** against your quarry.

Rank 6 – Hunting Style

You learn an additional *hunting style*.

Rank 7 – Fluid Style

At the start of each round, you can change which *hunting style* you are using. This does not cost an **action point** or change the target of your *quarry* ability.

Rank 8 – Dual Quarry

You can attune to two separate uses of your *quarry* ability simultaneously. You can use different *hunting style* abilities with each *quarry*.

Monster Slayer

This archetype grants you abilities improving your ability to slay fearsome monsters.

Rank 1 – Monstrous Lore

You gain two additional **skill points**.

Rank 2 – Exotic Weaponry

You gain proficiency with **exotic weapons** from all weapon groups that you are proficient with.

Rank 3 – Favored Enemy

Choose one of the following creature types: aberration, animate, animal, magical beast, monstrous humanoid, outsider, or undead. You can also spend **insight points** to choose one additional creature type per **insight point**. You gain a +1 bonus to **accuracy** against creatures of any type you chose.

Rank 4 – Monster Familiarity

You gain a +2 bonus to Knowledge checks to identify monsters. This bonus is doubled against creatures you chose for your *favored enemy* ability.

Rank 5 – Favored Enemy

You choose an additional creature type for your *favored enemy* ability.

Rank 6 – Experienced Defense

You gain a +1 bonus to Armor defense.

Rank 7 – Greater Favored Enemy

The bonus from your *favored enemy* ability increases to +2.

Rogue

Alignment: Any.

Archetypes: Rogues have the Assassin, Jack of All Trades, Combat Trickster, and Suave Scoundrel **archetypes**.

Basic Class Abilities

If you are a rogue, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +5 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- **Strength**: Climb, Jump, Swim.
- **Dexterity**: Acrobatics, Escape Artist, Sleight of Hand, Stealth.
- **Intelligence**: Craft, Deduction, Devices, Disguise, Knowledge (dungeoneering, local), Linguistics.
- **Perception**: Awareness, Sense Motive.
- **Other**: Bluff, Intimidate, Perform, Persuasion, Profession.

Weapon and Armor Proficiencies

Rogues are proficient with simple weapons, any two other weapon groups, light armor, and bucklers. They are also proficient with saps.

Assassin

This archetype improves your agility, stealth, and combat prowess against unaware targets.

Rank 1 – Sneak Attack

You can use the *sneak attack* ability as a standard action.

Sneak Attack

Make a **strike** against a creature within Close (30 ft.) range. If the target is **unaware**, **defenseless**, or **overwhelmed**, you gain a +2d bonus to damage with the strike. You do not gain this damage bonus against creatures who are immune to **critical hits** or who lack a discernible body structure, such as oozes.

Rank 2 – Evasion

When you are attacked by an ability that affects an area, you can use your Reflex defense in place of any other defenses against that attack.

Rank 3 – Darkstalker (Magical)

You can use the *darkstalker* ability as a standard action.

Darkstalker

Attune (self)

You become completely undetectable by your choice of one of the following senses:

- Blindsense and blindsight
- Darkvision
- Lifesense and lifesight
- Scent
- Tremorsense and tremorsight

Rank 4 – Greater Sneak Attack

The damage bonus from your *sneak attack* ability increases to +3d.

Rank 5 – Assassination

You can use the *assassination* ability as a **minor action**.

Assassination

Swift

You study a creature within Medium (100 ft.) range, finding weak points you can take advantage of. Until the end of the next round, if you make a melee **strike** against the target while it is **unaware**, your attack deals maximum damage.

Rank 6 – Hide in Plain Sight

You can use the Stealth skill to hide while observed. Creatures observing you while you try to hide gain a +5 bonus to checks to notice you. You must still have cover or concealment to hide successfully.

Rank 7 – Supreme Sneak Attack

The damage bonus from your *sneak attack* ability increases to +4d.

Rank 8 – Greater Darkstalker (Magical)

When you use your *darkstalker* ability, you become undetectable by all of the listed senses, not just one.

Jack of All Trades

This archetype improves your skills.

Rank 1 – Skill Lore

You gain three additional skill points.

Rank 2 – Skill Exemplar

You gain a +1 bonus to all skills.

Rank 3 – Skill Lore

You gain three additional skill points.

Rank 4 – Greater Skill Exemplar

The skill bonus from your *skill exemplar* ability increases to +2.

Rank 5 – Skillful Defense

You gain a +1 bonus to all defenses.

Rank 6 – Supreme Skill Exemplar

The skill bonus from your *skill exemplar* ability increases to +3.

Table 3.11: Rogue Progression

Rank	Assassin	Jack of All Trades	Combat Trickster	Suave Scoundrel
1	Sneak attack	Skill lore	Trick power	Glibness
2	Evasion	Skill exemplar	Tricky maneuvers	Suave lore
3	Darkstalker	Skill lore	Trick lore	Confound
4	Greater sneak attack	Greater skill exemplar	Greater trick power	Greater glibness
5	Assassinate, evasion	Skillful defense	Trick maneuver	Compel belief
6	Hide in plain sight	Supreme skill exemplar		Greater confound
7	Supreme sneak attack	Legendary fortune	Supreme trick power	Supreme glibness
8	Greater darkstalker			

Rank 8 – Legendary Fortune

When you make a skill attack or check, you roll twice and take either result.

Combat Trickster

This archetype grants you abilities to use in combat and improves your combat prowess.

Rank 1 – Trick Power

You gain a +1 bonus to **power** with **mundane** abilities.

Rank 2 – Trick Maneuvers

You can confuse and confound your foes in combat. You learn one **maneuver** from the trick maneuver list (see Trick Maneuvers, page 94). You can also spend **insight points** to learn one additional trick **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

Rank 3 – Trick Lore

You gain two additional skill points.

Rank 4 – Greater Trick Power

The bonus from your *trick power* ability increases to +2.

Rank 5 – Trick Maneuver

You learn an additional *trick maneuver*.

Rank 7 – Supreme Trick Power

The bonus from your *trick power* ability increases to +3.

Suave Scoundrel

This archetype improves your social manipulation abilities.

Rank 1 – Glibness

You gain a +2 bonus to the Bluff, Intimidate, and Persuasion skills.

Rank 2 – Suave Lore

You gain two additional **skill points**.

Rank 3 – Confound

You can use the *confound* ability as a standard action.

*Confound***AP, Compulsion, Magical**

Make a attack vs. Mental against a creature within Close (30 ft.) range. You can choose to use your Bluff skill to attack in place of your normal **accuracy**.

Hit: As a **condition**, the target is either **dazed** or **disoriented**, as you choose.

Rank 4 – Greater Glibness

The bonus from your *glibness* ability increases to +3.

Rank 5 – Compel Belief

You can use the *compel belief* ability as a standard action.

*Compel Belief***AP, Compulsion, Magical, Sustain (minor)**

Make an attack vs. Mental against a creature within Medium (100 ft.) range. You can choose to use your Persuasion skill to attack in place of your normal **accuracy**. You must also choose a belief that the target has. The belief may be a lie that you told it, or even a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already hold the chosen belief, this ability automatically fails.

Hit: The target continues to maintain the chosen belief, 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.

Rank 6 – Greater Confound

When you use the *confound* ability, you can make the target **stunned** instead of dazed or disoriented.

Rank 7 – Supreme Glibness

The bonus from your *glibness* ability increases to +4.

Warlock

Table 3.12: Warlock Progression

Rank	Pact Spellcasting	Pact Spell Mastery	Blessings of the Abyss
1	Mystic spheres	Armor tolerance	Eldritch blast
2	Spells	Spell knowledge	Eldritch augment
3	Spell level (2)	Wellspring of power	Empowering Whispers
4	Spell level (3)	Spell knowledge	Fiendish resistance
5	Spell level (4)	Greater armor tolerance	Eldritch Augment
6	Spell level (5)	Spell knowledge	Greater Empowering Whispers
7	Spell level (6)	Greater wellspring of power	Greater eldritch augment
8	Spell level (7)		

Alignment: Any.

Archetypes: Warlocks have the Pact Spellcasting, Pact Spell Mastery, and Blessings of the Abyss **archetypes**.

Basic Class Abilities

If you are a warlock, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +4 Fortitude, +3 Reflex, +5 Mental.

Skills

You have the following **class skills**:

- **Dexterity:** Ride.
- **Intelligence:** Craft, Deduction, Disguise, Knowledge (arcana, planes, religion), Linguistics.
- **Perception:** Awareness, Sense Motive, Spellcraft.
- **Other:** Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

You are proficient with simple weapons, any two other weapon groups, light and medium armor, and shields. Encumbrance from armor interferes with the gestures you make to cast spells, which can cause your spells with somatic components to fail (see Somatic Component Failure, page 100).

Infernal Pact (Magical)

To become a warlock, you must make a pact with a powerful demon or devil. If you somehow lose this ability, you lose all other warlock abilities. You must make a dark sacrifice, the details of which are subject to negotiation, and offer a part of your immortal soul. In exchange, you gain the powers of a warlock. The creature you make the pact with is called your soulkeeper.

Offering your soul to an entity in this way grants it the ability to communicate with you in limited ways. This communication typically manifests as unnatural emotional urges or whispered voices audible only to you.

Your pact specifies how much of your soul is granted to your soulkeeper, and the circumstances of the transfer. The most common arrangement is for a soulkeeper to gain possession of your soul immediately after you die. It will keep the soul for one decade per year of your life that you spend as a warlock. During that time, it will not prevent you from being resurrected. At the end of that time, if your soul remains intact, your soul will pass on to its intended afterlife. However, other arrangements are possible, and each warlock's pact can be unique.

The longer you spend in an afterlife that is not your own, the more likely you are to lose your sense of self and become subsumed by the plane you are on. Only a soul of extraordinary strength can maintain its integrity after decades or centuries in the Abyss. Many warlocks seek power zealously while mortal to gain the mental fortitude necessary to keep their soul after death.

Whispers of the Lost (Magical)

You hear the voices of souls lost to the Abyss, linked to you through your soulkeeper. Choose one of the following types of whispers that you hear.

Mentoring Whispers: You hear the voice of a dead warlock whose soul is bound to the same soulkeeper as yours.

Sycophantic Whispers: You hear the voices of adoring souls who praise your talents and everything you do.

Warning Whispers: You hear the voices of paranoid and fearful souls warning you of danger, both real and imagined.

Whispers of the Mighty: Your soulkeeper forges the connection to your soul into a boon granted to any soul in the Abyss strong enough to claim it in battle. You hear the voice of whatever soul currently possesses the boon, which may change suddenly and unexpectedly.

Pact Spellcasting

This archetype grants you the ability to cast pact spells. You must have a starting Willpower of at least 1 to gain this archetype.

Rank 1 – Mystic Spheres (Magical)

Your soulkeeper grants you the ability to use pact magic. You gain access to two pact **mystic spheres** (see Pact Mystic Spheres, page 103). As a **standard action**, you can cast any **cantrip** spells from any mystic sphere you have access to.

Pact spells require **verbal components** to cast (see Casting Components, page 99). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 99.

Rank 2 – Spells

You learn two pact **spells**. You can also spend **insight points** to learn one additional pact spell per **insight point**. You can learn any 1st level spells from the pact **mystic spheres** you have access to. You can cast any **spell** you know as a **standard action**. Most spells also cost **action points**, as indicated in their descriptions.

When you gain access to a new **mystic sphere** or spell level, you can exchange any number of spells you know for spells of other spells you know, including spells of the higher level.

Rank 3 – Spell Level (Magical)

You gain the ability to cast 2nd level pact spells.

Rank 4 – Spell Level (Magical)

You gain the ability to cast 3rd level pact spells.

Rank 5 – Spell Level (Magical)

You gain the ability to cast 4th level pact spells.

Rank 5 – Spell

You gain an additional **spell** for any pact **mystic sphere** you know.

Rank 6 – Spell Level (Magical)

You gain the ability to cast 5th level pact spells.

Rank 7 – Spell Level (Magical)

You gain the ability to cast 6th level pact spells.

Rank 8 – Spell Level (Magical)

You gain the ability to cast 7th level pact spells.

Rank 8 – Spell

You gain an additional **spell** for any pact **mystic sphere** you know.

Pact Spell Mastery

This archetype improves your ability to cast spells with the power of your dark pact. You must have the Pact Spellcasting archetype to gain the abilities from this archetype.

Rank 1 – Armor Tolerance

You reduce your **encumbrance** by 2 when determining your **somatic component failure**.

Rank 2 – Spell Knowledge

You learn an additional pact **spell**.

Rank 3 – Wellspring of Power (Magical)

You gain a +1 bonus to **power** with pact spells.

Rank 4 – Spell Knowledge

You learn an additional pact **spell**.

Rank 5 – Greater Armor Tolerance (Magical)

The penalty reduction from your *armor tolerance* ability increases to 3.

Rank 6 – Spell Knowledge

You learn an additional pact **spell**.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +2.

Blessings of the Abyss

This archetype grants you powers relating to the connection to the Abyss granted by your pact.

Rank 1 – Eldritch Blast

You can use the *eldritch blast* ability as a standard action.

Eldritch Blast

Magical

Make an attack vs. Armor against one creature or object within Close (30 ft.) range.

Hit: The target takes abyssal **standard damage**.

Rank 2 – Eldritch Augment

You gain the ability to increase the power of your *eldritch blast*. You learn one eldritch augment from the list below. You can also spend **insight points** to learn one additional eldritch augment per **insight point**. Whenever you use your *eldritch blast* ability, you may also use one eldritch augment to increase the power of the *eldritch blast*.

Bloodreaving: If you hit a living creature, you heal hit points equal to half the damage dealt.

Chaining: You can also target an additional creature or object within range. You take a -2 penalty to **accuracy** against that target.

Empowered: You gain a +2 bonus to **power**.

Exsanguinating: If your attack result beats the target's Fortitude defense, it begins bleeding as a **condition**. At the end of each **action phase** in subsequent rounds, it takes slashing **standard damage** -2d.

Extended: The range of the ability increases to Medium (100 ft.).

Precise: You gain a +1 bonus to **accuracy**.

Sickening: If your attack result beats the target's Fortitude defense, it is **sickened** as a **condition**.

Fearful: If your attack result beats the target's Mental defense, it is **shaken** by you as a **condition**.

Rank 3 – Empowering Whispers (Magical)

You gain an ability based on the type of whispers you hear with your *whispers of the lost* ability.

Mentoring Whispers: You gain two additional **skill points**.

Sycophantic Whispers: You are immune to **Compulsion** abilities.

Warning Whispers: You are not **unaware** when attacked from surprise.

Whispers of the Mighty: You are immune to **Poison** and **Disease** abilities.

Rank 4 – Fiendish Resistance

You gain a bonus equal to your **power** to **damage reduction** against **energy damage**.

Rank 5 – Eldritch Augment

You learn an additional *eldritch augment*. In addition, you can also choose from the options on the list below. When you gain this ability, you can exchange any other eldritch augments you know for eldritch augments on this list.

Greater Chaining: You can also target up to five additional creatures or objects within range. You take a -2 penalty to **accuracy** against each of those targets.

Greater Empowered: You gain a +4 bonus to **power**.

Greater Extended: The range of the ability increases to Long (300 ft.).

Greater Precise: You gain a +2 bonus to **accuracy**.

Nauseating: If your attack result beats the target's Fortitude defense, it is **nauseated** as a **condition**.

Terrifying: If your attack result beats the target's Mental defense, it is **frightened** by you as a **condition**.

Rank 6 – Greater Empowering Whispers (Magical)

You gain an additional ability depending on the voices you chose with your *whispers of the lost* ability.

Mentoring Whispers: You gain a +1 bonus to **power** with **magical** abilities.

Sycophantic Whispers: You gain a +2 bonus to Mental defense.

Warning Whispers: You gain a +2 bonus to Reflex defense.

Whispers of the Mighty: You gain a +2 bonus to Fortitude defense.

Rank 7 – Greater Eldritch Augment (Magical)

You can apply an additional *eldritch augment* to your *eldritch blast*.

Chapter 4

Skills

Skills represent the myriad of talents that people can have, such as cooking or swimming. This chapter describes each skill, including common uses for those skills.

Skill Overview

This section describes how you acquire and use skills.

Skill Points

At 1st level, you gain eight skill points. Skill points can be spent to improve your abilities with particular skills (see Skill Training, below). Unless otherwise noted, skill points can be spent to improve any skill.

You gain additional skill points equal to twice your starting Intelligence. If your Intelligence is negative, you similarly lose skill points equal to twice your starting Intelligence. Some other abilities, such as the rogue *skill lore* ability, can grant additional skill points (see Skill Lore, page 62).

Skill Training

You can spend skill points to become **trained** or **mastered** in skills. Your level of training determines your base modifier for attacks and checks using that skill, as described below. If you are already **trained** in a skill, you only pay the difference in skill point costs to become **mastered** in that skill.

- **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 either the skill's **key attribute** (if any) or 1 + half your level, whichever is higher.
- **Mastered** Mastering a skill costs three skill points, or two skill points if the skill is a **class skill** for you. Your modifier with a mastered skill is equal to 4 + either the skill's key attribute (if any) or your level, whichever is higher.

Skill Modifier

Your bonus with a skill is calculated as follows:

Bonuses and Penalties: Species abilities, class abilities, penal-

Training modifier (see Skill Training, page 67) + other bonuses and penalties

ties from **encumbrance**, and other effects can increase or decrease your bonus with a skill.

Class Skills

The class skills for each class are summarized on Table 4.1: Class Skills.

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

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

Table 4.1: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mge	Mnk	Pal	Rgr	Rog	War	Key Ability
Climb	C	—	C	C	—	C	—	C	C	—	Str
Jump	C	—	C	C	—	C	—	C	C	—	Str
Swim	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
Craft	—	C	C	C	C	C	C	C	C	C	Int
Deduction	—	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	Int
Linguistics	—	C	—	—	C	—	—	—	C	C	Int
Awareness	C	C	C	C	C	C	C	C	C	C	Per
Creature Handling	C	—	C	—	—	—	C	C	—	—	Per
Sense Motive	—	C	—	—	—	—	C	—	C	C	Per
Spellcraft	—	C	C	—	C	C	—	—	—	C	Per
Survival	C	—	C	—	—	C	—	C	—	—	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	Varies ¹
Perform	—	—	—	—	—	C	—	—	C	—	Varies ¹
Profession	C	C	C	C	C	C	C	C	C	C	Varies ¹
Bluff	C	C	C	C	C	C	C	C	C	C	— ²
Persuasion	C	C	C	C	C	C	C	C	C	C	— ²

C: class skill

1. Attribute varies depending on skill usage

2. No attribute applies

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.

Tasks

Each skill contains a brief description of how the skill is usually used. This description is followed by a series of **tasks**, which are particular ways to use skills. 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 explicitly listed.

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

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 up a creature while grappling with them (see Grapple Actions, page 27).

that you 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 you 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 you. 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**.

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 use the *rapid stand* ability as a **minor action**.

Rapid Stand

Swift

You make a DR 15 Acrobatics check to stand up from a prone position quickly. Success means you stand up. Since this is a **Swift** ability, standing up in this way means you do not suffer the penalties for being prone during the current phase. Failure means you fail 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 the Awareness skill.

Discern Illusion [Hidden]

When you observe the effect of a **Sensation** ability, 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]

When 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 80). 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 75). 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

When 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 use the *search* ability to closely investigate a small area.

Search

Make an Awareness check to notice things in a single 5-ft. square within 10 feet of you. You gain a +5 bonus to this 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 72)

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

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 72)

2 Don't add size-based DR modifiers.

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 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 72)

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.

Conceal Threat

As a **minor action**, you can use the *conceal threat* ability to look less threatening.

Conceal Threat

Sustain (minor)

Choose a **threat** value you wish to portray and make a Bluff check. The intended threat cannot exceed your actual threat. Your Bluff check is opposed by the Sense Motive checks of anyone observing you.

Hit: Your threat against each target is equal to your chosen threat.

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 the Awareness and Sense Motive skills against targets other than you until the end of the next round. Failure means they take no penalty, and realize you were trying to distract them. You can continue distracting the target by using this ability against them each round. The DR increases by 2 for each consecutive round that you have distracted the same creature.

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 91, 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 the *identify disguise* ability, page 70). 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 the *identify disguise* ability 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 80).

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 86).

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.

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.

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.

Table 4.9: Climb DRs

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

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 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,

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).

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.

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.

If you can't reach an edge, you can jump to grab it (see Leap, page 82).

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 an attack vs. Reflex against a creature adjacent to you. Your **accuracy** is equal to your Climb skill. 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 to remove you by dealing damage to you or with an appropriate ability, such as the *shove* ability (see Shove, page 25).

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.

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 75), 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 woodworking 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 using these abilities. Critical failure with these abilities may make the target hostile, depending on the circumstances.

As a standard action, you can use the *command* ability to control the actions of a creature.

Command **Auditory, Compulsion, Sustain (standard)**

Make an attack vs. Mental against a creature within Medium (100 ft.) range. Your **accuracy** is equal to your Creature Handling skill. In addition, choose and state an action that the creature could take.

Hit: The target is unable to take any actions except to use the *cleanse* ability (see *Cleanse*, page 25).

Critical Hit: The target performs the chosen action if it is physically capable of performing it. This can include convincing creatures to perform forced marches and similar activities (see *Forced March*, page 159).

The target's defense is increased if it is not an animal, as normal for Creature Handling attacks and checks. You take a -10 penalty to accuracy against an actively hostile target. If the target is damaged or feels that it is in danger, this effect is automatically ended.

As a **free action**, you can use the *perform trained action* ability to convince a creature to perform an action it knows.

Perform Trained Action

Make a DR 5 Creature Handling check on a willing creature within Long (300 ft.) range and choose an action that creature could take. If you succeed, the target performs the chosen action if it is trained to perform it. Generally, wild animals are not trained in any actions, so this is not effective on them.

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 two tricks per point of Intelligence it has above -10. Thus, a creature with an Intelligence of -9 can learn two tricks, while a creature with an Intelligence of -5 can learn ten 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.

Messenger (DR 15): The creature carries a small item to a destination. Once it arrives, it waits for up to 24 hours for someone to take the item from it. The destination must be known to the creature.

When you instruct the creature to deliver the item, you must communicate the destination to the creature. This normally requires a DR 20 Creature Handling check as a standard action. The DR of this check is lowered to 15 for locations the creature is extremely familiar with, such as its home. If you have other means of communicating the destination to the creature, such as the *wild speech* druid ability (see Wild Speech, page ??), that check is unnecessary.

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.

Deduction (Int)

You can use the Deduction skill to make logical deductions based on evidence. It includes both determining which facts and observations are relevant to use as evidence, and reaching conclusions based on that evidence. However, this skill cannot protect you from coming to inaccurate conclusions if you rely on inaccurate or incomplete facts and observations.

Analyze Evidence

As a standard action, you can make use the *analyze evidence* ability.

Analyze Evidence

Make a Deduction check to analyze evidence available to you and try to reach an accurate conclusion. This includes both determining which evidence is relevant and deciding what that evidence proves. Most deductions have two components: observations you make, and knowledge you have. When you use this ability, you can decide to trust your own observations, your own knowledge, or both.

If you trust your own observations, and the deduction requires making observations, your Deduction modifier on the check is limited to be no greater than your modifier with the skill used to make observations. This skill is typically Awareness or Sense Motive. If you trust your own knowledge, and the deduction requires knowledge, your Deduction modifier on the check is limited to be no greater than twice your Knowledge modifier with any relevant knowledge. If you trust both your observations and your knowledge, both limits apply.

Alternately, you can explicitly specify either the observations or knowledge your deduction is relying on. For example, you could make a deduction based on information given to you by an ally. If you do, your Deduction check is not limited, but your conclusions may be inaccurate if your assumptions are inaccurate.

The base DR for this check is 10. This DR is modified depending on the difficulty of the deduction and the quality of the evidence available to you, as shown on Table 4.13: Deduction DR Modifiers.

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 4.14: Devices DRs.

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.

Table 4.13: Deduction DR Modifiers

Evidence Quality	Example	Modifier
No irrelevant or misleading evidence	Determining a historical truth by reading the relevant passage in a history book	+5
Some evidence is irrelevant or misleading	Determining a historical truth by reading contemporary accounts	+0
About half of the evidence is irrelevant or misleading	Determining a historical truth by reading eyewitness accounts	-5
Almost all evidence is irrelevant or misleading	Determining a historical truth by reading military propaganda	-10 or more ¹
All evidence is irrelevant or misleading	Determining a historical truth by reading a cookbook	— ²
Complexity	Example	Modifier
Exceptionally simple logic using no more than one piece of evidence	The sun is out; therefore, it is daytime	+5
Simple logic using one or two pieces of evidence	It is raining, and the cleric's clothes and boots are dry; therefore, he was not out in the rain	+0
Moderately complex logic using at least three pieces of evidence	It is raining, the mage's clothes are wet but her boots are dry, she was observed stepping into the bar, and there are no tracks leading up to the door; therefore, she can probably fly	-5
Exceptionally complex logic	A difficult logic puzzle	-10 or more

1. If there is an exceptionally large amount of irrelevant or misleading evidence relative to the amount of useful evidence, this penalty may be even larger. 2. It is impossible to make a correct deduction if there is no relevant and accurate evidence.

Table 4.14: 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

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 a creature or object on your person. The target must be at least two size categories smaller than you are. A creature must be willing, and an object must be unattended.

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.

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.

Creation Time: Creating a disguise takes 30 minutes. You can take a –5 penalty to reduce the time to 5 minutes, a –10 penalty to reduce the time to 5 rounds, or a –15 penalty to reduce the time to a **standard action**.

Characteristic	Disguise Check Modifier
Different gender	–2
Different species 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.

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 an 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]

When 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 information 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 attack result
Entangle and similar spells	Spellcaster's attack result

Tight Squeeze

As a standard action, you can use the *tight squeeze* ability to squeeze into spaces too small to normally fit you.

Tight Squeeze

Make an Escape Artist check to move one foot forward into a tight space. 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.

This functions like **squeezing**, except that the penalties are increased to -4. If you are squeezing in a space that cannot fit your shoulders, you are also treated as **helpless**.

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 tend to a creature while it rests, you can make a DR 10 Heal check to accelerate its recovery. Success means that it heals twice the normal number of hit points and **vital damage** from its rest.

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. You can tend to up to four creatures, including yourself, without penalty. For every creature beyond that, you take a cumulative -2 penalty to your Heal check for all creatures.

First Aid

As a standard action, you can make a DR Heal check to stabilize a dying character (see Dying, page 26). 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 checks** once per minute. For details, see Dying, page 26.

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.

Augment Threat

As a **minor action**, you can use the *augment threat* ability to look more threatening.

Augment Threat **Sustain** (minor)
Choose any number of creatures within Long (300 ft.) range. Make an Intimidate check against the Sense Motive checks of each target.

Hit: You gain a +2 bonus to **threat** against each target.

Coerce

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 the *demoralize* ability to intimidate creatures in combat.

Demoralize
Make an attack vs. Mental against a creature within Medium (100 ft.) range. Your **accuracy** is equal to your Intimidate skill.

Hit: The target is **shaken** by you until the end of the next round.

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 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 74) 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 (see Languages, page 139). 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 plus one quarter of your level. If you have mastered Linguistics, you instead learn additional common languages equal to two plus 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.

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. For details about languages, see Languages, page 139.

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 the Perform skill 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.

Table 4.15: 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 werewolf.”)	+10
Virtually impossible (“Your husband is secretly a werewolf.”)	+15 or more
Demonstrably untrue (“You are secretly a werewolf.”)	— ¹

¹ You cannot convince someone of something that is proven to be false.

Table 4.16: 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

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 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.

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 at least 5. The difficulty depends on how widely known and shared the information you seek 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

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.

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.

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

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

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 88.

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.

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 takes the *sprint* action to move faster (see Sprint, page 18). 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]

When 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 Emotion 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 effect. If the creature’s behavior is currently being altered by an **Emotion** effect, the DR is 20, and success means you identify the presence of an Emotion effect. Failure means you do not notice any such effects on the creature.

You can also make this check to identify **Subtle** effects on yourself, using the same DRs.

Discern Lies [Hidden]

When 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

When 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 72). 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 4.17: Sleight of Hand Modifiers.

Table 4.17: 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

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 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** 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 the Spellcraft skill.

Identify Magical Effect

When 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 Magical Writing

You can make a Spellcraft check as a standard action to identify a ritual or similar piece of magical writing. The **difficulty rating** depends on the complexity of the writing. If the writing describes a spell or ritual, the DR equal to 10 + three times the level of the spell or ritual. Success means you understand the magical writing. Once you decipher a particular magical writing, you do not need to decipher it again.

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.

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.

Size and Stealth: A creature larger or smaller than Medium gains an bonus or penalty to the Stealth skill equal to +4 per size larger than Medium, or -4 for per size smaller than Medium: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

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 16 and Concealment, page 16), 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 the Stealth skill. If you move at up to your full speed during your turn, you take a -10 penalty to the Stealth skill. It's practically impossible (-20 penalty) to remain unobserved while attacking, sprinting, or charging.

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 4.18: 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 4.18: 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 4.18: 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

As a standard action, 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 4.19: Track DRs and Table 4.20: Track Modifiers. You must use this ability each round to continue

following the trail, though you do not have to make an additional Survival check each round. You must make another Survival check if you change your movement speed, if you follow the trail for 1 mile, or if it becomes especially difficult to follow for any reason.

If you move at up to half your normal speed as the same round that you use this ability, you take no penalty on the check. If you move at your full speed, you take a –5 penalty to 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 4.19: 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

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.

Table 4.20: 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.

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.

Swim (Str)

The Swim skill represents your ability to swim.

Swimming

You can make a Swim check to move through water as a **move action**. The DR depends on the turbulence of the water, as shown on Table 4.21: Swim DRs. Success means you move forward by up to one-quarter your speed. Critical success means you move twice as fast. Failure means you make no progress through the water.

Table 4.21: 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

Chapter 5

Maneuvers

Maneuver Lists

Esoteric Maneuvers

- Agonizing Strike:** Make a strike that sickens with pain.
Brace for Impact: Take half damage.
Certain Strike: Make a strike with +3 accuracy.
Daunting Blow: Make a strike that inflicts fear.
Focusing Recovery: Recover a spent **action point** and gain +2 Mental defense.
Hamstring: Make a strike that slows.
Head Shot: Make a strike that dazes.
Hidden Recovery: Hide and recover a spent **action point**.
Leaping Strike: Jump and make a strike.
Liver Shot: Make a strike that sickens.
Penetrating Strike: Make a strike against Reflex defense.
Quivering Palm: Make a nauseating strike with an unarmed attack.
Rapid Assault: Make two strikes.
Reaping Charge: Make strikes while moving in a line.
Recovering Strike: Make a strike at a creature to regain an **action point**.
Sweeping Strike: Make strikes against three foes.
Wanderer's Strike: Make a strike and move.
Whirlwind Spin: Make strikes against all threatened foes.

Primal Maneuvers

- Agonizing Strike:** Make a strike that sickens with pain.
Battle Cry: Heal nearby allies.
Brace for Impact: Take half damage.
Certain Strike: Make a strike with +3 accuracy.
Counterattack: Make a strike with bonuses if attacked.
Daunting Blow: Make a strike that inflicts fear.
Demoralizing Shout: Inflict fear on nearby enemies.
Ground Pound: Knock foes prone and make a strike.
Leaping Strike: Jump and make a strike.
Liver Shot: Make a strike that sickens.
Power Attack: Make a strike with +2d damage.
Pulverizing Smash: Make a strike against Fortitude defense.
Rapid Assault: Make two strikes.
Reaping Charge: Make strikes while moving in a line.
Recovering Strike: Make a strike at a creature to regain an **action point**.
Retributive Recovery: Regain an **action point** and gain bonuses against attackers.
Revitalizing Strike: Make a melee strike against a creature to heal.
Stabilizing Recovery: Recover a spent **action point** and gain +2

Fortitude defense.

Strip the Flesh: Make a strike with bonus damage against unbloodied foes.

Sweeping Strike: Make strikes against three foes.

Thunderous Shout: Deal sonic damage in a cone.

Wanderer's Strike: Make a strike and move.

Whirlwind Spin: Make strikes against all threatened foes.

Martial Maneuvers

- Agonizing Strike:** Make a strike that sickens with pain.
Brace for Impact: Take half damage.
Certain Strike: Make a strike with +3 accuracy.
Challenge: Make a strike and increase your threat.
Counterattack: Make a strike with bonuses if attacked.
Daunting Blow: Make a strike that inflicts fear.
Defensive Recovery: Recover a spent **action point** and gain +1 Armor defense.
Distant Shot: Make a long-ranged strike.
Focusing Recovery: Recover a spent **action point** and gain +2 Mental defense.
Liver Shot: Make a strike that sickens.
Penetrating Strike: Make a strike against Reflex defense.
Power Attack: Make a strike with +2d damage.
Pulverizing Smash: Make a strike against Fortitude defense.
Rally the Troops: Remove conditions from allies.
Rapid Assault: Make two strikes.
Reaping Charge: Make strikes while moving in a line.
Recovering Strike: Make a strike at a creature to regain an **action point**.
Retributive Recovery: Regain an **action point** and gain bonuses against attackers.
Shield Slam: Make a stunning strike with a shield.
Stabilizing Recovery: Recover a spent **action point** and gain +2 Fortitude defense.
Strip the Flesh: Make a strike with bonus damage against unbloodied foes.
Sweeping Strike: Make strikes against three foes.
Whirlwind Spin: Make strikes against all threatened foes.

Trick Maneuvers

- Agonizing Strike:** Make a strike that sickens with pain.
Certain Strike: Make a strike with +3 accuracy.
Counterattack: Make a strike with bonuses if attacked.
Daunting Blow: Make a strike that inflicts fear.
Draining Strike: Make a strike to drain an **action point**.

Focusing Recovery: Recover a spent **action point** and gain +2 Mental defense.

Hamstring: Make a strike that slows.

Head Shot: Make a strike that dazes.

Hidden Recovery: Hide and recover a spent **action point**.

Liver Shot: Make a strike that sickens.

Penetrating Strike: Make a strike against Reflex defense.

Rapid Assault: Make two strikes.

Recovering Strike: Make a strike at a creature to regain an **action point**.

Retributive Recovery: Regain an **action point** and gain bonuses against attackers.

Strip the Flesh: Make a strike with bonus damage against unbloodied foes.

Wild Maneuvers

Agonizing Strike: Make a strike that sickens with pain.

Brace for Impact: Take half damage.

Certain Strike: Make a strike with +3 accuracy.

Distant Shot: Make a long-ranged strike.

Focusing Recovery: Recover a spent **action point** and gain +2 Mental defense.

Hamstring: Make a strike that slows.

Hidden Recovery: Hide and recover a spent **action point**.

Hunting Strike: Make a strike and gain an accuracy bonus against the target.

Leaping Strike: Jump and make a strike.

Liver Shot: Make a strike that sickens.

Penetrating Strike: Make a strike against Reflex defense.

Power Attack: Make a strike with +2d damage.

Pulverizing Smash: Make a strike against Fortitude defense.

Rapid Assault: Make two strikes.

Reaping Charge: Make strikes while moving in a line.

Recovering Strike: Make a strike at a creature to regain an **action point**.

Revitalizing Strike: Make a melee strike against a creature to heal.

Stabilizing Recovery: Recover a spent **action point** and gain +2 Fortitude defense.

Strip the Flesh: Make a strike with bonus damage against unbloodied foes.

Sweeping Strike: Make strikes against three foes.

Wanderer's Strike: Make a strike and move.

Whirlwind Spin: Make strikes against all threatened foes.

Battle Cry

AP

You and any number of willing creatures within a Large (50 ft.) radius burst from you heal hit points equal to **standard damage**.

Rank 4: You gain a +1d bonus to the amount healed

Rank 6: The healing bonus increases to +2d

Rank 8: The healing bonus increases to +3d

Lists: Primal

Brace for Impact

Swift

You take half damage from all attacks. This halving is applied before **damage reduction** and similar abilities. This ability lasts until the end of the round.

Rank 4: You also gain a +1 bonus to all defenses.

Rank 6: The defense bonus increases to +2.

Rank 8: The defense bonus increases to +3.

Lists: Esoteric, Martial, Primal, Wild

Certain Strike

AP

Make a **strike** with a +3 bonus to accuracy.

Rank 4: The accuracy bonus increases to +4.

Rank 6: The accuracy bonus increases to +5.

Rank 8: The accuracy bonus increases to +6.

Lists: Esoteric, Martial, Primal, Trick, Wild

Challenge

Make a melee **strike**. If the strike hits, you gain a +4 bonus to **threat** against the struck creature. This effect lasts until you take a **short rest** or until you use this ability on a different creature.

Rank 4: The threat bonus increases to +6.

Rank 6: The threat bonus increases to +8.

Rank 8: The threat bonus increases to +10.

Lists: Martial

Counterattack

AP

Make a **strike**. If the target attacked you earlier in the current round, you gain a +1 bonus to accuracy and a +2d bonus to damage with the strike.

Rank 4: The damage bonus increases to +3d.

Rank 6: The damage bonus increases to +4d.

Rank 8: The damage bonus increases to +5d.

Lists: Martial, Primal, Trick

Daunting Blow

AP, Emotion

Make a **strike** with a +1 bonus to **accuracy**. If the attack result hits the target's Mental defense, it is **shaken** by you as a **condition**.

Rank 4: The accuracy bonus increases to +2.

Rank 6: The target is **frightened** instead of shaken.

Rank 8: The accuracy bonus increases to +3.

Lists: Esoteric, Martial, Primal, Trick

Maneuver Descriptions

Agonizing Strike

AP, Emotion

Make a **strike** with a +1 bonus to **accuracy**. If the attack result hits the target's Mental defense, it is **sickened** as a **condition**.

Rank 4: The accuracy bonus increases to +2.

Rank 6: The target is **nauseated** instead of sickened.

Rank 8: The accuracy bonus increases to +3.

Lists: Esoteric, Martial, Primal, Trick, Wild

*Defensive Recovery***Swift**

You gain a +1 bonus to Armor defense until the end of the round. At the end of the round, you regain a spent **recovery action point**.

Rank 4: The defense bonus increases to +2.

Rank 6: The defense bonus increases to +3.

Rank 8: The defense bonus increases to +4.

Lists: Martial

*Demoralizing Shout***AP, Emotion**

Make an attack vs. Mental against all enemies within a Large (50 ft.) radius burst from you.

Hit: Each target is **shaken** by you as a **condition**.

Rank 4: You gain a +1 bonus to **accuracy** with the attack.

Rank 6: The accuracy bonus increases to +2.

Rank 8: The accuracy bonus increases to +3.

Lists: Primal

*Distant Shot***AP**

Make a ranged **strike** with a +1d bonus to damage. You reduce your penalties for **range increments** with the strike by 2.

Rank 4: The damage bonus increases to +2d.

Rank 6: The damage bonus increases to +3d.

Rank 8: The damage bonus increases to +4d.

Lists: Martial, Wild

*Draining Strike***AP**

Make a **strike** with a +1 bonus to **accuracy**. If the attack result hits the target's Mental defense, it spends one **recovery action point**, if it has any.

Rank 4: The accuracy bonus increases to +2.

Rank 6: The target spends two **recovery action points** instead of one.

Rank 8: The accuracy bonus increases to +3.

Lists: Trick

*Focusing Recovery***Swift**

You gain a +2 bonus to Mental defense until the end of the round. At the end of the round, you regain a spent **recovery action point**.

Rank 4: The defense bonus increases to +3.

Rank 6: The defense bonus increases to +4.

Rank 8: The defense bonus increases to +5.

Lists: Esoteric, Martial, Trick, Wild

*Ground Pound***AP**

You can only use this ability while standing on solid ground. Make an attack vs. Reflex against all enemies standing on solid ground adjacent to you. If you use this ability during the **action phase**, you can also make a **strike** during the **delayed action phase**.

Hit: Each target is knocked **prone**.

Rank 4: The area increases to a Medium (20 ft.) radius burst.

Rank 6: The area increases to a Large (50 ft.) radius burst.

Rank 8: The area increases to a Huge (100 ft.) radius burst.

Lists: Primal

*Hamstring***AP**

Make a **strike** with a +1 bonus to **accuracy**. If the attack result hits the target's Fortitude defense, it is **slowed** as a **condition**.

Rank 4: The accuracy bonus increases to +2.

Rank 6: The target is **immobilized** instead of slowed.

Rank 8: The accuracy bonus increases to +3.

Lists: Esoteric, Trick, Wild

*Head Shot***AP, Emotion**

Make a **strike** with a +1d bonus to damage. If the attack result hits the target's Mental defense, it is **dazed** as a **condition**.

Rank 4: On a **critical hit**, the target is **stunned** instead of dazed.

Rank 6: The damage bonus increases to +2d.

Rank 8: On a normal hit, the target is stunned instead of dazed.

Lists: Esoteric, Trick

Hidden Recovery

You can move up to half your speed and make a Stealth check to hide (see Stealth, page 91). At the end of the round, if you are unobserved, you regain a spent **recovery action point**.

Rank 4: You gain a +1 bonus to the Stealth check.

Rank 6: The Stealth bonus increases to +2.

Rank 8: The distance you can move increases to your full speed.

Lists: Esoteric, Trick, Wild

Hunting Strike

Make a **strike** against a creature. After making the strike, you gain a +1 bonus to **accuracy** against the target with all attacks. This effect stacks with itself, up to a maximum of a +4 bonus. It lasts until you take a **short rest** or use this ability on a different creature.

Rank 4: If you hit the target, the accuracy bonus increases by +2 instead of +1.

Rank 6: The maximum accuracy bonus is increased to +5.

Rank 8: The maximum accuracy bonus is increased to +6.

Lists: Wild

*Leaping Strike***AP**

You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to your **base speed** (see Leap, page 82). You can make a **strike** with a +1d bonus to damage from any location you occupy during the leap.

Rank 4: The damage bonus increases to +2d.

Rank 6: The damage bonus increases to +3d.

Rank 8: The damage bonus increases to +4d.

Lists: Esoteric, Primal, Wild

*Liver Shot***AP**

Make a **strike** with a +1d bonus to damage. If the attack result hits the target's Fortitude defense, it is **sickened** as a **condition**.

Rank 4: The damage bonus increases to +2d.

Rank 6: The target is **nauseated** instead of sickened.

Rank 8: The damage bonus increases to +3d.

Lists: Esoteric, Martial, Primal, Trick, Wild

Penetrating Strike

AP

Make a **strike** with a piercing weapon. The attack is made against the target's Reflex defense instead of its Armor defense.

Rank 4: You gain a +1d bonus to damage with the strike.

Rank 6: The damage bonus increases to +2d.

Rank 8: The damage bonus increases to +3d.

Lists: Esoteric, Martial, Trick, Wild

Power Attack

AP

Make a **strike** with a +2d bonus to damage.

Rank 4: The damage bonus increases to +3d.

Rank 6: The damage bonus increases to +4d.

Rank 8: The damage bonus increases to +5d.

Lists: Martial, Primal, Wild

Pulverizing Smash

AP

Make a **strike** with a piercing weapon. The attack is made against the target's Fortitude defense instead of its Armor defense.

Rank 4: You gain a +1d bonus to damage with the strike.

Rank 6: The damage bonus increases to +2d.

Rank 8: The damage bonus increases to +3d.

Lists: Martial, Primal, Wild

Quivering Palm

AP

Make a strike using an **unarmed attack**. If the attack result hits the target's Fortitude defense, it is **nauseated** as a **condition**.

Rank 4: You gain a +1 bonus to **accuracy** with the strike.

Rank 6: The target is nauseated twice as two separate conditions.

Rank 8: The accuracy bonus increases to +2.

Lists: Esoteric

Rally the Troops

AP

You and any number of willing creatures within a Medium (20 ft.) radius from you can each remove one **condition**.

Rank 4: The area increases to Large (50 ft.).

Rank 6: The area increases to Huge (100 ft.).

Rank 8: Each target can instead remove two conditions.

Lists: Martial

Rapid Assault

AP

Make a **strike** against a creature. If you use this ability during the **action phase**, you can make another strike during the **delayed action phase**. You take a -2 penalty to accuracy on both strikes.

Rank 4: The accuracy penalty is reduced to -1.

Rank 6: The accuracy penalty is removed.

Rank 8: You gain a +1 bonus to accuracy with both strikes.

Lists: Esoteric, Martial, Primal, Trick, Wild

Reaping Charge

AP

Move up to your movement speed in a straight line. You can make a melee **strike** with a slashing or bludgeoning weapon. The strike targets any number of creatures and objects that you **threaten** at any point during your movement, except for the space you start in and the space you end in. You take a -2 penalty to **accuracy** on the strike.

Rank 4: You gain a +1d bonus to damage with the strike.

Rank 6: The damage bonus increases to +2d.

Rank 8: The damage bonus increases to +3d.

Lists: Esoteric, Martial, Primal, Wild

Recovering Strike

Make a **strike** with a -2d penalty to damage. If you hit a creature, you regain a spent **recovery action point** at the end of the round.

Rank 4: The damage penalty is decreased to -1d.

Rank 6: The damage penalty is removed.

Rank 8: You regain the action point even if you miss.

Lists: Esoteric, Martial, Primal, Trick, Wild

Retributive Recovery

At the end of the round, you regain a spent **recovery action point**. Each time a creature attacks you this round, you gain a +1 bonus to **accuracy** against that creature during the next round.

Rank 4: The accuracy bonus increases to +2.

Rank 6: The accuracy bonus increases to +3.

Rank 8: The accuracy bonus increases to +4.

Lists: Martial, Primal, Trick

Revitalizing Strike

AP, Life

Make a melee **strike**. If you hit a creature with the strike, you regain hit points equal to **standard damage**.

Rank 4: You gain a +1d bonus to the amount healed.

Rank 6: The healing bonus increases to +2d.

Rank 8: The healing bonus increases to +3d.

Lists: Primal, Wild

Shield Slam

AP

Make a strike using a shield. If the attack result hits the target's Fortitude defense, it is **stunned** as a **condition**.

Rank 4: You gain a +1 bonus to accuracy with the strike.

Rank 6: The target is stunned twice as two separate conditions.

Rank 8: The accuracy bonus increases to +2.

Lists: Martial

Stabilizing Recovery

Swift

You gain a +2 bonus to Fortitude defense until the end of the round. At the end of the round, you regain a spent **recovery action point**.

Rank 4: The defense bonus increases to +3.

Rank 6: The defense bonus increases to +4.

Rank 8: The defense bonus increases to +5.

Lists: Martial, Primal, Wild

Strip the Flesh

AP

Make a **strike** with a slashing weapon. At the end of the **action phase** of the next round, if you hit with the strike and the target is not **bloodied**, it takes additional damage equal to the damage you dealt with the strike.

Rank 4: If you hit with the strike, the target continues taking the same damage at the end of each **action phase** until it becomes **bloodied**. This is a **condition**, and can be removed by abilities that remove conditions.

Rank 6: You gain a +1d bonus to damage with the strike.

Rank 8: The damage bonus increases to +2d.

Lists: Martial, Primal, Trick, Wild

Sweeping Strike

AP

Make a melee **strike** with a slashing or bludgeoning weapon. The strike targets each of up to three creatures or objects you **threaten**.

Rank 4: You gain a +1d bonus to damage with the strike.

Rank 6: The damage bonus increases to +2d.

Rank 8: The damage bonus increases to +3d.

Lists: Esoteric, Martial, Primal, Wild

Thunderous Shout

AP, Sonic

Make an attack vs. Fortitude against all creatures and objects in a Medium (20 ft.) cone-shaped burst from you.

Hit: Each target takes sonic **standard damage** and is **deafened** as a **condition**.

Rank 4: You gain a +1d bonus to damage with the attack.

Rank 6: The area increases to Large (50 ft.).

Rank 8: The damage bonus increases to +2d.

Lists: Primal

Wanderer's Strike

You can either move up to half your speed or make a **strike**. During the **delayed action phase**, you can take the action you did not take during the **action phase**.

Rank 4: You gain a +1d bonus to damage with the strike.

Rank 6: The distance you can move increases to to your full speed.

Rank 8: The damage bonus increases to +2d.

Lists: Esoteric, Primal, Wild

Whirlwind Spin

AP

Make a melee **strike** with a slashing weapon. The strike targets all creatures you **threaten**. You take a -1 penalty to **accuracy** with the strike.

Rank 4: You gain a +1d bonus to damage with the strike.

Rank 6: The damage bonus increases to +2d.

Rank 8: The damage bonus increases to +3d.

Lists: Esoteric, Martial, Primal, Wild

Chapter 6

Mystic Spheres

Categories of Magic

Magic Sources

There are four **magic sources** that characters can use to cast spells and perform rituals: arcane (cast by mages), divine (cast by clerics and paladins), nature (cast by druids), and pact (cast by warlocks). Each magic source has a set of associated **mystic spheres** (see Mystic Spheres, below).

Characters with Multiple Magic Sources

A character can have access to multiple sources of magic through the use of abilities like the Hybrid Training ability (see ??). The **mystic spheres**, spells, and rituals that character knows are tracked separately for each source of magic that character has access to. If you have access to the same spell or ritual from multiple sources, the two versions of the ability are generally considered to be the same ability. When you cast the spell or perform the ritual, you choose which source you are using for the ability.

Mystic Spheres

A **mystic sphere** is a collection of thematically related magical effects that includes both **spells** and **rituals**. Each **mystic sphere** is associated with a single school of magic and any number of **magic sources**. The mystic spheres are listed at Mystic Sphere Lists, page 102.

Magic Schools

There are nine schools of magic. Each school of magic has a set of thematically related effects. Every spell and ritual belongs to at least one school of magic. When you cast a spell or perform a ritual, that ability is considered to be from the source you used to gain access to the ability.

The schools of magic are described below.

Abjuration

Abjuration spells and rituals reduce or negate damage, magic, and other effects. They can be used to protect allies and remove harmful magic.

Channeling

Channeling spells and rituals call upon the power of deities or other supernatural entities. They can be used to do anything those entities could do. Only divine spellcasters have access to Channeling spells.

Conjuration

Conjuration spells and rituals create and transport objects and creatures. They can be used to summon allies, transport creatures, and create

objects from thin air.

Divination

Divination spells and rituals grant knowledge. They can be used to reveal hidden truths, predict the future, or communicate at great distances.

Enchantment

Enchantment spells and rituals alter the minds of creatures. They can be used to influence, control, or debilitate creatures. Almost all enchantment spells and rituals have the **Compulsion** or **Emotion** tags, and some have the **Subtle** tag as well (see Ability Tags, page 22).

Evocation

Evocation spells and rituals create and manipulate energy. They can be used to inflict damage with energy blasts or manipulate the environment.

Illusion

Illusion spells and rituals 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 and rituals 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 and rituals 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.

Spell and Ritual Mechanics

Spells and rituals share many common properties, defined here.

Casting Components

Unless otherwise noted, all spells and rituals require both **verbal components** to cast or perform. In addition, arcane spells, pact spells, and all rituals require **somatic components**. You cannot start casting a spell or performing a ritual without all required components. If you lose those components before the ability resolves, it is **miscast**.

To provide the verbal component for a spell or ritual, you must speak in a strong voice with a volume at least as loud as ordinary conversation. To provide the somatic component for a spell or ritual, you must make a measured and precise movement of at least one free hand.

Somatic Component Failure

Encumbrance from armor interferes with the **somatic components** required to perform arcane spells, pact spells, and all rituals. When you cast a spell or perform a ritual that requires **somatic components** while you have an **encumbrance**, you must roll 1d10. If your result is less than or equal to your **encumbrance**, you **miscast** the ability (see **Miscasting**, page 100). When you perform a ritual, this roll must be repeated at the end of each action phase during the ritual.

Concentration

Some abilities, such as spells and rituals, require focused thought to use successfully. If your focus is tested, such as by casting a spell defensively (see **Defensive Casting**, page 100), you may need to make a **concentration** check. Your bonus with a concentration check is equal to your level or your Willpower, whichever is higher. You apply any **overwhelm penalties** you suffer as penalties to concentration checks.

Success on a concentration check generally means you successfully use the ability that triggered the check. Failure generally means that you do not use the ability successfully.

If your concentration is tested in multiple ways simultaneously, you only make one **concentration** check. You take a -2 penalty to the check for each effect that tests your concentration simultaneously.

Miscasting

If you start using a spell or ritual and fail to complete it successfully for any reason, you miscast it. A miscast spell or ritual does not have its normal effect. Instead, a wave of magical energy causes a **miscast backlash**. When a mystic backlash occurs, make an attack against the Mental defense of yourself and all creatures in a 5 foot radius from you. Your **power** with this ability is equal to your **power** with the spell or ritual you tried to use. On a hit, each target takes **standard damage** -1d.

Impossible Spells and Rituals: When you try to use a spell or ritual in an impossible way, the ability is **miscast** instead. This most commonly happens if you attempt to declare an invalid target for a spell. For example, if you try to cast a spell that only affects living creatures on a creature that is undead, the spell would be miscast.

Minor Action Spells: Spells that require a **minor action** to cast are not miscast if your concentration is broken while casting the spell. Instead, the spell simply fizzles without any effect.

Focused and Defensive Casting

The concentration required to use spells and rituals can impair your ability to defend yourself. When you use a spell or ritual, you choose whether to use **focused casting** or **defensive casting**. For rituals, you can change your choice during each phase that you spend performing the ritual. You cannot use **focused casting** if you are distracted, as your concentration is divided. You are distracted if you are experiencing violent motion, such as if you are on a galloping horse, or if you already took damage during the current round.

Focused Casting

If you use a spell or ritual with **focused casting**, you suffer a -4 penalty to all defenses during each **phase** where you concentrate on the ability.

Defensive Casting

If you use a spell or ritual using **defensive casting**, you suffer no penalty to defenses. In exchange, you have to make a **concentration** check to use the ability successfully (see **Concentration**, page 100). The

difficulty rating of the check is equal to 4 if the spell is a cantrip. Otherwise, it is equal to 5 + three times the level of the spell you are casting, as shown on Table 6.1: Concentration DRs (page 100). Success means that you use the ability successfully. Failure means that you **miscast** the spell or ritual (see **Miscasting**, below).

When you use defensive casting to perform a ritual, you must make a new check during each phase.

Table 6.1: Concentration DRs

Spell Level	DR
Cantrip	4
1st level	8
2nd level	11
3rd level	15
4th level	18
5th level	21
6th level	24
7th level	27

Augments

There are a number of **augments** that can be applied to spells and rituals to increase their power. Each augment has a name, a level, and an effect. When you cast a spell or perform a ritual, can choose to apply any number of augments you know to the spell or ritual. For each augment you apply, you increase the spell or ritual's level by an amount equal to the augment's level. In exchange, the ability gains the effects of that augment. If an augment would increase the spell or ritual's level beyond the maximum level you can cast, you cannot apply the augment to that ability.

Augments and Cantrips: You can apply augments to **cantrips**. Cantrips are considered to be 1st level spells for this purpose.

Augment Descriptions

(+1) **Cryptic:** The spell's visual effects and magical aura changes to mimic a different spell of your choice. You may choose any combination of spells you know, along with any other augments, that result in a spell of the same level or lower as the spell you are casting. This affects inspection of the spell itself by any means, such as with the Spellcraft skill (see **Spellcraft**, page 90). However, it does not alter the mechanical effects of the spell in any way. If the spell's effects depend on visual components, the spell may fail to work if you alter the spell's visuals too much.

(+1) **Selective:** You may freely exclude any areas from the spell's effect. However, all squares in the final area of the spell must be contiguous. You cannot create split a spell's area into multiple completely separate areas.

This augment can be applied to any spell or ritual that affects an area.

(+1) **Silent:** You do not need to use **verbal components** to cast the spell.

This augment can be applied to any spell.

(+1) **Stilled:** You do not need to use **somatic components** to cast the spell.

This augment can be applied to any spell.

(+2) **Accelerated:** The ritual takes half the normal amount of time to perform.

This augment can be applied to any ritual.

(+2) **Empowered**: The ability's **power** increases by 2. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell or ritual.

(+2) **Extended**: The ability's range increases by one step, to a maximum of Extreme (1,000 ft.). The steps are, in order: Close (30 ft.), Medium (100 ft.), Long (300 ft.), and Extreme (1,000 ft.). This augment can be applied multiple times. Each time, the ability's range increases by an additional step.

This augment can be applied to any spell or ritual with a range that is one of the above ranges.

(+2) **Giant**: The ability can affect a target one size category larger. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell or ritual that has a maximum size category of targets that it can affect.

(+2) **Precise**: You gain a +1 bonus to accuracy with the ability. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell or ritual that has an attack roll.

(+2) **Quickened**: You can cast the spell as a **minor action**. In exchange, you cannot take any actions during the **action phase** or **delayed action phase** of the next round.

This augment can be applied to any spell.

(+2) **Reach**: When you cast the spell, choose a location within Close (30 ft.) range. The spell takes effect as if you were in the chosen location. This affects your **line of effect** for the spell, but not your **line of sight** (since you still see from your normal location). Since a spell's range is measured from your location, this augment can allow you to affect targets outside your normal range. For example, a cone that normally bursts out from you would instead originate from your chosen location, potentially avoiding an obstacle between you and your target.

This augment can be applied to any spell that does not create an **emanation**.

(+2) **Widened**: The ability'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.). Normally, a Small or Medium line is 5 ft. wide, while a Large or Huge line is 10 ft. wide. A line used to define a wall does not have a width. This augment can be applied multiple times. Each time, the ability's area increases by an additional step.

This augment can be applied to any spell or ritual with an area that is one of the above areas.

(+3) **Phasing**: When determining whether you have **line of sight** and **line of effect** to a particular location with the 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.

This augment can be applied to any spell with a range.

(+4) **Echoing**: During the **delayed action phase** of the next round, the spell's effect occurs again. All choices you made for the original casting of the spell are made identically for the repeat casting. It affects the same area, targets, and so on.

If the spell is now invalid, such as if all of its targets are out of range, the additional casting has no effect.

This augment can be applied to any spell that does not have the **Attune** tag.

(+4) **Innate**: The spell loses the **AP** tag, allowing you to cast it without spending an **action point**.

This augment can be applied to any spell with the **AP** tag that requires a standard action to cast and which does not have the **Sustain** tag.

Dismissal

As a **minor action**, you can dismiss any spells or rituals you used that have lasting effects. This requires the same casting components (verbal and somatic) as casting the spell or performing the ritual normally. Spells and rituals can also be dismissed in other ways, such as after their effects have finished. When a spell or ability is dismissed, all of its lingering effects immediately end.

Spell Power

The **power** of your spells and rituals is the same as your **power** with other magical abilities, which is equal to the higher of your level and Willpower. You can voluntarily reduce the **power** of the spells you cast. The minimum power you can use to cast a spell is equal to twice the spell's level.

Resurrecting the Dead

Several rituals have the power to restore dead characters to life.

When a living creature dies, its soul departs its body, 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 a creature back from the dead means retrieving their soul and returning it to their body.

Death and Old Age: While a creature is dead, it still tracks that time towards its maximum age. A creature's maximum age is largely determined by the strength of its soul, not the condition of its body. No magic can return a creature to life when it has passed its maximum age.

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.

Spells

A **spell** is a discrete magical effect with a name, a level, and an effect. Each **mystic sphere** has a number of spells associated with it. An ability that gives you access to **mystic spheres** will define how many spells you know from that sphere. It will also define the maximum level of spell you can cast.

When you cast a spell, you can apply any number of **augments** to the spell (see *Augments*, page 100). You cannot learn or cast spells whose spell level exceeds your maximum spell level.

Action Points

Most spells have the **AP** tag, which means they cost an **action point** to cast. However, some spells have the **Attune** tag instead, and do not cost action points to cast. Instead, they require a creature to attune to the spell's effect, which costs an action point. For details, see *Attunement*, page 21.

Cantrips

Each **mystic sphere** has a **cantrip**. A cantrip is a minor spell that does not require an **action point** to cast. Cantrips are considered to be 1st level spells for the purpose of abilities that care about spell level, such as **augments** (see Augments, page 100). Because cantrips are so simple, the **difficulty rating** to maintain **concentration** on a cantrip is 4 lower than it is for other spells (see Concentration, page 100).

Rituals

Each **mystic sphere** has a number of **rituals**. Some spellcasting characters can learn and perform rituals. Rituals are ceremonies that create magical effects. Like spells, each ritual has a name, a level, and an effect. Although rituals are similar to spells, abilities that affect spells do not affect rituals unless they say they do in their descriptions. An ability that gives you access to rituals will define the maximum level of ritual that you can perform.

You don’t memorize a ritual as you would a normal spell. Rituals are too complex for all but the most knowledgeable sages to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. You must have access to the **mystic sphere** a ritual is from in order to perform the ritual.

Ritual Descriptions

Rituals are described in the body of the **mystic sphere** they are associated with, following the description of spells from that mystic sphere.

Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you want, as long as you can spend the time and **action points** to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks.

Ritual Costs

The costs to scribe rituals are described on Table 6.2: Ritual Costs.

Table 6.2: Ritual Costs

Ritual Level	Cost to Scribe	Item Level
1st-Level	125 gp	2nd
2nd-Level	800 gp	5th
3rd-Level	2,750 gp	8th
4th-Level	10,000 gp	11th
5th-Level	37,000 gp	14th
6th-Level	125,000 gp	17th
7th-Level	400,000 gp	20th

Performing Rituals

To perform a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. Unless otherwise specified, performing a ritual requires spending a single **action point**. Some rituals require multiple action points to complete. Other creatures can supply action points to help you perform rituals; see Ritual Participants, below.

Rituals with the **Attune** (ritual) tag do not cost action points to perform, but require a ritual participant to attune to the ritual’s effect, which costs an action point. For details, see Attunement, page 21.

Ritual Participants

Creatures can assist in the performance of rituals even if they are unable to perform rituals themselves. A creature that helps perform a ritual is called a ritual participant, and the creature performing the ritual is called the ritual leader. A ritual participant may spend an action point in place of or in addition to the action point spent by the creature performing the ritual. It may also **attune** to the effect of the ritual in place of the creature performing the ritual. Only one creature may attune to the ritual’s effect in this way. If multiple creatures are willing to spend action points or attune to effects, the ritual leader decides which creatures spend action points or attune to the ritual’s effects.

The steps required to participate in rituals can be complex. Ritual participants must be given specific instructions for the actions they must perform during a ritual by a creature who knows how to perform the ritual. This instruction generally takes half the time required to perform the ritual. A creature cannot participate in rituals unless it has an Intelligence of at least 0, can speak at least one language, and has the fine motor control required to perform the **somatic components** of rituals.

Normally, a ritual participant can only contribute one action point. If the participant has access to the same **magic source** as the ritual, they can contribute any number of action points.

Changing Ritual Participation: Rituals are deeply complex magic, and they cannot be abandoned or paused partway through. If the number of ritual participants in a ritual decreases below its initial value, the ritual fails at the end of the next round if the number of participants is not restored. However, ritual participants can transfer their participation to other creatures without disrupting the ritual.

In order to transfer ritual participation, the new creature must be able to participate in the ritual, and must immediately spend the same number of action points as the creature that it is taking over from. Similarly, the ritual leader can transfer their leadership to another creature. In addition to the requirements for transferring ritual participation, the new leader must know the ritual and be able to perform it themselves.

Changing ritual participation and leadership is usually done when performing extraordinarily long or demanding rituals.

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. Each writer uses this universal system regardless of their native language or culture. However, each character uses the system in their own way. Another person’s magical writing remains incomprehensible to even the most powerful spellcaster until they take the time to study and decipher it.

You can identify magical writing using the Spellcraft skill (see Identify Magical Writing, page 90).

Mystic Sphere Lists

Arcane Magic

Arcane Mystic Spheres

- Astromancy:** Transport creatures and objects instantly through space.
- Barrier:** Shield allies from hostile forces.
- Chronomancy:** Manipulate the passage of time to inhibit foes and aid allies.

Compel: Bend creatures to your will by controlling their actions.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Cryomancy: Drain heat to injure and freeze foes.
Delusion: Instill false emotions to influence creatures.
Electromancy: Create electricity to injure and stun foes.
Fabrication: Create objects to damage and impair foes.
Glamer: Change how creatures and objects are perceived.
Photomancy: Create bright light to blind foes and illuminate your surroundings.
Polymorph: Change the physical forms of objects and creatures.
Pyromancy: Create fire to incinerate foes.
Revelation: Share visions of the present and future, granting insight or combat prowess.
Scry: See and hear at great distances.
Summon: Summon creatures to fight with you.
Telekinesis: Manipulate creatures and objects at a distance.
Terramancy: Manipulate earth to crush foes.
Thaumaturgy: Suppress and manipulate magical effects.
Weaponcraft: Create and manipulate weapons to attack foes.

Divine Magic

Divine Mystic Spheres

Barrier: Shield allies from hostile forces.
Bless: Grant divine blessings to aid allies and improve combat prowess.
Channel Divinity: Invoke divine power to smite foes and gain power.
Compel: Bend creatures to your will by controlling their actions.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Delusion: Instill false emotions to influence creatures.
Photomancy: Create bright light to blind foes and illuminate your surroundings.
Revelation: Share visions of the present and future, granting insight or combat prowess.
Scry: See and hear at great distances.
Summon: Summon creatures to fight with you.
Thaumaturgy: Suppress and manipulate magical effects.
Vital Surge: Alter life energy to cure or inflict wounds.
Weaponcraft: Create and manipulate weapons to attack foes.

Nature Magic

Nature Mystic Spheres

Aeromancy: Command air to protect allies and blast foes.
Aquamancy: Command water to crush and drown foes.
Barrier: Shield allies from hostile forces.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Cryomancy: Drain heat to injure and freeze foes.
Electromancy: Create electricity to injure and stun foes.
Photomancy: Create bright light to blind foes and illuminate your surroundings.
Polymorph: Change the physical forms of objects and creatures.
Pyromancy: Create fire to incinerate foes.
Revelation: Share visions of the present and future, granting insight or combat prowess.
Scry: See and hear at great distances.

Summon: Summon creatures to fight with you.
Terramancy: Manipulate earth to crush foes.
Verdamancy: Animate and manipulate plants.
Vital Surge: Alter life energy to cure or inflict wounds.

Pact Magic

Pact Mystic Spheres

Astromancy: Transport creatures and objects instantly through space.
Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.
Compel: Bend creatures to your will by controlling their actions.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Cryomancy: Drain heat to injure and freeze foes.
Delusion: Instill false emotions to influence creatures.
Electromancy: Create electricity to injure and stun foes.
Fabrication: Create objects to damage and impair foes.
Photomancy: Create bright light to blind foes and illuminate your surroundings.
Polymorph: Change the physical forms of objects and creatures.
Pyromancy: Create fire to incinerate foes.
Telekinesis: Manipulate creatures and objects at a distance.
Weaponcraft: Create and manipulate weapons to attack foes.

Mystic Sphere Descriptions

Aeromancy

Command air to protect allies and blast foes.

Schools: Transmutation

Mystic Sphere Lists: Nature

Cantrips

Minor Windstrike **Air**
Make an attack vs. Armor against a creature or object within Medium (100 ft.) range.
Hit: The target takes bludgeoning **standard damage**.

Soften Landing **Air**
Choose a willing creature in Medium (100 ft.) range. Until the end of the round, the target treats all falls as if they were 5 feet shorter per **power** for the purpose of determining **falling damage**.

Spells

1st – Cyclone **AP, Air**
Make an attack vs. Armor against everything in a Small (10 ft.) radius within Close (30 ft.) range.
Hit: Each target takes bludgeoning **standard damage**.

1st – Propulsion **AP, Air, Swift**
Choose a Large or smaller willing creature in Close (30 ft.) range. You move the target up to 50 feet in any direction. You cannot change direction partway through the movement. Moving the target upwards cost twice the normal movement cost.

1st – Recovering Screen **Air, Swift**
Until the end of the round, you gain a +2 bonus to Armor defense against ranged **physical attacks** from weapons or projectiles that are Small or smaller. At the end of the round, you regain a spent **recovery action point**.

1st – Wind Screen **Air, Attune (target), Shielding**
Choose a willing creature in Close (30 ft.) range. The target gains a +1 **magic bonus** to Armor defense. This bonus is increased to +5 against ranged **physical attacks** from weapons or projectiles that are Small or smaller.

You can cast this spell as a **minor action**. 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.

1st – Windblade **Air, Attune (target), Shaping**
Choose a willing creature within Close (30 ft.) range. Melee weapons wielded by the target gain an additional five feet of **reach**. This has no effect on ranged attacks the target makes.
You can cast this spell as a **minor action**.

1st – Windstrike **AP, Air**
Make an attack vs. Armor against a creature or object within Medium (100 ft.) range.
Hit: The target takes bludgeoning **standard damage +2d**.

2nd – Gentle Descent **Air, Attune (target)**
Choose a Large or smaller willing creature in Close (30 ft.) range. The target gains a 30 foot **glide speed** (see Gliding, page 19).

2nd – Greater Propulsion **AP, Air, Swift**
This spell functions like the *propulsion* spell, except that the distance you can move the target is increased to 100 feet. In addition, the target gains a +1 bonus to Armor defense during the current phase.

2nd – Gust of Wind **AP, Air**
Make an attack vs. Armor against everything in a Large (50 ft.), 10 ft. wide line from you.
Hit: Each target takes bludgeoning **standard damage**.

2nd – Stripping Cyclone **AP, Air**
This spell functions like the *cyclone* spell, except that the attack result is also compared to each target's Reflex defense.
Hit: Each target drops all items it is holding that are not well secured (such as a ring) or held in two hands.

2nd – Stripping Windstrike **AP, Air**
This spell functions like the *windstrike* spell, except that the attack result is also compared to the target's Reflex defense.
Hit: The target drops all items it is holding that are not well secured (such as a ring) or held in two hands.

3rd – Greater Cyclone **AP, Air**
Make an attack vs. Armor against everything in a Medium (20 ft.) radius within Medium (100 ft.) range.
Hit: Each target takes bludgeoning **standard damage**.

3rd – Greater Windstrike **AP, Air**
This spell functions like the *windstrike* spell, except that it affects a target within Long (300 ft.) range and the damage increases to **standard damage +3d**.

3rd – Stormlord **Air, Attune (target), Shielding**
This spell functions like the *wind screen* spell, except that the air also retaliates against creatures that attack the target. When a creature within Close (30 ft.) range of the target attacks it, make an attack vs. Armor against the attacking creature. A hit deals bludgeoning **standard damage -1d**. 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 retaliation by the same amount.

3rd – Stripping Gust of Wind **AP, Air**
This spell functions like the *gust of wind* spell, except that the attack result is also compared to each target's Reflex defense.
Hit: Each target drops all items it is holding that are not well secured (such as a ring) or held in two hands.

4th – Air Walk **Air, Attune (target)**
Choose a willing creature in Close (30 ft.) range. 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.

4th – Control Weather**Air, Attune** (self)

When you cast this spell, you choose a new weather pattern. You can only choose weather which would be possible in the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if you are in a desert.

When you complete the spell, the weather begins to take effect in a two mile radius cylinder-shaped **zone** centered on from your location. After five minutes, your chosen weather pattern fully takes effect.

You can 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.

After the spell's effect ends, the weather continues on its natural course, which may cause your chosen weather pattern to end. If another ability would magically manipulate the weather in the same area, the most recently used ability takes precedence.

4th – Greater Wind Screen**Air, Attune** (target), **Shielding**

This spell functions like the *wind screen* spell, except that the Armor defense bonus increases to +2 and the defense bonus against ranged attacks increases to +10.

4th – Greater Windblade**Air, Attune** (target), **Shaping**

Choose a willing creature within Close (30 ft.) range. Melee weapons wielded by the target gain an additional ten feet of **reach**. In addition, the target gains a +2 **magic bonus** to **power** with melee **strikes**. This has no effect on ranged attacks the target makes.

You can cast this spell as a **minor action**.

4th – Supreme Propulsion**AP, Air, Swift**

This spell functions like the *propulsion* spell, except that the distance you can move the target is increased to 300 feet. In addition, the target gains a +2 bonus to Armor defense during the current phase.

5th – Greater Gust of Wind**AP, Air**

This spell functions like the *gust of wind* spell, except that it affects everything in a Huge (100 ft.), 10 ft. wide line from you and deals **standard damage** +1d.

5th – Supreme Windstrike**AP, Air**

This spell functions like the *windstrike* spell, except that it affects a target within Extreme (1,000 ft.) range and the damage increases to **standard damage** +4d.

6th – Greater Stormlord**Air, Attune** (target), **Shielding**

This spell functions like the *stormlord* spell, except that the damage increases to **standard damage** +1d.

6th – Supreme Cyclone**AP, Air**

Make an attack vs. Armor against everything in a Large (50 ft.) radius within Long (300 ft.) range.

Hit: Each target takes bludgeoning **standard damage** +1d.

Aquamancy

Command water to crush and drown foes.

Schools: Conjuration

Mystic Sphere Lists: Nature

Cantrips**1st – Create Water****Creation, Water**

You create up to one gallon per **power** of wholesome, drinkable water anywhere within Close (30 ft.) range. The water can be created at multiple locations within the ritual's range, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.

Whelming Wave**Manifestation, Water**

Make an attack vs. Fortitude against everything in a Medium (20 ft.), 5 ft. wide line from you.

Hit: Each target takes bludgeoning **standard damage** –1d.

Spells**1st – Crushing Wave****AP, Manifestation, Water**

Make an attack vs. Fortitude against everything in a Large (50 ft.), 10 ft. wide line from you.

Hit: Each target takes bludgeoning **standard damage**.

1st – Refreshing Drink**Creation, Swift, Water**

Until the end of the round, you gain a **magic bonus** equal to your **power** to **damage reduction** against fire damage. At the end of the round, you regain a spent **recovery action point**.

1st – Underwater Freedom**Attune** (target)

Choose a willing creature within Close (30 ft.) range. The target suffers no penalties for acting underwater, except for those relating to using ranged weapons.

You can cast this spell as a **minor action**.

1st – Water Jet**AP, Manifestation, Water**

Make an attack vs. Armor against a creature within Close (30 ft.) range.

Hit: The target takes bludgeoning **standard damage** +2d.

2nd – Aqueous Sphere**AP, Manifestation, Water**

This spell functions like the *crushing wave* spell, except that it targets everything in a Small (10 ft.) radius within Medium (100 ft.) range.

2nd – Geyser**AP, Manifestation, Water**

Make an attack vs. Armor against everything in a Large (50 ft.), 5 ft. wide vertical line within Medium (100 ft.) range. If this spell has its area increased, such as with the Widened **augment**, only the length of the line increases.

Hit: Each target takes bludgeoning **standard damage** +2d.

3rd – Greater Underwater Freedom**Attune** (target)

This spell functions like the *underwater freedom* spell, except that the target can also breathe water as if it was air.

3rd – Overpowering Wave**AP, Manifestation, Water**

This spell functions like the *crushing wave* spell, except that it attacks Reflex defense instead of Fortitude defense.

3rd – Raging River**AP, Manifestation, Water**

This spell functions like the *crushing wave* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is continuously filled with rushing water. Each struck target in the area suffers penalties appropriate for fighting underwater, and may be unable to breathe. In addition, at the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

3rd – Wall of Water**AP, Manifestation, Water**

You create a wall of water in a 20 ft. high, Large (50 ft.) line within Medium (100 ft.) range. The wall is four inches thick, and blocks **line of effect** for abilities. Sight through the wall is possible, though distorted. The wall provides both **passive cover** and **concealment** to targets on the opposite side of the wall, for a total of a +4 bonus to Armor defense. Creatures can pass through the wall unharmed, though it costs five extra feet of movement to move through the wall.

Each five-foot square of wall has hit points equal to four times your **power**, and all of its defenses are 0. It is immune to most forms of attack, but it can be destroyed by **fire damage** and similar effects that can destroy water.

4th – Greater Aqueous Sphere**AP, Manifestation, Water**

This spell functions like the *crushing wave* spell, except that it targets everything in a Medium (20 ft.) radius within Long (300 ft.) range.

5th – Greater Raging River**AP, Manifestation, Water**

This spell functions like the *raging river* spell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

Rituals**1st – Dampen****Attune** (ritual)

Choose up to five willing ritual participants. Each target gains a **magic bonus** equal to your **power** to **damage reduction** against fire damage.

You can cast this spell as a **minor action**.

2nd – Water Breathing**Attune** (ritual)

Choose a Medium or smaller willing ritual participant. The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.

This ritual takes one minute to perform.

Astromancy

Transport creatures and objects instantly through space.

Schools: Conjunction

Mystic Sphere Lists: Arcane, Pact

Cantrips**Dimensional Disruption****Planar, Teleportation**

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Hit: The target takes physical **standard damage**.

Minor Translocation**Teleportation**

Choose a Tiny or smaller unattended object within Close (30 ft.) range. The target teleports into an unoccupied location on a stable surface within range that can support the weight of the target. If the destination is invalid, the ability fails without effect.

Spells**1st – Astral Recovery****Planar, Swift, Teleportation**

You slip slightly into the Astral Plane and draw power from it. Until the end of the round, **targeted** attacks against you have a 10% miss chance. At the end of the round, you regain a spent **recovery action point**.

1st – Dimensional Jaunt**AP, Planar, Teleportation**

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Hit: The target takes physical **standard damage** +2d.

1st – Teleport**AP, Teleportation**

Choose a Medium or smaller willing creature or unattended object within Close (30 ft.) range. The target teleports into an unoccupied destination within range. If the destination is invalid, this spell is **miscast**.

2nd – Banishment**AP, Planar, Teleportation**

This spell functions like the *dimensional jaunt* spell, except that it gains a +2 bonus to **accuracy** against **outsiders** not on their home planes and creatures created by **Manifestation** abilities.

Critical Hit: The target takes double damage. In addition, if it is an outsider not on its home plane, it is teleported to a random location on its home plane. If it is a creature created by a **Manifestation** ability, it immediately disappears.

2nd – Dimensional Jaunt – Plane of Earth**AP, Planar, Teleportation**

This spell functions like the *dimensional jaunt* spell, except that the target is partially teleported into the Plane of Earth. The damage becomes bludgeoning damage, and a struck target is **slowed** as a **condition**.

2nd – Dimensional Shuffle**AP, Teleportation**

Choose up to five willing creatures within Medium (100 ft.) range. Each target teleports into the location of a different target.

3rd – Dimension Door **AP, Teleportation**
 You teleport to a location within Extreme (1,000 ft.) range of you. You must clearly visualize the destination's appearance, but you do not need **line of sight** or **line of effect** to your destination.

3rd – Dimensional Jaunt – Plane of Fire **AP, Planar, Teleportation**
 This spell functions like the *dimensional jaunt* spell, except that the target is partially teleported into the Plane of Fire. The damage dealt changes to fire **standard damage** +3d. In addition, a struck target is **ignited** until it puts out the fire. This condition can also be removed if the target makes a **DR 10 Dexterity** check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

3rd – Greater Teleport **AP, Teleportation**
 This spell functions like the *teleport* spell, except that the range is increased to Extreme (1,000 ft.).

4th – Blink **Attune (target), Planar, Teleportation**
 Choose a willing creature within Close (30 ft.) range. The target randomly blinks between its current plane and the Astral Plane. This blinking stops if the target takes actions on its current plane. In any phase where it does not take any actions, **targeted** attacks against the target have a 50% miss chance. It is still affected normally by abilities that affect an area.

5th – Dimensional Jaunt – Deep Astral Plane **AP, Planar, Teleportation**
 This spell functions like the *dimensional jaunt* spell, except that the target is partially teleported into the deep Astral Plane. The damage dealt increases to **standard damage** +3d. In addition, a struck target is **stunned** as a **condition**.

6th – Dimensional Jaunt – Myriad **AP, Planar, Teleportation**
 This spell functions like the *dimensional jaunt* spell, except that the target is partially teleported through a dizzying array of planes. The damage dealt increases to **standard damage** +5d and becomes damage of all types.

7th – Greater Blink **Attune (target), Planar, Teleportation**
 This spell functions like the *blink* spell, except that the target also has a 20% chance to completely ignore any effect that targets it directly during phases where it takes an action.

3rd – Retrieve Legacy **AP, Teleportation**
 Choose a willing ritual participant. If the target's **legacy item** is on the same plane and **unattended**, it is teleported into the target's hand. This ritual takes 24 hours to perform, and requires 18 action points from its ritual participants.

4th – Astral Projection **AP, Planar, Teleportation**
 Choose up to five Large or smaller willing ritual participants. The targets teleport to a random location within the Inner Astral Plane (see The Astral Plane, page 140). In addition, a localized **planar rift** appears at the destination area on the Astral Plane which leads back to the location where this ritual was performed. The rift can only be passed through by the targets of this effect. It lasts for one week before disappearing permanently, potentially stranding the targets in the Astral Plane if they have not yet returned. This ritual takes 24 hours to perform, and requires 32 action points from its participants.

4th – Overland Teleportation **AP, Teleportation**
 Choose up to five Medium or smaller willing ritual participants. In addition, choose a destination up to 100 miles away from you on your current plane. Each target is teleported to the chosen destination. You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails. This ritual takes 24 hours to perform and requires 32 action points from its ritual participants.

5th – Homeward Shift **AP, Planar, Teleportation**
 This ritual can only be performed on the Astral Plane. Choose up to five Large or smaller willing ritual participants. The targets teleport to the last spaces they occupied on their home planes. This ritual takes 24 hours to perform, and requires 50 action points from its participants.

Rituals

3rd – Plane Shift **AP, Planar, Teleportation**
 Choose up to five Large or smaller willing ritual participants. In addition, you choose a **planar rift** within Medium (100 ft.) range to travel through. The targets teleport to the unoccupied spaces closest to the other side of the planar rift. For details about **planar rifts**, see Planar Rifts, page ??.

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.

This ritual takes 24 hours to perform, and requires 18 action points from its participants.

7th – Gate**AP, Planar, Sustain** (standard), **Teleportation**

Choose a plane that connects to your current plane, and a location within that plane. This ritual creates an interdimensional connection between your current plane and the location you choose, allowing travel between those two planes in either direction. The gate takes the form of a Small (10 ft.) radius circular disk, oriented a direction you choose (typically vertical). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through it is shunted instantly to the other location. The gate cannot be **sustained** for more than 5 rounds, and is automatically dismissed at the end of that time.

You must specify the gate's destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the location. Incomplete or incorrect mental images may result in the ritual leading to an unintended destination within the same plane, or simply failing entirely.

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.

This ritual takes one week to perform, and requires 98 action points from its participants.

Barrier

Shield allies from hostile forces.

Schools: Abjuration

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips**Ablative Shield****Sustain** (standard)

Choose a willing creature in Close (30 ft.) range. The target gains a **magic bonus** equal to your **power** to **damage reduction** against **physical** damage.

Spells**1st – Ablative Recovery****Shielding, Swift**

Until the end of the round, you gain a bonus equal to half your **power** to **damage reduction** against **physical** damage. At the end of the round, you regain a spent **recovery action point**.

1st – Deflective Shield**Attune** (target), **Shielding**

Choose a willing creature in Close (30 ft.) range. The target gains a +1 **magic bonus** to Armor defense.

You can cast this spell as a **minor action**.

1st – Kinetic Shield**Attune** (target), **Shielding**

Choose a willing creature in Close (30 ft.) range. The target gains a **magic bonus** equal to your **power** to **damage reduction** against **physical** damage.

You can cast this spell as a **minor action**.

1st – Resist Energy**Attune** (target), **Shielding**

Choose a willing creature in Close (30 ft.) range. The target gains a **magic bonus** equal to your **power** to **damage reduction** against **energy** damage.

You can cast this spell as a **minor action**.

2nd – Complete Shield**Attune** (target), **Shielding**

This spell functions like the *kinetic shield* spell, except that the damage reduction applies against all damage.

2nd – Repulsion Field**AP, Sustain** (minor)

This spell creates a repulsive field in a Medium (20 ft.) radius **zone** from your location. When an enemy makes physical contact with the spell's area for the first time, you make an attack vs. Mental against it.

Hit: The target 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.

Creatures in the area at the time that the spell is cast are unaffected by the spell.

3rd – Immunity**Attune** (target), **Shielding**

Choose a willing creature in Close (30 ft.) range, and a type of damage that is not a kind of physical damage (see Damage Types, page 23). 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.

3rd – Retributive Shield **Attune** (target), **Shielding**
 This spell functions like the *kinetic shield* spell, except that damage resisted by this spell is dealt 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 spell is from both the Abjuration and Vivimancy schools and gains the **Life** tag in addition to the tags from the *kinetic shield* spell.

4th – Greater Deflective Shield **Attune** (target), **Shielding**
 This spell functions like the *deflective shield* spell, except that the bonus is increased to +2.

4th – Greater Kinetic Shield **Attune** (target), **Shielding**
 This spell functions like the *kinetic shield* spell, except that the bonus is equal to twice your **power**.

4th – Greater Resist Energy **Attune** (target), **Shielding**
 This spell functions like the *resist energy* spell, except that the bonus is equal to twice your **power**.

5th – Antilife Shell **AP, Sustain** (minor)
 This effect functions like the *repulsion field* spell, except that you gain a +10 bonus to accuracy with the attack against living creatures.

5th – Greater Complete Shield **Attune** (target), **Shielding**
 This spell functions like the *kinetic shield* spell, except that the damage reduction applies against all damage and the bonus is increased to be equal to twice your **power**.

Rituals

1st – Endure Elements **Attune** (ritual), **Shielding**
 Choose a willing creature or unattended object within Close (30 ft.) range. 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. This does not protect the target from fire or cold damage.
 This ritual takes one minute to perform.

2nd – Mystic Lock **Attune** (ritual)
 Choose a Large or smaller closable, nonmagical object within Close (30 ft.) range, such as a door or box. The target object becomes magically locked. It can be unlocked with a Devices check against a DR equal to 20 + your **power**. 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. This effect lasts as long as you **attune** to it. If you use this ability multiple times, you can attune to it each time.

This ritual takes one minute to perform.

2nd – Scryward **AP, Mystic**
 This ritual creates a ward against scrying in a Large (50 ft.) radius **zone** centered on your location. All **Scrying** effects fail to function in the area. This effect is permanent.

This ritual takes 24 hour to perform, and requires 8 action points from its participants.

3rd – Explosive Runes **Attune** (ritual), **Trap**
 Choose a Small or smaller unattended object with writing on it within Close (30 ft.) range. The writing on the target is altered by the runes in subtle ways, making it more difficult to read. To read the writing, a creature must concentrate on reading it, which requires a standard action. If a creature reads the target, the target explodes. You make an attack vs. Armor against everything within a Medium (20 ft.) radius from the target. Each struck target takes bludgeoning **standard damage** from the explosion.

After the target object explodes in this way, the ritual is **dismissed**. If the target is destroyed or rendered illegible, the ritual is dismissed without exploding. This ritual takes one hour to perform.

4th – Private Sanctum **AP, Mystic**
 This ritual creates a ward against any external perception in a Large (50 ft.) radius **zone** centered on your location. This effect is permanent. Everything in the area is completely imperceptible from outside the area. Anyone observing the area from outside sees only a dark, silent void, regardless of darkvision and similar abilities. In addition, all **Scrying** effects fail to function in the area. Creatures inside the area can see within the area and outside of it without any difficulty.

This ritual takes 24 hours to perform, and requires 32 action points from its participants.

4th – Resilient Lock **Attune** (ritual)
 This ritual functions like the *mystic lock* ritual, except that the DR to unlock the target with a Devices check is instead equal to 30 + your **power**. In addition, the DR to break it open increases by 20 instead of by 10.

Bless

Grant divine blessings to aid allies and improve combat prowess.

Schools: Channeling

Mystic Sphere Lists: Divine

Cantrips

Minor Cleansing Blessing

Choose a willing creature within Close (30 ft.) range. The target removes one **condition** affecting it.

Spells

1st – Blessing of Protection

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +1 **magic bonus** to Armor defense and Mental defense.

You can cast this spell as a **minor action**.

1st – Cleansing Blessing

AP

All allies within Large (50 ft.) radius from you can remove one **condition** affecting them.

1st – Recovering Blessing

Swift

You ignore the first **condition** that would be applied to you this round. At the end of the round, you regain a spent **recovery action point**.

2nd – Battle Blessing

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +1 **magic bonus** to **accuracy** with all attacks.

You can cast this spell as a **minor action**.

2nd – Blessing of Might

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +2 **magic bonus** to **power** with **mundane** abilities.

You can cast this spell as a **minor action**.

3rd – Blessing of Resilience

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target ignores the next two **conditions** it would receive. After resisting two conditions in this way, this spell ends.

You can cast this spell as a **minor action**.

3rd – Blessing of Supremacy

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +1 **magic bonus** to **accuracy** and a +2 **magic bonus** to **power**.

You can cast this spell as a **minor action**.

4th – Greater Blessing of Protection

Attune (target)

This spell functions like the *blessing of protection* spell, except that bonus increases to +2.

4th – Greater Cleansing Blessing

AP

This spell functions like the *cleansing blessing* spell, except that each ally can remove two conditions instead of one.

5th – Greater Battle Blessing

Attune (target)

This spell functions like the *battle blessing* spell, except that the bonus increases to +2.

5th – Greater Blessing of Might

Attune (target)

This spell functions like the *blessing of might* spell, except that the power bonus increases to +4.

5th – Greater Blessing of Resilience

Attune (target)

This spell functions like the *blessing of resilience* spell, except that the spell does not end until it resists three **conditions**.

7th – Greater Blessing of Supremacy

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +2 **magic bonus** to **accuracy** and a +4 **magic bonus** to **power**.

You can cast this spell as a **minor action**.

7th – Supreme Blessing of Protection

Attune (target)

This spell functions like the *blessing of protection* spell, except that bonus increases to +3.

7th – Supreme Blessing of Resilience

Attune (target)

This spell functions like the *blessing of resilience* spell, except that the spell does not end until it resists four **conditions**.

Rituals

1st – Bless Water

Attune (ritual)

Choose one pint of unattended, nonmagical water within Close (30 ft.) range. The target becomes holy water. Holy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck undead creature or an evil outsider.

This ritual takes one minute to perform.

1st – Blessing of Fortification

Attune (ritual)

Choose an unattended, nonmagical object or part of an object of up to Large size. Unlike most abilities, this ritual can affect individual parts of a whole object.

The target gains a +5 **magic bonus** to **hardness**. If the target is moved, this effect ends. Otherwise, it lasts for one year.

This ritual takes one hour to perform.

1st – Blessing of Purification

AP, Shaping

All food and water in a single square within Close (30 ft.) range is purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.

This ritual takes one hour to perform.

1st – Curse Water

Attune (ritual)

Choose one pint of unattended, nonmagical water within Close (30 ft.) range. The target becomes unholy water. Unholy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck good outsider.

This ritual takes one minute to perform.

2nd – Permanent Bless Water

AP

This ritual functions like the *bless water* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently. This ritual takes one hour to perform.

2nd – Permanent Curse Water

AP

This ritual functions like the *curse water* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently. This ritual takes one hour to perform.

3rd – *Enduring Fortification*

AP

This ritual functions like the *blessing of fortification* ritual, except that the effect lasts for one hundred years.

3rd – *Greater Fortification*

Attune (ritual)

This ritual functions like the *blessing of fortification* ritual, except that the **hardness** bonus increases to 10.

5th – *Greater Enduring Fortification*

AP

This ritual functions like the *greater fortification* ritual, except that the effect lasts for one hundred years.

6th – *Supreme Fortification*

Attune (ritual)

This ritual functions like the *blessing of fortification* ritual, except that the **hardness** bonus increases to 15.

Channel Divinity

Invoke divine power to smite foes and gain power.

Schools: Channeling

Mystic Sphere Lists: Divine

Cantrips

Divine Judgment

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Hit: The target takes divine **standard damage**.

Spells

1st – *Faithful Recovery*

Shielding, Swift

Until the end of the round, you gain a **magic bonus** equal to half your **power** to **damage reduction** against **physical** damage. At the end of the round, you regain a spent **recovery action point**.

1st – *Judge Unworthy*

AP

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Hit: The target takes divine **standard damage** +2d.

1st – *Mantle of Faith*

Attune (self), Shielding

You gain a **magic bonus** to equal to your **power** to **damage reduction** against **physical** damage.

You can cast this spell as a **minor action**.

2nd – *Complete Mantle of Faith*

Attune (self)

You gain a **magic bonus** equal to your **power** to **damage reduction** against all damage.

You can cast this spell as a **minor action**.

2nd – *Word of Faith*

AP

Make an attack vs. Mental against all enemies in a Medium (20 ft.) radius from you.

Hit: Each target takes divine **standard damage**.

3rd – *Divine Might*

Attune (self), Shaping, Sizing

You increase your size by one **size category**. This increases your **overwhelm value**, **overwhelm resistance**, and usually increases your **reach** (see Size in Combat, page 14). However, your muscles are not increased fully to match its new size, and your Strength is unchanged.

You can cast this spell as a **minor action**.

4th – *Greater Mantle of Faith*

Attune (self)

This spell functions like the *mantle of faith* spell, except that the bonus is equal to twice your **power**.

5th – *Divine Might, Greater*

Attune (self), Shaping, Sizing

This spell functions like the *divine might* spell, except that you also gain a +2 **magic bonus** to Strength.

5th – *Greater Complete Mantle of Faith*

Attune (self)

This spell functions like the *complete mantle of faith* spell, except that the bonus is equal to twice your **power**.

7th – *Divine Might, Supreme* **Attune** (self), **Shaping, Sizing**
 This spell functions like the *divine might* spell, except that your size is increased by two size categories. You gain a +2 **magic bonus** to Strength to partially match your new size.

Rituals

2nd – *Consecrate* **Attune** (self)
 The area within an Large (50 ft.) radius **zone** from your location becomes sacred to your deity. This has no tangible effects by itself, but some special abilities and monsters behave differently in consecrated areas.
 This ritual takes 24 hours to perform and requires 8 action points from its ritual participants.

4th – *Divine Transit* **AP, Teleportation**
 Choose up to five Medium or smaller willing ritual participants. In addition, choose a destination up to 100 miles away from you on your current plane. Each target is teleported to the temple or equivalent holy site to your deity that is closest to the chosen destination.
 You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.
 This ritual takes 24 hours to perform and requires 32 action points from its ritual participants. It is from the Conjuraton school in addition to the Channeling school.

Chronomancy

Manipulate the passage of time to inhibit foes and aid allies.

Schools: Transmutation

Mystic Sphere Lists: Arcane, Pact

Cantrips

Minor Slow **Temporal**
 Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Hit: The target is **slowed** as a **condition**.

Spells

1st – *Accelerated Recovery* **Swift, Temporal**
 Until the end of the round, you gain a +2 bonus to Reflex defense. At the end of the round, you regain a spent **recovery action point**.

1st – *Haste* **Attune** (target), **Temporal**
 Choose a willing creature within Medium (100 ft.) range. The target gains a +10 foot **magic bonus** to its **base speed**.
 You can cast this spell as a **minor action**.

1st – *Slow* **AP, Temporal**
 Make an attack vs. Mental with a +2 bonus to **accuracy** against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **slowed** as a **condition**.
Critical Hit: the target is **decelerated** as a **condition**.

2nd – *Mental Lag* **AP, Temporal**
 Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **slowed** and **dazed** as two separate **conditions**.
Critical Hit: the target is **decelerated** and **dazed** as two separate **conditions**.

2nd – *Time Hop* **AP, Temporal**
 Choose a Medium or smaller willing creature or unattended object within Medium (100 ft.) range. You send the target into the future, causing it to temporarily cease to exist. When you cast this spell, you choose how many rounds the target ceases to exist for, up to a maximum of five rounds. At the end of the last round, it reappears in the same location where it disappeared.
 The area the target occupied can be physically crossed, but it is treated as an invalid destination for teleportation and other similar magic. When the target reappears, all of its surroundings are adjusted as if the object had retroactively always existed in its space. For example, if the location is occupied by a creature that walked into the area, the creature is relocated to the closest unoccupied space along the path it took to reach the target.
 You can cast this spell as a **minor action**.

3rd – Decelerate**AP, Temporal**

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Miss: You regain the **action point** spent to cast this spell.

Hit: The target is **decelerated** as a **condition**.

Critical Hit: the target is **decelerated** twice as two separate **conditions**.

3rd – Delay Damage**AP, Sustain (minor), Temporal**

When you take damage, half of the damage (rounded down) is not dealt to you immediately. This damage is tracked separately. When the ends, you take all of the delayed damage at once. This damage has no type, and ignores all effects that reduce or negate damage.

You can cast this spell as a **minor action**.

3rd – Greater Haste**Attune (target), Temporal**

Choose a willing creature within Medium (100 ft.) range. The target gains a +30 foot **magic bonus** to its **base speed**, up to a maximum of double its **base speed**. In addition, it gains a +2 **magic bonus** to Reflex defense.

You can cast this spell as a **minor action**.

3rd – Temporal Stasis**Attune (self), Temporal**

Choose a Medium or smaller willing creature within Medium (100 ft.) range. The target is placed into stasis, rendering it unconscious. While in stasis, it cannot take any actions and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way.

This effect normally lasts as long as you **attune** to it, and until the end of the round when you release the attunement. If you use this ability on yourself, it instead lasts for a number of rounds you choose when you cast the spell, up to a maximum of five rounds.

You can cast this spell as a **minor action**.

4th – Temporal Duplicate**AP, Temporal**

Choose a willing creature within Medium (100 ft.) range. You reach into a possible future and create a duplicate of the target. The duplicate is identical in all ways to the target when the spell resolves, except that it has no **legend points**. The target and its duplicate can act during the next round. At the end of that round, the target and its duplicate cease to exist. At the end of the following round, the target reappears in the place where it ceased to exist. If that space is occupied, it appears in the closest unoccupied space.

When the target reappears, its condition is unchanged from when it left, except that it loses all action points, spell points, and all similar resources equal to the amount used by its duplicate. Its hit points, conditions, and all other statistics are unaffected, regardless of any damage or other negative effects suffered by the duplicate. If this would reduce any of the target's resources below 0, it takes physical **standard damage** +4d from the paradox and becomes **stunned** as a **condition**.

You can cast this spell as a **minor action**.

4th – Time Lock**AP, Sustain (minor), Temporal**

Choose a willing creature within Medium (100 ft.) range. You lock the state of the target's body in time. Note the target's hit points, vital damage, and active conditions. If the target dies, this effect ends immediately.

As a **standard action**, you can reach through time to restore the target's state. If you do, the target's hit points, vital damage, and active conditions become identical to what they were when you cast this spell. This does not affect any other properties of the target, such as any resources expended. After you restore the target's state in this way, the spell ends.

You can cast this spell as a **minor action**.

7th – Greater Temporal Duplicate**AP, Temporal**

This spell functions like the *temporal duplicate* spell, except that you can reach up to five minutes into the future to summon the duplicate. When you cast the spell, you choose the length of time before the target disappears. The duplicate still only exists for a single round.

7th – Greater Time Lock**Attune (self), Temporal**

This spell functions like the *time lock* spell, except that the effect is not ended if the target dies, and restoring the target's state can also restore it to life. If the target is restored to life in this way, all of its properties not locked by this spell, such as any resources expended, are identical to what they were when the target died. In addition, this spell has the **Attune** (self) tag instead of the **Sustain** (minor) tag.

7th – Time Stop**AP, Temporal**

You can take two full rounds of actions immediately. During this time, all other creatures and objects are fixed in time, and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way. You can still affect yourself and create areas or new effects.

You are still vulnerable to danger, such as from heat or dangerous gases. However, you cannot be detected by any means while you travel.

After casting this spell, you cannot cast it again until you take a **short rest**.

Rituals**2nd – Gentle Repose****Attune (ritual), Temporal**

Choose an unattended, nonmagical object within Close (30 ft.) range. 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 for effects that require a fresh or intact body. Additionally, this can make transporting a fallen comrade more pleasant.

This ritual takes one minute to perform.

Compel

Bend creatures to your will by controlling their actions.

Schools: Enchantment

Mystic Sphere Lists: Arcane, Divine, Pact

Cantrips

Fall **Compulsion**
Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Hit: The target falls **prone**.

Spells

1st – Collapse **AP, Compulsion**
Make an attack vs. Mental against all enemies in a Medium (20 ft.) radius from you.
Hit: Each target falls **prone**.
Critical Hit: As above, and as a **condition**, each target is unable to stand up. If a target is somehow brought into a standing position, it will immediately fall and become prone again.

1st – Compel Recovery **Compulsion, Swift**
You force your mind and body to rest quickly. Until the end of the round, you gain a +2 bonus to Mental defense. At the end of the round, you regain a spent **recovery action point**.

1st – Dance **AP, Compulsion**
Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: As a **condition**, the target is compelled to dance. It can spend a **move action** to dance, if it is physically capable of dancing. At the end of each round, if the target did not dance during that round, it takes a -2 penalty to **accuracy**, **checks**, and **defenses** as the compulsion intensifies. This penalty stacks each round until the target dances, which resets the penalties to 0.
Critical Hit: As above, except that the target must dance as a **standard action** to reset the penalties, instead of as a move action.

1st – Stay **AP, Compulsion**
Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target falls **prone** and is **slowed** as a **condition**.
Critical Hit: The target falls prone and is **decelerated** as a **condition**.

3rd – Confusion **AP, Compulsion**
Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **disoriented** as a **condition**.
Critical Hit: The target is **confused** as a **condition**.

3rd – Sleep **AP, Compulsion**
Make an attack vs. Mental against a creature within Close (30 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **blinded** as a **condition**.
Critical Hit: The target falls asleep. It cannot be awakened by any means while the spell lasts. After that time, it can wake up normally, though it continues to sleep until it would wake up naturally. This effect lasts as long as you **sustain** it as a **minor action**. However, it is a **condition**, and can be removed by effects which remove conditions.

4th – Discordant Song **AP, Compulsion**
Make an attack vs. Mental against all enemies in a Medium (20 ft.) radius from you.
Hit: Each target is **disoriented** as a **condition**.
Critical Hit: Each target is **confused** as a **condition**.

4th – Dominate **AP, Compulsion**
Make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **confused** as a **condition**.
Critical Hit: The target is **stunned** as a **condition**. As a standard action, you can make an additional attack vs. Mental against the target as long as it remains stunned in this way and is within Medium (100 ft.) range of you. On a hit, the target becomes stunned in the same way as an additional condition, continuing the effect even if the target removed the original condition in the same phase. On a critical hit, the target becomes **dominated** by you as long as you **attune** to this ability.

6th – Irresistible Dance **AP, Compulsion**
This spell functions like the *dance* spell, except that you gain a +4 bonus to accuracy on the attack.

Corruption

Weaken the life force of foes, reducing their combat prowess.

Schools: Vivimancy

Mystic Sphere Lists: Arcane, Divine, Nature, Pact

Cantrips

Sicken **Life**
Make an attack vs. Fortitude against a living creature within Close (30 ft.) range.
Hit: The target is **sickened** as a **condition**.

Spells

1st – Corrupting Recovery **Life**
Make an attack vs. Fortitude against a living creature within Close (30 ft.) range.
Hit: As a **condition**, the target takes a -2 penalty to Fortitude defense. In addition, you regain a spent **recovery action point**.

1st – Miasma **AP, Life**
Make an attack vs. Fortitude against all living enemies within an Medium (20 ft.) radius from you.
Hit: Each target is **sickened** as a **condition**.
Critical Hit: Each target is **nauseated** as a **condition**.

1st – Sickening Decay **AP, Life**
Make an attack vs. Fortitude against a living creature within Close (30 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **sickened** as a **condition**. In addition, it takes life **standard damage** -2d when it takes a **standard action**. It can only take damage in this way once per round.
Critical Hit: The target is **nauseated** as a **condition**. In addition, it takes life **standard damage** when it takes a **standard action**. It can only take damage in this way once per round.

2nd – Pernicious Sickness **AP, Life**
Make an attack vs. Fortitude with a +2 bonus to **accuracy** against a living creature within Medium (100 ft.) range.
Hit: The target is **sickened** as a **condition**.
Critical Hit: The target is **nauseated** as a **condition**.

3rd – Bleed **AP, Life**
This spell functions like the *sickening decay* spell, except that a struck target also begins bleeding as an additional **condition**. At the end of every **action phase** in subsequent rounds, the target takes slashing **standard damage** -1d.

3rd – Corruption of Blood and Bone **AP, Life**
This spell functions like the *sickening decay* spell, except that it gains a +1d bonus to damage. In addition, damage from the spell reduces the target's maximum hit points by the same amount. This hit point reduction is part of the same **condition** as the spell's other effects. When the condition is removed, the target's maximum hit points are restored.

3rd – Crippling Decay **AP, Life**
This spell functions like the *sickening decay* spell, except that a struck target is also **decelerated** as an additional **condition**.

3rd – Eyebite **AP, Life**
Make an attack vs. Fortitude against a living creature within Close (30 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **blinded** as a **condition**.
Critical Hit: The target is **blinded** twice by two separate **conditions**. Both conditions must be removed before the target can see again.

3rd – Greater Miasma **AP, Life**
Make an attack vs. Fortitude against all living enemies within an Medium (20 ft.) radius from you.
Hit: Each target is **nauseated** as a **condition**.
Critical Hit: Each target is **nauseated** twice as two separate **conditions**.

4th – Curse of Decay **AP, Curse**
This spell functions like the *sickening decay* spell, except that the attack is made against Mental defense instead of Fortitude defense. In addition, if the attack critically hits, the spell's effect becomes a permanent curse. It is no longer a condition, and cannot be removed by abilities that remove conditions.

5th – Greater Pernicious Sickness **AP, Life**
This spell functions like the *pernicious sickness* spell, except that the accuracy bonus is increased to +4.

Rituals

2nd – Animate Dead **Attune** (ritual)
Choose any number of corpses within Close (30 ft.) range. The combined levels of all targets cannot exceed your **power**. 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.
This ritual takes one hour to perform.

Cryomancy

Drain heat to injure and freeze foes.

Schools: Evocation

Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Chill **Cold**
Make an attack vs. Fortitude against one creature or object within Medium (100 ft.) range.
Hit: The target takes cold **standard damage**.

Spells

1st – Cone of Cold **AP, Cold**
Make an attack vs. Fortitude against everything in a Medium (20 ft.) cone from you.
Hit: Each target takes cold **standard damage**, and is **fatigued** as a **condition**.

1st – Drain Heat **Cold**
Make an attack vs. Fortitude against one creature within Medium (100 ft.) range.
Hit: The target takes cold **standard damage** –2d. In addition, you regain a spent **recovery action point**.

1st – Frostbite **AP, Cold**
Make an attack vs. Fortitude against one creature or object within Medium (100 ft.) range.
Hit: The target takes cold **standard damage** +2d.

1st – Icecraft **Attune (self), Cold**
Choose a pool of unattended, nonmagical water within Close (30 ft.) range. This spell creates an icy weapon or a suit of icy armor from the target pool of water. You can create any weapon, shield, or body armor that you are proficient with, and which would normally be made entirely from metal, except for heavy body armor. The pool of water targeted must be at least as large as the item you create.

The item functions like a normal item of its type, except that it is more fragile. It has hit points equal to twice your **power**, does not have any **hardness**, and is **vulnerable** to fire damage. If the item would take cold damage, it instead heals that many hit points.

When a creature wearing armor created in this way takes physical damage, cold damage, or fire damage, that damage is also dealt to the armor. Likewise, when a creature wielding a weapon created in this way deals damage with the weapon, that damage is also dealt to the weapon. If the item loses all of its hit points, this effect is **dismissed**.

2nd – Blizzard **AP, Cold**
This spell functions like the *cone of cold* spell, except that the area becomes a Medium (20 ft.) radius from you.

2nd – Cold Snap **AP, Cold**
This spell functions like the *cone of cold* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is supernaturally chilled. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

2nd – Sturdy Icecraft **Attune (self), Cold**
This spell functions like the *icecraft* spell, except that the item created has hit points equal to four times your **power**. In addition, you can create heavy body armor.

3rd – Deep Freeze **AP, Cold**
This spell functions like the *cone of cold* spell, except that it attacks Reflex defense instead of Fortitude defense.

3rd – Freezing Cone **AP, Cold**
This spell functions like the *cone of cold* spell, except that you gain a +1d bonus to damage and each struck target is **exhausted** instead of **fatigued**.

3rd – Greater Cold Snap **AP, Cold**
This spell functions like the *cold snap* spell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

3rd – Greater Frostbite **AP, Cold**
This spell functions like the *frostbite* spell, except that a struck target is also **exhausted** as a **condition**.

4th – Enhanced Icecraft **Attune (self), Cold**
This spell functions like the *sturdy icecraft* spell, except that the item created is magically enhanced. A weapon gains a +1d **magic bonus** to damage with **strikes**, and armor grants a +1 **magic bonus** to the defenses it improves.

4th – Greater Cone of Cold **AP, Cold**
This spell functions like the *cone of cold* spell, except it affects everything in a Large (50 ft.) cone from you and you gain a +1d bonus to damage.

7th – Supreme Cone of Cold **AP, Cold**
This spell functions like the *cone of cold* spell, except it affects everything in a Huge (100 ft.) cone from you and you gain a +2d bonus to damage.

Delusion

Instill false emotions to influence creatures.

Schools: Enchantment

Mystic Sphere Lists: Arcane, Divine, Pact

Cantrips

Cause Fear

Emotion

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Hit: The target is **shaken** by you as a **condition**.

Critical Hit: The target is **frightened** by you as a **condition**.

Spells

1st – Agony

AP, Emotion

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Miss: You regain the **action point** spent to cast this spell.

Hit: The target is inflicted with agonizing pain as a **condition**. It suffers a –2 penalty to Mental defense. In addition, at the end of each **delayed action phase**, if the target took damage that round, it takes **standard damage** –1d. This damage is of all damage types that the target was damaged by during that round.

1st – Enrage

AP, Emotion

Make an attack vs. Mental with a +2 bonus to **accuracy** against a creature within Medium (100 ft.) range.

Hit: As a **condition**, the target is unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon an ally. This cannot prevent it from using the *cleanse* ability.

1st – Fearsome Aura

Attune (self), **Emotion**

You radiate an aura of fear in a Large (50 ft.) radius **emanation**. When you attune to this spell, and at the end of each **action phase** in subsequent rounds, make an attack vs. Mental against all creatures in the area that you did not already attack with this spell.

Hit: Each target is **shaken** by you as a **condition**.

1st – Recovering Calm

Emotion, Swift

You infuse yourself with a sense of calm to help you rest. Un Until the end of the round, you gain a +2 bonus to Mental defense. At the end of the round, you regain a spent **recovery action point**.

1st – Terror

AP, Emotion

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Miss: You regain the **action point** spent to cast this spell.

Hit: The target is **frightened** by you as a **condition**.

Critical Hit: The target is **panicked** by you as a **condition**.

2nd – Charm

Attune (self), **Emotion, Subtle**

Make an attack vs. Mental against a creature within Long (300 ft.) range. If the target thinks that you or your allies are threatening it, you take a –5 penalty to accuracy on the attack.

Hit: The target is **charmed** by you. Any act by you or your apparent allies that threatens or damages the **charmed** person breaks the effect. This effect is automatically **dismissed** after one hour.

Critical Hit: As above, except that the effect is not automatically dismissed.

2nd – Redirected Terror

AP, Emotion

This spell functions like the **terror** spell, except that you also choose a willing ally within the spell's range. The target is afraid of the chosen ally instead of being afraid of you.

3rd – Calm Emotions

AP, Emotion, Sustain (standard)

Make an attack vs. Mental against all creatures within a Large (50 ft.) radius from you.

Hit: Each target has its emotions calmed. The effects of all other **Emotion** abilities on that target are **suppressed**. It cannot take violent actions (although it can defend itself) or do anything destructive. If the target takes damage or feels that it is in danger, this effect is **dismissed**.

4th – Greater Fearsome Aura

Attune (self), **Emotion**

This spell functions like the *fearsome aura* spell, except that a struck target is **frightened** instead of **shaken**.

4th – Inevitable Doom

AP, Emotion

This spell functions like the **terror** spell, except that you gain a +2 bonus to **accuracy**.

4th – Mass Enrage

AP, Emotion

This spell functions like the *enrage* spell, except that it affects all enemies within a Medium (20 ft.) radius.

5th – Amnesiac Charm

Attune (self), **Emotion, Subtle**

This spell functions like the **charm** spell, except that when the spell ends, an affected target forgets all events that transpired during the spell's duration. It becomes aware of its surroundings as if waking up from a daydream. The target is not directly aware of any magical influence on its mind, though unusually paranoid or perceptive creatures may deduce that their minds were affected.

Electromancy

Create electricity to injure and stun foes.

Schools: Evocation

Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Spark **Electricity**
Make an attack vs. Fortitude against everything in a Medium (20 ft.), 5 ft. wide line from you.
Hit: Each target takes electricity **standard damage** –1d.

Spells

1st – Lightning Bolt **AP, Electricity**
Make an attack vs. Fortitude against everything in a Large (50 ft.), 10 ft. wide line from you.
Hit: Each target takes electricity **standard damage**.

1st – Recovering Discharge **Electricity**
You release an uncontrolled burst of electricity as you recover your energy. At the end of the round, you regain a spent **recovery action point**. Make an attack vs. Fortitude against everything adjacent to you.
Hit: Each target takes electricity damage equal to your **power**.

1st – Shocking Grasp **AP, Electricity**
Make an attack vs. Fortitude against one creature or object you **threaten**. You gain a +4 bonus to **concentration** checks to cast this spell.
Hit: The target takes electricity **standard damage** +2d.

2nd – Call Lightning **AP, Electricity**
Make an attack vs. Fortitude against everything in a Large (50 ft.), 5 ft. wide vertical line within Medium (100 ft.) range. If you are outdoors in cloudy or stormy weather, you gain a +2 bonus to **accuracy** with the attack. If this spell has its area increased, such as with the Widened **augment**, only the length of the line increases.
Hit: Each target takes electricity **standard damage** +2d.

2nd – Dynamo **AP, Electricity**
This spell functions like the *lightning bolt* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is continuously filled with electrical pulses. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

2nd – Magnetic **AP, Electricity**
This spell functions like the *lightning bolt* spell, except that you gain a +2 bonus to accuracy against targets wearing metal armor or otherwise carrying or composed of a significant amount of metal.

2nd – Uncontrolled Discharge **AP, Electricity**
Make an attack vs. Fortitude against everything in a Medium (20 ft.) radius from you.
Hit: Each target takes electricity **standard damage**.

3rd – Forked Lightning **AP, Electricity**
This spell functions like the *lightning bolt* spell, except that you gain a +1d bonus to damage. In addition, you create two separate line-shaped areas instead of one. The two areas can overlap, but targets in the overlapping area are only affected once.

3rd – Greater Dynamo **AP, Electricity**
This spell functions like the *dynamo* spell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

3rd – Magnetic Blade **Attune** (target), **Electricity**
Choose a willing creature within Close (30 ft.) range. Metal weapons wielded by the target gain a +2 **magic bonus** to **accuracy** against targets wearing metal armor or otherwise carrying or composed of a significant amount of metal.
You can cast this spell as a **minor action**.

3rd – Shocking Bolt **AP, Electricity**
This spell functions like the *lightning bolt* spell, except that each struck target is also **dazed** as a **condition**.

4th – Chain Lightning **AP, Electricity**
Make an attack vs. Fortitude against one creature or object within Medium (100 ft.) range.
Hit: The target takes electricity **standard damage** +3d. In addition, make an additional attack vs. Fortitude against any number of creatures in a Medium (20 ft.) radius from the struck target.
Hit: Each secondary target takes electricity **standard damage** +1d.

6th – Greater Magnetic Blade **Attune** (self), **Electricity**
This spell functions like the *magnetic blade* spell, except that the bonus is increased to +3.

6th – Stunning Bolt **AP, Electricity**
This spell functions like the *lightning bolt* spell, except that each struck target is also **stunned** as a **condition**.

Fabrication

Create objects to damage and impair foes.

Schools: Conjuratation

Mystic Sphere Lists: Arcane, Pact

Cantrips

Acid Splash **AP, Acid, Manifestation**
Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.
Hit: The target takes acid **standard damage**.

Fabricate Trinket **Attune** (self), **Manifestation**
You make a Craft check to create an object of Tiny size or smaller. The object appears in your hand or at your feet. It must be made of nonliving, nonmagical, nonreactive vegetable matter, such as wood or cloth.

Spells

1st – Acid Orb **AP, Acid, Manifestation**
Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.
Hit: The target takes acid **standard damage** +2d.

1st – Forge **Attune** (self)
Choose a type of weapon or shield that you are proficient with. You create a normal item of that type anywhere within Close (30 ft.) range.
The item cannot be constructed of any magical or extraordinary material. It is sized appropriately for you, up to a maximum of a Medium size item.

2nd – Greater Forge **Attune** (self)
This spell functions like the *forge* spell, except that you can also create any type of body armor you are proficient with. If you create body armor, you can create it already equipped to a willing creature within range.

2nd – Poison **AP, Manifestation, Poison**
Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.
Hit: The target takes poison **standard damage** +1d and is poisoned as a **condition**. If the target is poisoned, repeat this attack at the end of each **action phase** after the first round. On the second hit, the target takes poison **standard damage** and becomes **sickened**. On the third hit, the target takes poison **standard damage** +2d and becomes **nauseated** instead of sickened. After the third hit, no further attacks are made, but the target remains nauseated until the condition is removed.

2nd – Web **AP, Manifestation, Sustain** (minor)
You fill a Small (10 ft.) radius **zone** in Close (30 ft.) range with webs. The webs make the area **difficult terrain**. Each 5-ft. square of webbing has hit points equal to your **power**, and is **vulnerable** to fire.

In addition, you make an attack vs. Reflex against all Large or smaller creatures in the area when the spell is cast.

Hit: Each target is **immobilized** as long as it has webbing from this ability in its space.

3rd – Corrosive Orb **AP, Acid, Manifestation**
This spell functions like the *acid orb* spell, except that you gain a +1d bonus to damage and it deals double damage to objects.

3rd – Lingering Acid Orb **AP, Acid, Manifestation**
This spell functions like the *acid orb* spell, except that the acid lingers on a struck target. At the end of each **action phase** in subsequent rounds, the target takes acid **standard damage**. This is a **condition**, and lasts until removed.

3rd – Meteor **AP, Manifestation**
You create a meteor in midair within Medium (100 ft.) range that falls to the ground, crushing foes in its path. The meteor takes up a Medium (20 ft.) radius, and must be created in unoccupied space. After being summoned, it falls up to 100 feet before disappearing. Make an attack vs. Armor against everything in its path.
Hit: Each target takes bludgeoning and fire **standard damage**.

3rd – Reinforced Webbing **AP, Manifestation, Sustain** (minor)
This spell functions like the *web* spell, except that each 5-ft. square of webbing gains additional hit points equal to your **power**. In addition, the webs are no longer **vulnerable** to fire damage.

5th – Meteor Storm **AP, Manifestation**
This spell functions like the *meteor* spell, except that you can create up to five different meteors within Long (300 ft.) range. The areas affected by two different meteors cannot overlap. If one of the meteors is created in an invalid area, that meteor is not created, but the others are created and dealt their damage normally.

Rituals

2nd – Create Sustenance **AP, Creation**
Choose an unoccupied square within Close (30 ft.) range. This ritual creates food and drink in that square that is sufficient to sustain two Medium creatures per **power** for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.
This ritual takes one hour to perform.

2nd – Manifest Object **Attune** (ritual), **Manifestation**
Make a Craft check to create an object of Small size or smaller. The object appears out of thin air in an unoccupied square within Close (30 ft.) range. It must be made of nonliving, nonmagical, nonreactive vegetable matter, such as wood or cloth.
This ritual takes one hour to perform.

Glamer

Change how creatures and objects are perceived.

Schools: Illusion

Mystic Sphere Lists: Arcane

Cantrips

Assist Disguise

Sensation, Visual

Choose a willing creature within Close (30 ft.) range. If the target is disguised as another creature, it gains a +2 **magic bonus** to the result of the disguise.

Blur Weapon

Sensation, Visual

Choose a willing creature within Close (30 ft.) range. The target's weapons become blurred and harder to see, making its attacks harder to avoid. On the next melee **strike** the target makes, it rolls twice and takes the higher result. This effect ends at the end of the next round if the target has not made a strike by that time.

This effect provides no offensive benefit against creatures immune to **Visual** abilities.

Spells

1st – *Blur*

Attune (target), **Sensation, Visual**

Choose a willing creature within Medium (100 ft.) range. The target's physical outline is distorted so it appears blurred, shifting, and wavering. It gains a +1 **magic bonus** to Armor defense and Stealth (see Stealth, page 91). This effect provides no defensive benefit against creatures immune to **Visual** abilities.

You can cast this spell as a **minor action**.

1st – *Hidden Blade*

AP, Sensation, Visual

You can only cast this spell during the **action phase**. Choose a willing creature within Close (30 ft.) range. The target's weapons become invisible, and its hands are blurred. On the next melee **strike** the target makes, the attack roll automatically **explodes**, as if the target was **unaware** of the attack. This effect ends at the end of the current round if the target has not made a strike by that time. The target is not actually **unaware** of the attack, and this does not work with abilities that have effects if the target is unaware of attacks.

This effect provides no offensive benefit against creatures immune to **Visual** abilities.

1st – *Recovering Blur*

Sensation, Swift, Visual

Your image blurs as you focus your magical energy on recovering. Until the end of the round, you gain a +1 bonus to Armor defense. At the end of the round, you regain a spent **recovery action point**.

1st – *Suppress Light*

Attune (self), **Light, Sensation**

Choose a Small or smaller unattended object within Close (30 ft.) range. This spell suppresses light in a Medium (20 ft.) radius **emanation** from the target. Light within or passing through the area is dimmed to be no brighter than shadowy illumination. Any object or effect which blocks light also blocks this spell's **emanation**.

2nd – *Disguise Image*

Attune (target), **Sensation, Visual**

Choose a willing creature within Close (30 ft.) range. You make a Disguise check to alter the target's appearance (see Disguise Creature, page 80). 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.

2nd – *Mirror Image*

Attune (target), **Sensation, Visual**

Choose a willing creature within Close (30 ft.) range. 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 physical attacks** against the target have a 50% miss chance. When an attack misses in this way, it affects an image, destroying it. This ability provides no defensive benefit against creatures immune to **Visual** abilities.

3rd – *Shadow Mantle*

Attune (target), **Sensation, Visual**

This spell functions like the *blur* spell, except that the spell's deceptive nature extends beyond altering light to affect the nature of reality itself. The defense bonus it provides applies to all defenses. In addition, the spell loses the **Visual** tag, and can protect against attacks from creatures immune to Visual abilities.

4th – *Greater Mirror Image*

Attune (target), **Sensation, Visual**

This spell functions like the *mirror image* spell, except that destroyed images can reappear. At the end of each **action phase**, one destroyed image reappears, to a maximum of four images.

6th – *Displacement*

Attune (target), **Sensation, Visual**

Choose a willing creature within Medium (100 ft.) range. The target's image appears to be two to three feet from its real location. **Targeted physical attacks** against the target suffer a 50% miss chance. This ability provides no defensive benefit against creatures immune to **Visual** abilities.

Rituals

1st – *Magic Mouth*

Attune (ritual), **Sensation**

Choose a Large or smaller willing creature or unattended object within Close (30 ft.) range. In addition, choose a triggering condition and a message of twenty-five words or less. The condition must be something that a typical human in the target's place could detect.

When the triggering condition occurs, the target appears to grow a magically animated mouth. The mouth speaks the chosen message aloud. After the message is spoken, this effect is **dismissed**.

This ritual takes one minute to perform.

Photomancy

Create bright light to blind foes and illuminate your surroundings.

Schools: Illusion

Mystic Sphere Lists: Arcane, Divine, Nature, Pact

Cantrips

Flash

Light, Sensation, Visual

Make an attack vs. Fortitude against one creature, object, or location within Medium (100 ft.) range. Bright light illuminates a 100 foot radius around the target until the end of the round.

Hit: The target is **dazzled** as a **condition**.

Critical Hit: As above, and target is also **dazed** as an additional **condition**.

Illuminate

Light, Sensation, Visual

Choose a location within Medium (100 ft.) range. A glowing light appears in midair in the chosen location. It casts bright light in a 20 foot radius and dim light in a 40 foot radius. This effect lasts until you use it again or until you **dismiss** it as a **free action**.

Spells

1st – Flare

AP, Light, Sensation, Visual

A burst of light fills a Small (10 ft.) radius within Medium (100 ft.) range of you. Bright light illuminates a 100 foot radius around the area until the end of the round. Make an attack vs. Fortitude against all creatures in the source area.

Hit: Each target is **dazzled** as a **condition**.

Critical Hit: As above, and target is also **dazed** as an additional **condition**.

1st – Recovering Illumination

Light, Sensation, Visual

Until the end of the round, you radiate bright light in a 20 foot radius and dim light in a 40 foot radius. At the end of the round, you regain a spent **recovery action point**.

2nd – Faerie Fire

AP, Light, Sensation, Visual

This spell functions like the *flare* spell, except that each struck target is surrounded with a pale glow made of hundreds of ephemeral points of light. This causes the struck target to radiate bright light in a 5 foot radius, as a candle. The lights impose a –10 penalty to the Stealth skill. 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.

2nd – Illuminating

AP, Light, Sensation, Visual

This spell functions like the *flare* spell, except that it gains the **Sustain** (minor) tag. The area affected by the spell becomes an illuminated **zone**. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

3rd – Flashbang

AP, Light, Sensation, Visual

This spell functions like the *flare* spell, except that an intense sound accompanies the flash of light caused by the spell. Each struck target is also **deafened** as an additional **condition**. This spell gains the **Auditory** tag in addition to the tags from the *flare* spell.

3rd – Pillars of Light

AP, Light, Sensation, Visual

This spell functions like the *flare* spell, except that you gain a +1 bonus to **accuracy**. In addition, it affects up to five different Small (10 ft.) radius, 50 ft. tall cylinders within range. The areas can overlap, but targets in the overlapping area are only affected once.

4th – Blinding

AP, Light, Sensation, Visual

This spell functions like the *flare* spell, except that each struck target is **blinded** instead of **dazzled**.

4th – Kaleidoscopic

AP, Compulsion, Light, Sensation, Visual

Pattern

This spell creates a brilliant, rapidly shifting rainbow of lights in a Small (10 ft.) radius within Medium (100 ft.) range of you. They illuminate a 100 foot radius around the area with bright light until the end of the round. Make an attack vs. Mental against all creatures in the source area.

Hit: Each target is **disoriented** as a **condition**.

Critical Hit: Each target is **confused** as a **condition**.

4th – Solar Flare

AP, Light, Sensation, Visual

This spell functions like the *flare* spell, except that you gain a +2 bonus to **accuracy**. In addition, the light is treated as being natural sunlight for the purpose of abilities. This can allow it to destroy vampires and have similar effects.

7th – Greater Solar Flare

AP, Light, Sensation, Visual

This spell functions like the *solar flare* spell, except that the accuracy bonus is increased to +4.

Rituals

1st – Mobile Light

Attune (ritual), **Light, Sensation**

Choose a Medium or smaller willing creature or unattended object within Close (30 ft.) range. The target glows like a torch, shedding bright light in a Medium (20 ft.) radius (and dim light for an additional 20 feet).

This ritual takes one minute to perform.

2nd – Permanent Light

AP, Light, Sensation

This ritual functions like the *light* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently. This ritual takes 24 hours to perform, and it requires 8 action points from its participants.

Polymorph

Change the physical forms of objects and creatures.

Schools: Transmutation

Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Twist Body

Shaping

Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.

Hit: The target takes physical **standard damage**.

Alter Object

Shaping

Choose an unattended, nonmagical object you can touch. You make a Craft check to alter the target (see Craft, page 75), except that you do not need any special tools to make the check (such as an anvil and furnace). The maximum hardness of a material you can affect with this ability is equal to your **power**.

Each time you use this ability, you can accomplish work that would take up to five minutes with a normal Craft check.

Spells

1st – *Baleful Polymorph*

AP, Shaping

Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.

Hit: The target takes physical **standard damage** +2d.

1st – *Fortifying Recovery*

Shaping, Swift

Until the end of the round, you gain a +2 bonus to Fortitude defense. At the end of the round, you regain a spent **recovery action point**.

1st – *Shrink*

Attune (target), Shaping, Sizing

Choose a willing creature within Close (30 ft.) range. The target's size decreases by one size category, to a minimum of Tiny. This decreases its Strength by 2 and usually decreases its **reach** (see Size in Combat, page 14).

You can cast this spell as a **minor action**.

1st – *Spider Climb*

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a **climb speed** equal to its **base speed**. In addition, it gains a +5 bonus to Climb checks to climb on ceilings and similar surfaces.

2nd – *Alter Appearance*

Attune (target), Shaping

Choose a Large or smaller willing creature within Close (30 ft.) range. You make a Disguise check to alter the target's appearance (see Disguise Creature, page 80). You gain a +5 bonus on the check, and you ignore penalties for changing the target's gender, species, subtype, or age. However, this effect is unable to alter the target's clothes or equipment in any way.

You can cast this spell as a **minor action**.

2nd – *Barkskin*

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a **magic bonus** equal to your **power** to **damage reduction** against damage dealt by **physical attacks**. In addition, it is **vulnerable** to fire damage.

You can cast this spell as a **minor action**.

3rd – *Craft Object*

AP, Shaping

Choose any number of unattended, nonmagical objects within Close (30 ft.) range. You make a Craft check to transform the targets into a new item (or items) made of the same materials. 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.

You can apply the Giant **augment** to this spell. If you do, it increases the maximum size of all targets combined.

3rd – *Enlarge*

Attune (target), Shaping, Sizing

Choose a Large or smaller willing creature within Close (30 ft.) range. The target's size increases by one size category. This increases its **overwhelm value**, **overwhelm resistance**, and usually increases its **reach** (see Size in Combat, page 14). However, the target's muscles are not increased fully to match its new size, and its Strength is unchanged.

You can cast this spell as a **minor action**.

3rd – *Stoneskin*

Attune (target)

Choose a willing creature within Close (30 ft.) range. The target gains a **magic bonus** equal to your **power** to **damage reduction** against damage dealt by **physical attacks**, except for damage from adamantine weapons.

You can cast this spell as a **minor action**.

4th – *Greater Baleful Polymorph*

AP, Shaping

This spell functions like the *baleful polymorph* spell, except that you gain a +1 bonus to **accuracy** and a struck target is **sickened** as a **condition**.

4th – *Greater Shrink*

Attune (target), Shaping, Sizing

This spell functions like the *shrink* spell, except that the target's size decreases by two size categories, to a minimum of Diminutive.

4th – *Regeneration*

Attune (target)

Choose a willing creature within Close (30 ft.) range. At the end of each round, the target heals hit points equal to your **power**.

5th – *Disintegrate*

AP, Shaping

Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.

Hit: The target takes physical **standard damage** +4d. In addition, if the target has no hit points remaining, it dies. Its body is completely disintegrated, leaving behind only a pinch of fine dust. Its equipment is unaffected.

5th – *Enlarge, Greater*

Attune (target), Shaping, Sizing

This spell functions like the *enlarge* spell, except that the target gains a +2 **magic bonus** to Strength to match its new size.

6th – *Ironskin*

Attune (target)

This spell functions like the *stoneskin* spell, except that the bonus is equal to twice your **power**.

7th – *Enlarge, Supreme*

Attune (target), Shaping, Sizing

This spell functions like the *enlarge* spell, except that the target's size is increased by two size categories. It gains a +2 **magic bonus** to Strength to partially match its new size.

7th – Greater Regeneration**Attune** (target)

This spell functions like the *regeneration* spell, except that the healing is equal to twice your **power**.

7th – Supreme Baleful Polymorph**AP, Shaping**

This spell functions like the *baleful polymorph* spell, except that you gain a +2 bonus to **accuracy** and a struck target is **nauseated** as a **condition**.

6th – Supreme Fortify**Attune** (ritual)

This ritual functions like the *fortify* ritual, except that the **hardness** bonus increases to 15.

Rituals**1st – Fortify****Attune** (ritual)

Choose an unattended, nonmagical object or part of an object of up to Large size. Unlike most abilities, this ritual can affect individual parts of a whole object.

The target gains a +5 **magic bonus** to **hardness**. If the target is moved, this effect ends. Otherwise, it lasts for one year.

This ritual takes one hour to perform.

1st – Mending**AP, Shaping**

Choose an unattended object within Close (30 ft.) range. The target is healed for hit points equal to **standard damage** +2d.

This ritual takes one minute to perform.

1st – Purify Sustenance**AP, Shaping**

All food and water in a single square within Close (30 ft.) range is purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.

This ritual takes one hour to perform.

3rd – Enduring Fortify**AP**

This ritual functions like the *fortify* ritual, except that the effect lasts for one hundred years.

3rd – Greater Fortify**Attune** (ritual)

This ritual functions like the *fortify* ritual, except that the **hardness** bonus increases to 10.

3rd – Ironwood**AP, Shaping**

Choose a Small or smaller unattended, nonmagical wooden object within Close (30 ft.) range. The target is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as iron. Metallic armor and weapons, such as full plate, can be crafted from ironwood.

This ritual takes 24 hours to perform.

5th – Awaken**AP**

Choose a Large or smaller willing animal within Close (30 ft.) range. 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 of your choice. Its maximum age increases to that of a human (rolled secretly). This effect is permanent.

This ritual takes 24 hours to perform, and requires 50 action points from its participants. It can only be learned with the nature **magic source**.

5th – Greater Enduring Fortify**AP**

This ritual functions like the *greater fortify* ritual, except that the effect lasts for one hundred years.

Pyromancy

Create fire to incinerate foes.

Schools: Evocation

Mystic Sphere Lists: Arcane, Fire, Nature, Pact

Cantrips

Personal Torch

Fire

You create a flame in your hand. You can create it at any intensity, up to a maximum heat equivalent to a burning torch. At its most intense, it sheds bright light in a 20 foot radius and dim light in a 40 foot radius. If you touch a creature or object with it, the target takes fire **standard damage** -2d. This effect lasts until you use it again or until you **dismiss** it as a **free action**.

Scorch

Fire

Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.

Hit: The target takes fire **standard damage**.

Spells

1st – Firebolt

AP, Fire

Make an attack vs. Armor against one creature within Medium (100 ft.) range.

Hit: The target takes fire **standard damage** +2d.

1st – Fireburst

AP, Fire

Make an attack vs. Armor against everything in a Small (10 ft.) radius within Close (30 ft.) range.

Hit: Each target takes fire **standard damage**.

1st – Recovering Scorch

Fire

Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.

Hit: The target takes fire **standard damage** -2d. In addition, you regain a spent **recovery action point** at the end of the round.

2nd – Blast Furnace

AP, Fire

This spell functions like the *fireburst* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is continuously engulfed in flames. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

2nd – Burning Hands

AP, Fire

Make an attack vs. Armor against everything in a Large (50 ft.) cone from you.

Hit: Each target takes fire **standard damage**.

2nd – Fearsome Flame

AP, Emotion, Fire

This spell functions like the *fireburst* spell, except that the attack result is also compared to each target's Mental defense.

Hit: Each target is **shaken** by you as a **condition**.

2nd – Flame Blade

Attune (target), **Fire**

Choose a willing creature within Close (30 ft.) range. Weapons wielded by the target gain a +1d **magic bonus** to damage with **strikes**. In addition, all damage dealt with strikes using its weapons becomes fire damage in addition to the attack's normal damage types.

You can cast this spell as a **minor action**.

2nd – Ignition

AP, Fire

This spell functions like the *fireburst* spell, except that each struck target is also **ignited** as a **condition**. This condition can be removed if the target makes a **DR** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

2nd – Wall of Fire

Attune (self), **Fire**

You create a wall of fire in a 10 ft. high, Large (50 ft.) line within Medium (100 ft.) range. The flames and heat make it difficult to see through the wall, granting **concealment** to targets on the opposite side of the wall. When a creature passes through the wall, you make an attack vs. Armor against that creature. You can only make an attack in this way against a given creature once per **phase**.

Hit: The target takes fire **standard damage**.

Each five-foot square of wall has hit points equal to twice your **power**, and all of its defenses are 0. It is immune to most forms of attack, but it can be destroyed by **cold damage** and similar effects that can destroy water.

3rd – Fireball

AP, Fire

Make an attack vs. Armor against everything in a Medium (20 ft.) radius within Medium (100 ft.) range.

Hit: Each target takes fire **standard damage**.

3rd – Flame Serpent

AP, Fire

Make an attack vs. Armor against everything in a Large (50 ft.), 5 ft. wide shapeable line within Medium (100 ft.) range.

Hit: Each target takes fire **standard damage**.

3rd – Greater Blast Furnace

AP, Fire

This spell functions like the *blast furnace* spell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

3rd – Inferno

AP, Fire

Make an attack vs. Armor against everything in a Large (50 ft.) radius from you.

Hit: Each target takes fire **standard damage**.

3rd – Superheated Fireburst

AP, Fire

This spell functions like the *fireburst* spell, except that it attacks Reflex defense instead of Armor defense.

4th – Flame Aura

Attune (target), **Fire**

Choose a willing creature within Close (30 ft.) range. Heat constantly radiates in a Medium (20 ft.) radius **emanation** from the target. At the end of each **action phase**, make an attack vs. Armor against everything in the area.

Hit: Each target takes fire **standard damage** -2d.

You can cast this spell as a **minor action**. In addition, you can apply the Widened **augment** to this spell. If you do, it increases the area of the **emanation**.

4th – Greater Ignition

AP, Fire

This spell functions like the *fireburst* spell, except that each target hit is also **ignited** as a **condition**. In addition, the ignited effect deals fire **standard damage** -2d instead of the normal 1d6 fire damage each round.

5th – Greater Inferno**AP, Fire**

This spell functions like the *inferno* spell, except that it affects everything in a 200 ft. radius from you.

6th – Greater Fireball**AP, Fire**

Make an attack vs. Armor against everything in a Large (50 ft.) radius within Long (300 ft.) range.

Hit: Each target takes fire **standard damage** +1d.

6th – Supreme Ignition**AP, Fire**

This spell functions like the *greater ignition* spell, except that the condition must be removed twice before the effect ends.

Revelation

Share visions of the present and future, granting insight or combat prowess.

Schools: Divination

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips**Precognitive Strike****Swift**

Choose a willing creature within Close (30 ft.) range. If the target makes a **strike** during the current phase, it rolls twice and takes the higher result. If you cast this spell on yourself, it affects the first strike you make until the end of the next round.

Spells**1st – Boon of Mastery****Attune** (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +2 **magic bonus** to all skills.

1st – Precognitive Defense**Attune** (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +1 **magic bonus** to Armor defense and Reflex defense.

1st – Precognitive Recovery**Swift**

Until the end of the round, you gain a +1 bonus to Armor defense. At the end of the round, you regain a spent **recovery action point**.

1st – True Strike**AP, Swift**

Choose a willing creature within Close (30 ft.) range. If the target makes a **strike** during the current phase, it gains a +4 bonus to **accuracy** and rolls twice and takes the higher result. If you cast this spell on yourself, it affects the first strike you make until the end of the next round.

2nd – Boon of Knowledge**Attune** (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +4 **magic bonus** to all Knowledge skills (see Knowledge, page 83).

2nd – Boon of Many Eyes**Attune** (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +1 **magic bonus** to **overwhelm resistance**.

2nd – Discern Lies**Attune** (self), **Detection**

Make an attack vs. Mental against a creature within Medium (100 ft.) range.

Hit: You know when the target deliberately and knowingly speaks a lie. This ability does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

2nd – Precognitive Offense**Attune** (target)

Choose a willing creature within Close (30 ft.) range. The target gains a +1 **magic bonus** to **accuracy** with all attacks.

You can cast this spell as a **minor action**.

3rd – Greater True Strike**AP**

This spell functions like the *true strike* spell, except that the bonus is increased to +6.

3rd – Third Eye **Attune** (target)
Choose a willing creature within Close (30 ft.) range. The target gains **blindsight** with a 50 foot range. This can allow it to see perfectly without any light, regardless of concealment or invisibility.

4th – Greater Boon of Mastery **Attune** (target)
This spell functions like the *boon of mastery* spell, except that the bonus is increased to +4.

4th – Greater Precognitive Defense **Attune** (target)
This spell functions like the *precognitive defense* spell, except that the bonus is increased to +2.

5th – Greater Precognitive Offense **Attune** (target)
This spell functions like the *precognitive offense* spell, except that the bonus is increased to +2.

5th – Supreme True Strike **AP**
This spell functions like the *true strike* spell, except that the bonus is increased to +8.

7th – Supreme Precognitive Defense **Attune** (target)
This spell functions like the *precognitive defense* spell, except that bonus is increased to +3.

Rituals

1st – Read Magic **Attune** (ritual)
You gain the ability to decipher magical inscriptions that would otherwise be unintelligible. This can allow you to read ritual books and similar objects created by other creatures. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.
This ritual takes one minute to perform.

2nd – Seek Legacy **AP**
Choose a willing ritual participant. The target learns the precise distance and direction to their **legacy item**, if it is on the same plane.
This ritual takes 24 hours to perform, and requires 8 action points from its ritual participants.

3rd – Sending **AP, Sustain** (standard)
Choose a creature on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the ritual may simply fail.

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 the the target receives the message, it may reply with a message of the same length as long as the ritual's effect continues. Once it speaks twenty-five words, or you stop sustaining the effect, the ritual is **dismissed**.

This ritual takes one hour to perform.

3rd – Telepathic Bond **Attune** (ritual; see text)
Choose up to five willing ritual participants. Each target can communicate mentally through telepathy with each other target. This communication is instantaneous, though it cannot reach more than 100 miles or across planes.

Each target must attune to this ritual independently. If a target breaks its attunement, it stops being able to send and receive mental messages with other targets. However, the effect continues as long as at least one target attunes to it. If you **dismiss** the ritual, the effect ends for all targets.

This ritual takes one minute to perform.

4th – Discern Location **AP**
Choose a creature or object on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, you must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. You learn the location (place, name, business name, or the like), community, country, and continent where the target lies. If there is no corresponding information about an aspect of the target's location, such as if the target is in a location which is not part of a recognized country, you learn only that that that aspect of the information is missing.

This ritual takes 24 hours to perform, and it requires 32 action points from its participants.

5th – Long-Distance Bond **Attune** (ritual; see text)
This ritual functions like the *telepathic bond* ritual, except that the effect works at any distance. The communication still does not function across planes.

6th – Interplanar Discern Location **AP**
This ritual functions like the *discern location* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *discern location* ritual.

This ritual takes 24 hours to perform, and it requires 72 action points from its participants.

6th – Interplanar Sending **AP, Sustain** (standard)
This ritual functions like the *sending* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *sending* ritual.

7th – Planar Bond **Attune** (ritual; see text)
This ritual functions like the *telepathic bond* ritual, except that the effect works at any distance and across planes. It gains the **Planar** tag in addition to the tags from the *telepathic bond* ritual.

Scry

See and hear at great distances.

Schools: Divination

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips

Remote Sensing **Scrying, Sustain** (minor)
This cantrip functions like the *arcane eye* spell, except that it gains the **Sustain** (minor) tag in place of the **Attune** (self) tag.”, In addition, the sensor cannot be moved after it is originally created.

Spells

1st – Alarm **Attune** (self), **Scrying**
A **scrying sensor** appears floating in the air in an unoccupied square within Medium (100 ft.) range. The sensor passively observes its surroundings. If it sees a creature or object of Tiny size or larger moving within 50 feet of it, it will trigger a mental “ping” that only you can notice. You must be within 1 mile of the sensor to receive this mental alarm. This mental sensation is strong enough to wake you from normal sleep, but does not otherwise disturb concentration.

1st – Arcane Eye **Attune** (self), **Scrying**
A **scrying sensor** appears floating in the air in an unoccupied square within Medium (100 ft.) range. At the start of each round, you choose whether you see from this sensor or from your body.

While viewing through the sensor, your visual acuity is the same as your normal body, 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**.

If undisturbed, the sensor floats in the air in its position. As a **minor action**, you can concentrate to move the sensor up to 30 feet in any direction, even vertically. At the end of each round, if the sensor is does not have **line of effect** from you, it is destroyed.

2nd – Accelerated Eye **Attune** (self), **Scrying**
This spell functions like the *arcane eye* spell, except that the sensor moves up to 100 feet when moved instead of up to 30 feet.

2nd – Auditory Eye **Attune** (self), **Scrying**
This spell functions like the *arcane eye* spell, except that you can you can also hear through the sensor. 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.

2nd – Greater Alarm **Attune** (self), **Scrying**
This spell functions like the *alarm* spell, except that the sensor gains 100 ft. **darkvision** and its Awareness bonus is equal to your **power**.

2nd – Reverse Scrying **Attune** (self), **Scrying**
Choose a magical sensor within Medium (100 ft.) range. A new scrying sensor appears at the location of the source of the the ability that created the target sensor. This sensor functions like the sensor created by the *autonomous eye* spell, except that the sensor cannot move.

3rd – Autonomous Eye **Attune** (self), **Scrying**
This spell functions like the *arcane eye* spell, except that the sensor is not destroyed when it loses **line of effect** to you.

3rd – Twin Eye **Attune** (self), **Scrying**
This spell functions like the *arcane eye* spell, except that you constantly receive sensory input from both your body and the sensor. This allows you to see simultaneously from your body and from the sensor.

4th – Penetrating Eye **Attune** (self), **Scrying**
This spell functions like the *autonomous eye* spell, except that you do not need **line of sight** or **line of effect** to target a location. You must specify a distance and direction to target a location you cannot see. This can allow you to cast the spell beyond walls and similar obstacles. As normal, if the intended location is occupied or otherwise impossible, the spell is **miscast**.

Rituals

4th – Scry Creature **AP, Scrying**
Make an attack vs. Mental against a creature on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the spell may simply be **miscast**. This attack roll cannot **explode**.

Hit: A scrying sensor appears in the target’s space. This sensor functions like the sensor created by the *arcane eye* spell, except that you cannot move the sensor manually. Instead, it automatically tries to follow the target to stay in its space. At the end of each phase, if the sensor is not in the target’s space, this effect is **dismissed**.

This ritual takes one hour to perform.

7th – Interplanar Scry Creature **AP, Scrying**
This ritual functions like the *scry creature* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *scry creature* ritual.

Summon

Summon creatures to fight with you.

Schools: Conjuratation

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips

Sustained Summoning **Manifestation, Sustain** (standard)
This cantrip functions like the *summon monster* spell, except that it has the **Sustain** (standard) tag instead of the **Attune** (self) tag.

Spells

1st – Summon Monster **Attune** (self), **Manifestation**
You summon a creature in an unoccupied square on stable ground within Medium (100 ft.) range. 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's statistics are unchanged. It has hit points equal to twice your **power**. All of its defenses are equal to your 4 + your level, and its **land speed** is equal to 30 feet. It does not have any **action points**. If a summoned creature has no hit points remaining at the end of a phase, it disappears.

Each round, you can choose the creature's actions by mentally commanding it. 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 **accuracy**. If it hits, it deals **standard damage** –1d. 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.

If you do not command the creature's actions, it will continue to obey its last instructions if possible or do nothing otherwise.

2nd – Summon Bear **Attune** (self), **Manifestation**
This spell functions like the *summon monster* spell, except that 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.

2nd – Summon Mount **Attune** (target), **Manifestation**
This spell functions like the *summon monster* spell, except that you must also choose a willing creature within Medium (100 ft.) range to ride the summoned creature. In addition, the summoned creature appears to be either a Large horse or a Medium pony. It comes with a bit and bridle and a riding saddle, and will only accept the target as a rider. It has the same statistics as a creature from the *summon monster* spell, except that it follows its rider's directions to the extent that a well-trained horse would and it cannot attack.

3rd – Summon Bird **Attune** (self), **Manifestation**
This spell functions like the *summon monster* spell, except that the creature appears to be a bird. It has a 30 foot **fly speed**.

4th – Summon Flying Mount **Attune** (target), **Manifestation**
This spell functions like the *summon mount* spell, except that the summoned creature appears to be either a Large or Medium pegasus. It has a 30 foot **fly speed**.

4th – Summon Wolfpack **Attune** (self), **Manifestation**
This spell functions like the *summon monster* spell, except that it summons a pack of four wolf-shaped creatures instead of a single creature. Each creature has a –2 penalty to **accuracy** and **defenses** compared to a normal summoned creature. You must command the creatures as a group, rather than as individuals. Each creature obeys your command to the extent it can.

Rituals

2nd – Ritual Mount **Attune** (ritual), **Manifestation**
Choose a willing creature within Close (30 ft.) range. This ritual summons your choice of a Large light horse or a Medium pony to serve as a mount. The creature appears in an unoccupied location within Close (30 ft.) range. It comes with a bit and bridle and a riding saddle, and will only accept the target as a rider. It has the same statistics as a creature from the *summon monster* spell, except that it follows its rider's directions to the extent that a well-trained horse would and it cannot attack.

Telekinesis

Manipulate creatures and objects at a distance.

Schools: Evocation

Mystic Sphere Lists: Arcane, Pact

Cantrips

Distant Hand

Sustain (standard)

Choose a Medium or smaller unattended object within Close (30 ft.) range. You can move it up to five feet in any direction within range, using your **power** instead of your Strength to determine your maximum carrying capacity.

In addition, you can manipulate the target as if you were holding it in your hands. Any attacks you make with the object or checks you make to manipulate the object have a maximum bonus equal to your **power**.

Telekinetic Compression

Make an attack vs. Mental against one creature or object within Medium (100 ft.) range.

Hit: The target takes bludgeoning **standard damage**.

Spells

1st – *Recovering Compression*

Make an attack vs. Mental against one creature or object within Medium (100 ft.) range.

Hit: The target takes bludgeoning **standard damage** –2d. In addition, you regain a spent **recovery action point**.

1st – *Telekinetic Crush*

AP

Make an attack vs. Mental against one creature or object within Medium (100 ft.) range.

Hit: The target takes bludgeoning **standard damage** +2d.

1st – *Telekinetic Lift*

Attune (target)

Choose a Medium or smaller willing creature or unattended object within Close (30 ft.) range. The target is reduced to half of its normal weight. This gives it a +4 bonus to the Jump skill, if applicable, and makes it easier to lift and move.

1st – *Telekinetic Throw*

AP

Make an attack vs. Mental against a Medium or smaller creature or object within Medium (100 ft.) range.

Hit: You move the target up to 30 feet in any direction. You can change direction partway through the movement. Moving the target upwards costs twice the normal movement cost.

If the target is willing, you can move it up to 100 feet.

2nd – *Binding Crush*

AP

This spell functions like the *telekinetic crush* spell, except that the struck creature is also **slowed** as a **condition** if it is Large or smaller.

3rd – *Greater Telekinetic Lift*

Attune (target)

This spell functions like the *telekinetic lift* spell, except that the target is reduced to one quarter of its normal weight. This increases the Jump bonus to +8.

3rd – *Greater Telekinetic Throw*

AP

This spell functions like the *telekinetic throw* spell, except that you can move the target up to 100 feet. If the target is willing, you can move it up to 200 feet.

3rd – *Wall of Force*

Attune (self)

You create a wall of telekinetic force in a 10 ft. high, Large (50 ft.) line within Medium (100 ft.) range. The wall is transparent, but blocks physical passage and **line of effect**. Each five-foot square of wall has hit points equal to twice your **power**, and all of its defenses are 0.

4th – *Levitate*

Attune (self)

Choose a Medium or smaller willing creature or unattended object within Close (30 ft.) range. As long as the target remains within 50 feet above a surface that could support its weight, it floats in midair, unaffected by gravity. During the movement phase, you can move the target up to ten feet in any direction as a **free action**.

5th – *Greater Binding Crush*

AP

This spell functions like the *telekinetic crush* spell, except that the struck creature is also **decelerated** as a **condition** if it is Large or smaller.

7th – *Forcecage*

Attune (self)

You create a 10 ft. cube of telekinetic force within Medium (100 ft.) range. You can create the cube around a sufficiently small creature to trap it inside. Each wall is transparent, but blocks physical passage and **line of effect**. Each five-foot square of wall has hit points equal to twice your **power**, and all of its defenses are 0.

Terramancy

Manipulate earth to crush foes.

Schools: Conjuraton, Transmutation

Mystic Sphere Lists: Arcane, Nature

Cantrips

Minor Earthspike

Earth, Physical

You create a spike of earth from the ground that quickly retracts, leaving the surface unchanged. Make an attack vs. Armor against a creature or object within Medium (100 ft.) range. The target must be within 5 feet of a Small or larger body of earth or stone.

Hit: The target takes piercing **standard damage**.

Spells

1st – *Earthcraft*

Attune (self), Earth

You create a weapon or suit of armor from a body of earth or unworked stone within 5 feet of you. You can create any weapon, shield, or body armor that you are proficient with, and which would normally be made entirely from metal, except for heavy body armor. The body targeted must be at least as large as the item you create.

The item functions like a normal item of its type, except that it is twice as heavy. If the item loses all of its hit points, this effect is **dismissed**.

1st – *Earthen Recovery*

Earth, Swift

You embody the resilience of earth as you focus on recovering. Until the end of the round, you gain a +2 bonus to Fortitude defense. At the end of the round, you regain a spent **recovery action point**.

1st – *Earthspike*

AP, Earth, Physical

You create a spike of earth from the ground. Make an attack vs. Armor against a creature or object within Medium (100 ft.) range. The target must be within 5 feet of a Small or larger body of earth or stone.

Hit: The target takes piercing **standard damage** +1d and is **slowed** as a **condition**.

1st – *Rock Throw*

AP, Earth, Physical

You extract a Tiny chunk from a body of earth or unworked stone within 5 feet of you and throw it at a foe. If no such chunk can be extracted, this spell is **miscast**. Otherwise, make an attack vs. Armor against a creature or object within Medium (100 ft.) range.

Hit: The target takes bludgeoning **standard damage** +2d.

2nd – *Earthbind*

AP, Earth

Make an attack vs. Fortitude against a creature within Medium (100 ft.) range that is within 50 feet of the ground.

Hit: As a **condition**, the target is pulled towards the ground with great force, approximately quadrupling the gravity it experiences. This imposes a -4 penalty to **accuracy**, physical **checks**, and **defenses**. In addition, most flying creatures are unable to fly with this increased gravity and crash to the ground.

2nd – *Earthen Fortification* **Attune (self), Earth, Manifestation**

You construct a fortification made of packed earth within Medium (100 ft.) range. This takes the form of up to ten contiguous 5-foot squares, each of which is four inches thick. The squares can be placed at any angle and used to form any structure as long as that structure is stable. Since the fortifications are made of packed earth, their maximum weight is limited, and structures taller than ten feet high are usually impossible.

The fortifications form slowly, rather than instantly. The structure becomes complete at the end of the action phase in the next round after this spell is cast. This makes it difficult to trap creatures within structures formed.

2nd – *Meld into Stone*

Attune (self), Earth

Choose a stone object you can touch that is at least as large as your body. You and up to 100 pounds of nonliving equipment meld into the stone. If you try to bring excess equipment into the stone, the spell is **miscast**.

As long as the spell lasts, you can move within the stone as if it was thick water. However, at least part of you must remain within one foot of the place you originally melded with the stone. You gain no special ability to breathe or see while embedded the stone, and you cannot speak if your mouth is within the stone. The stone muffles sound, but very loud noises may reach your ears within it. If you fully exit the stone, this spell ends.

If this spell ends before you exit the stone, or if the stone stops being a valid target for the spell (such as if it is broken into pieces), you are forcibly expelled from the stone. When you are forcibly expelled from the stone, you take 4d10 bludgeoning damage and become **nauseated** as a **condition**.

2nd – *Quagmire*

Attune (self), Earth, Physical

Choose a Medium (20 ft.) radius within Medium (100 ft.) range. All earth and unworked stone within the area is softened into a thick sludge, creating a quagmire that is difficult to move through. The movement cost required to move out of each affected square within the area is quadrupled. This does not affect objects under significant structural stress, such as walls and support columns.

2nd – *Reinforced Earthcraft*

Attune (self), Earth

This spell functions like the *earthcraft* spell, except that the item is the same weight as a normal item of its type. In addition, you can create heavy body armor.

2nd – *Shrapnel Blast*

AP, Earth, Physical

You extract a Tiny chunk from a body of earth or unworked stone within 5 feet of you and blast it at your foes. If no such chunk can be extracted, this spell is **miscast**. Otherwise, make an attack vs. Armor against everything in a Large (50 ft.) cone from you.

Hit: Each target takes bludgeoning and piercing **standard damage**.

2nd – *Tremor*

AP, Earth, Physical

You create an highly localized tremor that rips through the ground. Make an attack vs. Reflex against all Large or smaller creatures other than yourself standing on the ground in a Medium (20 ft.) radius within Medium (100 ft.) range.

Hit: Each target is knocked **prone**.

3rd – Fissure**AP, Earth, Physical**

You open up a rift in the ground that swallows and traps a foe. Make an attack vs. Reflex against a Large or smaller creature standing on earth or unworked stone within Medium (100 ft.) range.

Miss: You regain the **action point** spent to cast this spell.

Hit: The target is **immobilized**. As long as the target is immobilized in this way, it takes bludgeoning **standard damage** – 1d at the end of each **action phase** in subsequent rounds. This immobilization can be removed by climbing out of the fissure, which requires a **DR 10 Climb** check as a **move action**. Alternately, an ally that can reach the target can make a Strength check against the same DR to pull the target out. Special movement abilities such as teleportation can also remove the target from the fissure.

3rd – Stone Fortification**Attune** (self), **Earth, Manifestation**

This spell functions like the *earthen fortification* spell, except that the fortifications are made of stone instead of earth. This makes them more resistant to attack and allows the construction of more complex structures.

4th – Impaling Earthspike**AP, Earth, Physical**

This spell functions like the *earthspike* spell, except that a struck target is **decelerated** instead of **slowed**.

6th – Earthquake**AP, Earth, Physical**

You create an intense but highly localized tremor that rips through the ground. Make an attack vs. Reflex against all creatures other than yourself standing on the ground in a Large (50 ft.) radius within Long (300 ft.) range.

Hit: Each target takes bludgeoning **standard damage**. If a target is Huge or smaller, it is also knocked **prone**.

6th – Fissure Swarm**AP, Earth, Physical**

This spell functions like the *fissure* spell, except that it affects all enemies in a Medium (20 ft.) radius within Medium (100 ft.) range.

Thaumaturgy

Suppress and manipulate magical effects.

Schools: Abjuration

Mystic Sphere Lists: Arcane, Divine

Cantrips**Minor Suppression****Mystic, Sustain** (standard)

Make an attack against one creature within Medium (100 ft.) range. The attack result is applied to every **magical** effect on the target. The DR for each effect is equal to the **power** of that effect.

Hit: Each effect is **suppressed**.

Spells**1st – Alter Magic Aura****Attune** (self), **Mystic**

Make an attack vs. Mental against one Large or smaller magical object in Medium (100 ft.) range.

Hit: One of the target's magic auras is altered (see Spellcraft, page 90). You can change the school and descriptors of the aura. In addition, you can decrease the **power** of the aura by up to half your power, or increase the power of the aura up to a maximum of your power.

1st – Suppress Item**AP, Mystic, Sustain** (minor)

Make an attack vs. Mental against one Large or smaller magical object in Medium (100 ft.) range.

Hit: All magical properties the target has are **suppressed**.

1st – Suppress Magic**AP, Mystic, Sustain** (standard)

Make an attack against one creature, object, or magical effect within Medium (100 ft.) range. If you target a creature or object, the attack result is applied to every **magical** effect on the target. This does not affect the passive effects of any magic items the target has equipped. If you target a magical effect directly, the attack result is applied against the effect itself. The DR for each effect is equal to the **power** of that effect.

Hit: Each effect is **suppressed**.

1st – Thaumaturgic Recovery**Swift**

Until the end of the round, you gain a +1 bonus to **defenses** against spells. At the end of the round, you regain a spent **recovery action point**.

2nd – Dimensional Anchor**AP, Mystic, Sustain** (minor), **Swift**

Make an attack vs. Mental against a creature or object within Medium (100 ft.) range.

Hit: The target is unable to travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

2nd – Dismissal**AP, Mystic**

Make an attack against one creature or object within Medium (100 ft.) range. If the target is an effect of an ongoing **magical** ability, such as a summoned monster or created object, the DR is equal to the **power** of the ability. Otherwise, this spell has no effect.

Hit: The target is treated as if the ability that created it was **dismissed**. This usually causes the target to disappear.

2nd – Dispel Magic **AP, Mystic, Sustain** (standard)
This spell functions like the *suppress magic* spell, except that a hit against an effect causes it to be **dismissed** instead of suppressed.

2nd – Enhance Magic **Attune** (target), **Mystic**
Choose a willing creature within Medium (100 ft.) range. The target gains a +2 **magic bonus** to **power** with spells.

2nd – Malign Transference **AP**
Choose a willing ally within Medium (100 ft.) range. The ally must be currently affected by a **magical condition**. In addition, make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: One magical condition of your choice is removed from the chosen ally and applied to the struck creature.
Critical Hit: As above, except that you can transfer any number of magical conditions in this way.

4th – Dimensional Lock **Attune** (self), **Mystic**
This spell creates a dimensional lock in a Large (50 ft.) radius **zone** from your location. Extraplanar travel into or out of the area is impossible. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

5th – Greater Enhance Magic **Attune** (target), **Mystic**
This spell functions like the *enhance magic* spell, except that the bonus is increased to +4.

5th – Greater Malign Transference **AP**
Choose any number of willing allies within Medium (100 ft.) range. Each ally must be currently affected by a **magical condition**. In addition, make an attack vs. Mental against a creature within Medium (100 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: Up to two magical conditions of your choice are removed from the chosen allies and applied to the struck creature.
Critical Hit: As above, except that you can transfer any number of magical conditions in this way.

7th – Antimagic Field **AP, Mystic, Sustain** (minor)
All other magical abilities and objects are **suppressed** within a Medium (20 ft.) radius **emanation** from you. Creatures within the area cannot activate, sustain, or dismiss magical abilities. This does not affect aspects of creatures that cannot be suppressed, such as the knowledge of abilities. You cannot exclude yourself from this **emanation**. However, this spell does not prevent you from sustaining or dismissing this spell.

Verdamancy

Animate and manipulate plants.

Schools: Transmutation

Mystic Sphere Lists: Nature

Cantrips

Minor Embedded Growth

You throw a seed that embeds itself in a foe and grows painfully. Make an attack vs. Armor at a creature within Close (30 ft.) range.

Hit: As a **condition**, the target takes **standard damage** –1d at the end of each **action phase**. This condition can be removed if the target or a creature that can reach the target makes a **DR 5** Heal check as a standard action to remove the seed.

Spells

1st – Embedded Growth **AP**
You throw a seed that embeds itself in a foe and grows painfully. Make an attack vs. Armor at a creature within Close (30 ft.) range.
Miss: You regain the **action point** spent to cast this spell.
Hit: As a **condition**, the target takes **standard damage** +1d at the end of each **action phase**. This condition can be removed if the target or a creature that can reach the target makes a **DR 5** Heal check as a standard action to remove the seed.

1st – Entangle **AP**
You cause plants to grow and trap a foe. Make an attack vs. Reflex against a Large or smaller creature within Medium (100 ft.) range. The target must be within 5 feet of earth or plants. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.
Miss: You regain the **action point** spent to cast this spell.
Hit: The target is **immobilized** as a **condition**. This condition can be removed if the target or a creature that can reach the target makes a **DR 5** Strength check as a standard action to pull the target free of the plants.

1st – Verdant Recovery **Life**
If you are standing in arable earth, you heal hit points equal to half your **power**. At the end of the round, you regain a spent **recovery action point**.

2nd – Blight **AP, Life**
Make an attack vs. Fortitude against a living creature or plant within Medium (100 ft.) range.
Hit: The target takes life **standard damage** +1d. This damage is doubled if the target is a plant, including plant creatures.

2nd – Fire Seed **Attune** (self), **Fire**
You transform an unattended acorn or similar seed structure into a small bomb. As a standard action, you or another creature can throw the acorn with a **range increment** of 20 feet. On impact, the acorn detonates, and you make an attack vs. Armor against all creatures within a Small (10 ft.) radius of the struck creature or object.
Hit: Each target takes fire **standard damage**.

2nd – Plant Growth**Attune** (self)

Choose a Large (50 ft.) radius within Long (300 ft.) range. In addition, choose whether you want plants within the area to grow or diminish.

If you choose for plants to grow, all arable earth within the area becomes **light undergrowth**. Light undergrowth within the area is increased in density to **heavy undergrowth**. If you choose for plants to diminish, all **heavy undergrowth** in the area is reduced to **light undergrowth**, and all **light undergrowth** is removed.

When this spell's duration ends, the plants return to their natural size.

2nd – Wall of Thorns**Attune** (self)

You create a wall of thorns in a 10 ft. high, Medium (20 ft.) line within Medium (100 ft.) range. The base of at least half of the wall must be in arable earth. The wall is four inches thick, but permeable. It provides **passive cover** to attacks made through the wall. Creatures can pass through the wall, though it costs five extra feet of movement to move through the wall. When a creature moves through the wall, make an attack vs. Armor against it. You can only make an attack in this way against a given creature once per **phase**.

Hit: The target takes piercing **standard damage** –1d.

Each five-foot square of wall has hit points equal to three times your **power**, and all of its defenses are 0. It is **vulnerable** to fire damage.

4th – Greater Fire Seed**Attune** (self), **Fire**

This spell functions like the **fire seed** spell, except that you can transform up to four bombs. In addition, the detonation affects a Medium (20 ft.) radius instead of an Small (10 ft.) radius.

4th – Greater Plant Growth**Attune** (self)

This spell functions like the **plant growth** spell, except that its effects are intensified. If you choose for plants to grow, all arable earth within the area becomes **heavy undergrowth**. If you choose for plants to diminish, all **undergrowth** within the area is removed.

4th – Greater Wall of Thorns**Attune** (self)

This spell functions like the **wall of thorns** spell, except that the wall is an Large (50 ft.) shapeable line.

4th – Lifeweb Transit**AP, Teleportation**

Choose up to five Medium or smaller willing ritual participants and a living plant that all ritual participants touch during the ritual. The plant must be at least one size category larger than the largest target. In addition, choose a destination up to 100 miles away from you on your current plane. By walking through the chosen plant, each target is teleported to the closest plant to the destination that is at least one size category larger than the largest target.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual takes 24 hours to perform and requires 32 action points from its ritual participants. It is from the Conjuraton school in addition to the Transmutation school.

Rituals**2nd – Fertility****AP**

This ritual creates an area of bountiful growth in a one mile radius **zone** from your location. Normal plants within the area become twice as productive as normal for the next year. This ritual does not stack with itself. If the **infertility** ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual takes 24 hours to perform, and requires 8 action points from its participants.

2nd – Infertility**AP**

This ritual creates an area of death and decay in a one mile radius **zone** from your location. Normal plants within the area become half as productive as normal for the next year. This ritual does not stack with itself. If the **fertility** ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual takes 24 hours to perform, and requires 8 action points from its participants.

Vital Surge

Alter life energy to cure or inflict wounds.

Schools: Vivimancy

Mystic Sphere Lists: Divine, Nature

Cantrips

Cure Minor Wounds **Life**
Choose a willing living creature within Medium (100 ft.) range. The target heals hit points equal to **standard damage**.

Inflict Minor Wounds **Life**
Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.
Hit: The target takes life damage equal to **standard damage**.

Spells

1st – Cure Wounds **AP, Life**
Choose a willing living creature within Medium (100 ft.) range. The target heals hit points equal to **standard damage** +2d.

1st – Healing Recovery **Life**
You heal hit points equal to half your **power**. At the end of the round, you regain a spent **recovery action point**.

1st – Inflict Wounds **AP, Life**
Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.
Hit: The target takes life damage equal to **standard damage** +2d.

2nd – Death Knell **AP, Life**
This spell functions like the *inflict wounds* spell, except that a struck target suffers a death knell as a **condition**. At the end of each round, if the target has 0 hit points, it immediately dies.
If the target dies while the condition is active, you heal hit points equal to twice your **power**.

2nd – Vital Persistence **Attune** (target), **Life**
Choose a willing creature within Close (30 ft.) range. The target reduces its **vital damage penalties** by an amount equal to your **power**.

3rd – Circle of Death **Attune** (self), **Life**
You are surrounded by an aura of death in a Medium (20 ft.) radius **emanation** from you. When this spell resolves, and the end of each **action phase** in subsequent rounds, make an attack vs. Fortitude against all enemies in the area.
Hit: Each target takes life **standard damage** –2d.

3rd – Circle of Healing **Attune** (self), **Life**
You are surrounded by an aura of healing in a Medium (20 ft.) radius **emanation** from you. When this spell resolves, and the end of each **action phase** in subsequent rounds, choose any number of willing living creatures in the area. Each target heals hit points equal to half your **power**.

3rd – Drain Life **AP, Life**
This spell functions like the *inflict wounds* spell, except that you gain a +1d bonus to damage. In addition, you heal hit points equal to your **power** if you deal damage.

3rd – Greater Cure Wounds **AP, Life**
This spell functions like the *cure wounds* spell, except that you gain a +1d bonus to healing. In addition, for every 5 points of healing you provide, you can instead heal one point of **vital damage**.

3rd – Greater Inflict Wounds **AP, Life**
This spell functions like the *inflict wounds* spell, except that you gain a +1 bonus to **accuracy**. In addition, a struck target takes a –2 penalty to Fortitude defense as a **condition**.

4th – Greater Vital Persistence **Attune** (target), **Life**
This spell functions like the *vital persistence* spell, except that the penalty reduction increases to be equal to twice your **power**.

4th – Life Exchange **AP, Life**
Choose a willing living ally within Medium (100 ft.) range. Make an attack vs. Fortitude against a creature within Medium (100 ft.) range.
Hit: The target takes life damage equal to **standard damage** +3d. In addition, the chosen ally heals hit points equal to the damage dealt in this way.
Critical Hit: This spell does not deal additional damage on a critical hit.

5th – Finger of Death **AP, Life**
Make an attack vs. Fortitude against a living creature within Close (30 ft.) range.
Hit: The target takes life **standard damage** +4d.
Critical Hit: The target immediately dies.

5th – Greater Drain Life **AP, Life**
This spell functions like the *inflict wounds* spell, except that gain a +2d bonus to damage. In addition, you heal hit points equal to twice your **power** if you deal damage.

5th – Heal **AP, Life**
This spell functions like the *cure wounds* spell, except that you gain a +2d bonus to healing. In addition, it heals **vital damage** as easily as it heals hit points.

5th – Supreme Inflict Wounds **AP, Life**
This spell functions like the *inflict wounds* spell, except that you gain a +2 bonus to **accuracy**. In addition, a struck target takes a –4 penalty to Fortitude defense as a **condition**.

Rituals

2nd – Purge Curse **AP, Mystic**
Choose a willing creature within Close (30 ft.) range. All curses affecting the target are removed. This ritual cannot remove a curse that is part of the effect of an item the target has equipped. However, it can allow the target to remove any cursed items it has equipped.
This ritual takes 24 hours to perform, and requires 8 action points from its participants.

2nd – Remove Disease **AP, Life**
Choose a willing creature within Medium (100 ft.) range. All diseases affecting the target are removed.

2nd – Restore Senses **AP, Life**
Choose a willing creature within Medium (100 ft.) range. One of the target’s physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and mundane effects, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

3rd – Restoration **AP, Flesh**
Choose a willing creature within Close (30 ft.) range. All of the target’s hit points, **subdual damage**, and **vital damage** are healed. In addition, any of the target’s severed body parts or missing organs grow back by the end of the next round.
This ritual takes 24 hours to perform, and requires 18 action points from its participants.

3rd – Resurrection **AP, Flesh, Life**
Choose one intact humanoid corpse within Close (30 ft.) range. The target returns to life. It must not have died due to old age.
The creature has 0 hit points when it returns to life. It is cured of all **vital damage** and other negative effects, but the body’s shape is unchanged. Any missing or irreparably damaged limbs or organs remain missing or damaged. The creature may therefore die shortly after being resurrected if its body is excessively damaged.
Coming back from the dead is an ordeal. All of the creature’s action points and other daily abilities are expended when it returns to life. In addition, its maximum action points are reduced by 1. This penalty lasts for thirty days, or until the creature gains a level. If this would reduce a creature’s maximum action points below 0, the creature cannot be resurrected.
This ritual takes 24 hours to perform, and requires 18 action points from its participants. It is from the Conjuraction school in addition to the Vivimancy school. In addition, it can only be learned through the divine **magic source**.

4th – Reincarnation **AP, Creation, Flesh, Life**
Choose one Diminutive or larger piece of a humanoid corpse. The target must have been part of the original creature’s body at the time of death. The creature the target corpse belongs to returns to life in a new body. It must not have died due to old age.

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 creature has 0 hit points when it returns to life.

A reincarnated creature is identical to the original creature in all respects, except for its species. The creature’s species is replaced with a random species from Table 6.3: Humanoid Reincarnations (page 135). Its appearance changes as necessary to match its new species, though it retains the general shape and distinguishing features of its original appearance. The creature loses all attribute modifiers and abilities from its old species, and gains those of its new species. However, its languages are unchanged.

Coming back from the dead is an ordeal. All of the creature’s action points and other daily abilities are expended when it returns to life. In addition, its maximum action points are reduced by 1. This penalty lasts for thirty days, or until the creature gains a level. If this would reduce a creature’s maximum action points below 0, the creature cannot be resurrected.

This ritual takes 24 hours to perform, and requires 32 action points from its participants. It is from the Conjuraction school in addition to the Vivimancy school. In addition, it can only be learned through the nature **magic source**.

Table 6.3: Humanoid Reincarnations

d%	Incarnation
01--13	Dwarf
14--26	Elf
27--40	Gnome
41--52	Half-elf
53--62	Half-orc
63--74	Halfling
75--100	Human

5th – Complete Resurrection **AP, Creation, Flesh, Life**
This ritual functions like the *resurrection* ritual, except that it does not have to target a fully intact corpse. Instead, it targets a Diminutive or larger piece of a humanoid corpse. The target must have been part of the original creature’s body at the time of death. The resurrected creature’s body is fully restored to its healthy state before dying, including regenerating all missing or damaged body parts.

This ritual takes 24 hours to perform, and requires 50 action points from its participants. It is from the Conjuraction school in addition to the Vivimancy school. In addition, it can only be learned through the divine **magic source**.

5th – Fated Reincarnation **AP, Creation, Flesh, Life**
This ritual functions like the *reincarnation* ritual, except that the target is reincarnated as its original species instead of as a random species.
This ritual takes 24 hours to perform, and requires 50 action points from its participants. It is from the Conjuraction school in addition to the Vivimancy school. In addition, it can only be learned through the nature **magic source**.

5th – Soul Bind**AP, Life**

Choose one intact corpse within Close (30 ft.) range. In addition, choose a nonmagical gem you hold that is worth at least 1,000 gp. A fragment of the soul of the creature that the target corpse belongs to is imprisoned in the chosen gem. This does not remove the creature from its intended afterlife. However, it prevents the creature from being resurrected, and prevents the corpse from being used to create undead creatures, as long as the gem is intact. A creature holding the gem may still resurrect or reanimate the creature. If the gem is shattered, the fragment of the creature's soul returns to its body.

This ritual takes one hour to perform.

7th – True Resurrection**AP, Creation, Flesh, Life**

This ritual functions like the *resurrection* ritual, except that it does not require any piece of the corpse. Instead, you must explicitly and unambiguously specify the identity of the creature being resurrected. The resurrected creature's body is fully restored to its healthy state before dying, including regenerating all missing or damaged body parts.

This ritual takes 24 hours to perform, and requires 98 action points from its participants. It is from the Conjunction school in addition to the Vivimancy school. In addition, it can only be learned through the divine **magic source**.

Weaponcraft

Create and manipulate weapons to attack foes.

Schools: Conjunction, Transmutation

Mystic Sphere Lists: Arcane, Divine, Pact

Cantrips**Fire Projectile****Manifestation**

Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.

Hit: The target takes piercing **standard damage**.

Personal Weapon**Manifestation**

Choose a type of weapon that you are proficient with. You create a normal item of that type in your hand. If the item stops touching you, it disappears, and this effect ends.

If you create a projectile weapon, you can fire it without ammunition by creating projectiles as you fire. The projectiles disappear after the attack is complete.

This spell lasts until you use it again, or until you **dismiss** it as a **free action**.

Spells**1st – Blade Barrier****AP, Sustain (minor)**

A wall of whirling blades appears within Medium (100 ft.) range. The wall takes the form of a 10 ft. high, Large (50 ft.) line. The wall provides **active cover** (20% miss chance) against attacks made through it. Attacks that miss in this way harmlessly strike the wall. When a creature or object passes through the wall, make an attack vs. Armor against it.

Hit: The target takes slashing **standard damage**.

1st – Mystic Bow**AP, Manifestation**

Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.

Hit: The target takes piercing **standard damage** +2d.

1st – Summon Weapon**AP, Manifestation, Sustain (minor)**

A melee weapon that you are proficient with appears in an unoccupied square within Medium (100 ft.) range. The weapon floats about three feet off the ground, and is sized appropriately for a creature of your size. The specific weapon you choose affects the type of damage it deals. Regardless of the weapon chosen, it has hit points equal to twice your **power**. All of its defenses are equal to 3 + your level, and it has a 30 foot fly speed with good maneuverability, though it cannot travel farther than five feet above the ground. If the weapon has no hit points remaining at the end of a phase, it disappears.

Each round, the weapon automatically moves towards the creature closest to it during the **movement phase**. During the **action phase**, it makes a melee **strike** against a random creature adjacent to it. Its accuracy is equal to your **accuracy**. If it hits, it deals **standard damage**.

2nd – Aerial Weapon**AP, Manifestation, Sustain (minor)**

This spell functions like the *summon weapon* spell, except that the weapon's height above the ground is not limited. This allows the weapon to fly up to fight airborne foes.

2nd – *Blade Perimeter* **AP, Sustain** (minor)
This spell functions like the *blade barrier* spell, except that the wall is an 20 ft. high, Medium (20 ft.) radius circle.

2nd – *Create Ballista* **AP, Manifestation, Sustain** (minor)
This spell functions like the *summon weapon* spell, except that it creates a fully functional Large ballista instead of a weapon of your choice. The ballista functions like any other weapon, with the following exceptions.
It cannot move, and makes ranged **strikes** instead of melee strikes. Its attacks have a maximum range of 100 feet. Its attacks deal piercing damage, and its hit points are equal to three times your **power**. In addition, the ballista attacks the creature farthest from it, instead of the creature closest to it.

3rd – *Blade Barrier, Dual* **AP, Sustain** (minor)
This spell functions like the *blade barrier* spell, except that the area must be a line. In addition, the spell creates two parallel walls of the same length, five feet apart.

3rd – *Contracting Blade Perimeter* **AP, Sustain** (minor)
This spell functions like the *blade perimeter* spell, except that the wall's radius shrinks by 5 feet at the end of every **action phase**, dealing damage to everything it moves through.

3rd – *Giant Blade* **AP, Manifestation, Sustain** (minor)
This spell functions like the *summon weapon* spell, except that the weapon takes the form of a Large greatsword. The weapon's attacks hit everything in a Small (10 ft.) cone from it. It aims the cone to hit as many creatures as possible.

4th – *Create Ballista, Dual* **AP, Manifestation, Sustain** (minor)
Track
This spell functions like the *create ballista* spell, except that the ballista is created with two separate bolt tracks. This allows it to fire at two different targets in the same round when you command it to fire. It cannot fire at the same target twice. Each round, it attacks the two creatures farthest from it.

6th – *Titan Blade* **AP, Manifestation, Sustain** (minor)
This spell functions like the *summon weapon* spell, except that the weapon takes the form of a Gargantuan greatsword. The weapon's attacks hit everything in a Medium (20 ft.) cone from it. It aims the cone to hit as many creatures as possible.

7th – *Paired Weapons* **AP, Manifestation, Sustain** (minor)
This spell functions like the *summon weapon* spell, except that you summon two weapons instead of one. Each weapon attacks independently.

Chapter 7

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 identity. It is not a straitjacket for restricting your actions. 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

The ancient battle between good and evil takes many forms, and distinguishing good from evil is a deeply complex task. For the purposes of Rise, good and evil are strictly defined according to selfishness vs altruism. The actions of good characters may at times be morally reprehensible, and the actions of evil characters may seem to be virtuous. However, this narrow definition of good and evil avoids the complexities of defining a more robust moral system while preserving the fundamental conflict between good and evil.

Good: Good characters are altruistic. They take other creatures into account when making decisions, and actively try to help or improve others around them. Good characters may have significant disagreements about what actions are best, but they consistently prioritize the good of others or the “greater good” over their own desires. Different good characters may also have different perspectives on who they should take into account when making decisions. For example, some good characters actively work to protect animals and plants, while others only care about sentient beings.

Evil: Evil characters are selfish. They consistently prioritize their own desires and needs over the desires of others, even their allies or friends. Evil characters may perform good deeds, but their ultimate motivation is to help themselves or make themselves feel better, not to help others.

Neutral: Characters that are neutral between good and evil are neither consistently altruistic nor consistently selfish. Most neutral characters behave altruistically in some ways and selfishly in other ways – either at different times, or about different aspects of life. They often have strong bonds to particular individuals who they care about selflessly, but are not altruistic in a general sense. Non-sentient beings such as animals are neutral rather than good or evil.

Law vs. Chaos

Law: Lawful characters value order and consistency. They tend to tell the truth, honor traditions, and obey rightful authorities. Lawful

characters can also be closed-minded, judgmental, and resistant to change.

Different lawful characters can disagree about which authorities are rightful, and not all adhere to the commonly known laws of the land. However, all lawful characters have an underlying consistency that they adhere to faithfully.

Chaos: Chaotic characters value freedom and change. They tend to be flexible, adaptable, and creative. Chaotic characters can also be reckless, irresponsible, and resentful of legitimate authority.

Neutral: Characters that are neutral between law and chaos are neither consistently devoted to order nor consistently devoted to freedom. They tend to be generally honest and respectful of authority but may lie or rebel under the right circumstances. Non-sentient beings such as animals are neutral rather than lawful or chaotic.

Vital Statistics

Age

You can choose or randomly generate your age. If you choose it, it must be at least the minimum age for your species and class (see Table 7.1: Random Starting Ages). Your minimum starting age is the adulthood age of your species plus the number of dice indicated in the entry corresponding to the character’s species and class on Table 7.1: Random Starting Ages.

Alternatively, refer to Table 7.1: Random Starting Ages and roll dice to determine how old you are.

Table 7.1: Random Starting Ages

Species	Adulthood	Barbarian Rogue	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

With age, your **checks** based on physical attributes decrease and your checks based on mental attributes increase (see Table 7.2: Aging Effects).

When you reach venerable age, the GM secretly rolls your maximum age, which is the number from the Venerable column on Table 7.2: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table. They record the result. If you reach your maximum age, you die 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 7.2: Aging Effects

Species	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+4d10 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	+6d10 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+1d% years

1 At middle age, -1 to **checks** based on Str, Dex, and Con; +1 to **checks** based on Int, Per, and Wil.

2 At old age, the aging modifiers change to -2 and +2. 2 At venerable age, the aging modifiers change to -3 and +3.

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.

Table 7.3: Random Height and Weight

Species	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.

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 world, while others are only encountered in unusual circumstances. Common languages are summarized on Table 7.4: Common Languages, below. Rare languages are summarized on Table 7.5: Rare Languages, below. Rare languages are more difficult to learn (see Learning Languages, page 84).

Table 7.4: 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 7.5: 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

Planes

The universe of Rise is divided into **planes**. A plane is a distinct realm of existence. Except for the connections between planes through **planar rifts**, each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For example, the Material Plane has gravity that exerts a consistent acceleration in a single absolute direction. However, the Astral Plane has subjective gravity, where each creature on the plane chooses the direction that gravity pulls it in, if any.

General Cosmology

The planes of Rise are divided up into groups.

Inner Planes: These six planes are manifestations of the basic building blocks of the universe. Each plane in this group is predominantly composed of a single element or type of energy.

Outer Planes: These nine planes are manifestations of the nine alignments that define the morality of the universe. Each plane in this group

is strongly associated with a particular alignment. The souls of creatures with the corresponding alignment often spend their afterlife in the Outer Planes.

Nexus Planes: These three planes are composite planes with a number of distinct environments and filled with creatures of myriad alignments. These planes comprise the majority of civilization across all planes.

Demiplanes: These planes are small, fragmentary realms that are greatly limited in their scope. There is no specific list of demiplanes, and they share few common properties. Most demiplanes were created for particular purposes by beings of great power, though some simply came into existence through unknown means.

Planar Rifts

Normally, there are boundaries between different planes that prevent direct passage between them. However, **planar rifts** are places where these boundaries have weakened, making interplanar travel easier. A planar rift joins a specific location on one plane to a specific location on a different plane. Most planar rifts lead to and from the Astral Plane, which is the space between the other planes (see The Astral Plane, page 140).

Most planar rifts still require the use of magic, such as the *plane shift* ritual, to actually cross between planes. Some especially large rifts enable physical travel between planes without the use of any magic.

Planar Traits

Gravity Direction

The direction of gravity on a plane can take one of the following forms:

- **Fixed Gravity:** Gravity points in a fixed direction and with a fixed strength at all locations on the plane.
- **Absolute Directional Gravity:** Gravity points in a consistent direction according to a rule that applies equally to everything on the plane, but which is not in a fixed direction. For example, a plane filled with floating spheres where gravity always points towards the closest sphere has absolute directional gravity.
- **Subjective Gravity:** Each creature on the plane chooses the direction of gravity for that creature. The plane has no gravity for unattended objects and nonsentient creatures. A creature on the plane can make use the *control gravity* ability as a **minor action**.

Control Gravity

Make a DR 10 Willpower check. Success means that you choose the direction of gravity that applies to you on the current plane. Alternately, you can choose for gravity to not apply to you. Failure means you gain a +2 bonus to the next *control gravity* ability you use on this plane. This bonus stacks with itself and lasts until you succeed at a *control gravity* ability on this plane.

Gravity Strength

The strength of gravity on a plane can take one of the following forms:

- **Normal Gravity:** Gravity is about the strength of Earth.
- **No Gravity:** There is no gravity on the plane. The **range increment** of ranged weapons is tripled.
- **Light Gravity:** Gravity is about half the strength of Earth. The weight of all items is halved. The **range increment** of ranged weapons is doubled.
- **Heavy Gravity:** Gravity is about twice the strength of Earth. Creatures take a -2 penalty to Strength and Dexterity-based checks. The weight of all items is doubled. The **range increment** of

ranged weapons is halved, to a minimum of 5 feet.

- **Extreme Gravity:** Gravity is about four times the strength of Earth. Creatures take a -4 penalty to Strength and Dexterity-based checks. The weight of all items is quadrupled. The **range increment** of ranged weapons is one quarter of the normal value, to a minimum of 5 feet.

Planar Connectivity

Different planes have different degrees of connection to other planes.

- **Isolated:** The plane is difficult to reach or leave. It has no permanent **planar rifts**, and temporary rifts are rare or nonexistent.
- **Stable Connected:** The plane has multiple permanent **planar rifts**. However, temporary rifts are rare.
- **Unstable Connected:** The plane has no permanent **planar rifts**, but temporary rifts are common.
- **Conduit:** The plane has a large number of permanent **planar rifts**, and temporary rifts are common.

Plane Descriptions

The Material Plane

The Material Plane is the plane that most Rise adventures begin on. It is the most familiar to most humanoid creatures. It has the following planar traits:

- Gravity direction: Fixed
- Gravity strength: Normal
- Planar connectivity: Isolated

The Astral Plane

The Astral Plane is the space between the other planes. It is a necessary intermediate destination on most planar journeys, as the vast majority of **planar rifts** lead to and from the Astral Plane. It has the following planar traits:

- Directional gravity: Subjective
- Gravity strength: Normal
- Planar connectivity: Conduit

Most activity on the Astral Plane occurs in a space called the Inner Astral Plane, a massive region where almost all planar rifts on the plane appear. However, unlike all other planes, the Astral Plane has no known limits to its extent, and may in fact be infinite. The rest of the plane is known as the Deep Astral Plane, and few venture into those sparsely populated realms. The Deep Astral Plane has magical turbulence that interferes with long-range communication and transportation magic, making exploration difficult.

Chapter 8

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 **usage class** (light, medium, or heavy).

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 8.1: 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. Some class abilities grant proficiency with exotic weapons.

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**.

Weapon Usage Classes

A weapon's **usage class** is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a creature the weapon is sized for, is considered a light weapon, a medium weapon, or a heavy weapon.

Light Weapons: You can use Dexterity to determine your **accuracy** when making a **physical attack** with a light weapon. In addition, light weapons are easier to use while making attacking with two weapons at once (see Two-Weapon Strikes, page 24) or while grappling. Light weapons cannot be held in two hands.

Medium Weapon: 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 Weapon: 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**. 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 –1 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**.

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** while using ranged weapons.

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be **defenseless**. To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown weapons 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

Table 8.1: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Standard shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven waraxe
Blades, heavy	Falchion, greatsword, longsword, scimitar	Katana, two-bladed sword
Blades, light	Dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow	
Club-like weapons	Club, greatclub, mace, morningstar, sap	
Crossbows	Hand crossbow, heavy crossbow, light crossbow	Repeating crossbows
Flexible Weapons	Flail, heavy flail, whip	
Headed weapons	Greathammer, 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	Greatspear, pike
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

it.

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 **usage class** 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 usage class. The wielder also gains a +1d bonus to damage with the weapon per size category if the weapon is unusually large, or a -1d penalty to damage with the weapon if the weapon is unusually small. In addition, the wielder takes a -2 penalty to accuracy with the weapon per size category of difference. If a weapon's usage class 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. You can draw a **light weapon** as a **free action** once per round. You can draw any non-hidden weapon as a **move action**. You can draw a hidden weapon as 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 8.3: Natural Weapons (page 148).

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 Two-Weapon Strikes, page 24). 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 54).

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 8.2: Weapons, below).

Usage Class: 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. These values are accurate for creatures using weapons sized appropriately for them. For details about using weapons of other sizes, see Inappropriately Sized Weapons, page 142.

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 8.2: Weapons

Name	Usage Class	Damage ¹	Damage Type ²	Cost	Weight ³	Special
Armor weapons						
Shield, standard ⁴	Medium	–2d	Bludgeoning	special	special	Forceful
Spiked armor ⁴	Medium	–1d	Piercing	special	special	Grappling
Spiked shield, standard ⁴	Medium	–1d	Piercing	special	special	Forceful
Axes						
Axe, throwing	Light	–1d	Slashing	8 gp	2 lb.	Throwing (10 ft.)
Battleaxe	Medium	+0d	Slashing	10 gp	6 lb.	—
Greataxe	Heavy	+1d	Slashing	20 gp	12 lb.	—
Handaxe	Light	–1d	Slashing	6 gp	3 lb.	—
Blades, heavy						
Falchion	Heavy	+1d	Slashing	50 gp	8 lb.	—
Greatsword	Heavy	+1d	Slashing	25 gp	8 lb.	—
Longsword	Medium	+0d	Slashing	15 gp	4 lb.	—
Scimitar	Medium	+0d	Slashing	15 gp	4 lb.	—
Blades, light						
Dagger	Light	–2d	Piercing or slashing	2 gp	1 lb.	Compact, Throwing (10 ft.)
Rapier ⁴	Light	–1d	Piercing	20 gp	2 lb.	Disarming
Sword, short	Light	–1d	Piercing or slashing	10 gp	2 lb.	—
Bows						
Longbow ⁴	Heavy (Ranged)	+0d	Piercing	40 gp	3 lb.	Projectile (100 ft.)
Shortbow ⁴	Medium (Ranged)	+0d	Piercing	30 gp	2 lb.	Projectile (50 ft.)
Arrows (20)	—	—	—	1 gp	3 lb.	Ammunition
Club-like weapons						
Club	Medium	–1d	Bludgeoning	—	3 lb.	—
Greatclub	Heavy	+1d	Bludgeoning	5 gp	8 lb.	—
Mace	Light	–1d	Bludgeoning	12 gp	4 lb.	—
Morningstar	Medium	+0d	Bludgeoning and piercing	8 gp	6 lb.	—
Sap	Light	–1d	Bludgeoning	1 gp	2 lb.	Subdual
Crossbows						
Crossbow, hand ⁴	Light (Ranged)	–1d	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Crossbow, heavy ⁴	Heavy (Ranged)	+1d	Piercing	50 gp	8 lb.	Projectile (100 ft.)
Crossbow, light ⁴	Medium (Ranged)	+0d	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	+0d	Bludgeoning	8 gp	5 lb.	Tripping
Flail, heavy	Heavy	+1d	Bludgeoning	15 gp	10 lb.	Tripping
Whip ⁴	Light	–3d	Slashing	1 gp	2 lb.	Disarming, Subdual, Tripping
Headed weapons						
Greathammer	Heavy	+1d	Bludgeoning	12 gp	5 lb.	—
Hammer, light	Light	–2d	Bludgeoning	1 gp	2 lb.	Throwing (20 ft.)

Pick, heavy	Medium	+0d	Piercing	8 gp	6 lb.	—
Pick, light	Light	−1d	Piercing	4 gp	3 lb.	—
Sickle	Light	−2d	Slashing	6 gp	2 lb.	Tripping
Warhammer	Medium	+0d	Bludgeoning	12 gp	5 lb.	—
Monk weapons						
Kama	Light	−1d	Slashing	2 gp	2 lb.	Tripping
Nunchaku	Light	−1d	Bludgeoning	2 gp	2 lb.	Disarming
Quarterstaff	Heavy	−1d/−1d	Bludgeoning	—	4 lb.	Double
Sai	Light	−2d	Piercing or bludgeoning	1 gp	1 lb.	Disarming
Shuriken (5)	Light (Ranged)	−2d	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Siangham	Light	−1d	Piercing	3 gp	1 lb.	—
Polearms						
Glaive	Heavy	+1d	Slashing	8 gp	10 lb.	Reach
Guisarme	Heavy	+1d	Slashing	9 gp	12 lb.	Reach, Tripping
Halberd	Heavy	+1d	Piercing or slashing	10 gp	12 lb.	Reach
Quarterstaff	Heavy	−1d/−1d	Bludgeoning	—	4 lb.	Double
Ranseur	Heavy	+1d	Piercing	10 gp	12 lb.	Disarming, Reach
Scythe	Heavy	+1d	Slashing	18 gp	10 lb.	—
Simple weapons						
Club	Medium	−1d	Bludgeoning	—	3 lb.	—
Crossbow, light ⁴	Medium (Ranged)	+0d	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Dagger	Light	−2d	Piercing or slashing	2 gp	1 lb.	Compact, Thrown (10 ft.)
Quarterstaff	Heavy	−1d/−1d	Bludgeoning	—	4 lb.	Double
Unarmed strike	Light	−3d	Bludgeoning	—	—	Subdual, Unarmed
Spears						
Javelin	Medium (Ranged)	−1d	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Lance	Heavy	+0d	Piercing	10 gp	10 lb.	Mounted, Reach
Longspear	Heavy	+0d	Piercing	5 gp	9 lb.	Bracing, Reach
Spear	Medium	−1d	Piercing	2 gp	6 lb.	Bracing, Thrown (10 ft.)
Thrown weapons						
Axe, throwing	Light	−1d	Slashing	8 gp	2 lb.	Thrown (10 ft.)
Dagger	Light	−2d	Piercing or slashing	2 gp	1 lb.	Compact, Thrown (10 ft.)
Dart (5)	Light (Ranged)	−2d	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Hammer, light	Light	−2d	Bludgeoning	1 gp	2 lb.	Thrown (20 ft.)
Javelin	Medium (Ranged)	−1d	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light (Ranged)	−2d	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Sling ⁴	Light (Ranged)	−1d	Bludgeoning	2 gp	0 lb.	Projectile (50 ft.)
Bullets, sling (20)	—	—	—	1 gp	5 lb.	Ammunition
Unarmed weapons						
Claw Sheath ⁴	—	—	—	50 gp	3 lb.	Special
Gauntlet	Light	−3d	Bludgeoning	2 gp	1 lb.	Unarmed
Gauntlet, spiked	Light	−2d	Piercing	5 gp	1 lb.	Unarmed
Unarmed strike	Light	−3d	Bludgeoning	—	—	Subdual, Unarmed

- 1 Applies as a modifier to your damage with **strikes** using the weapon.
- 2 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.”
- 3 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
- 4 This weapon has special rules.

Weapon Tags

Some weapons found on Table 8.2: 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 until the end of the round. While you are bracing your weapon, you gain a +2d bonus to damage on attacks with that weapon against creatures that use the *charge* ability to move up to you that round.

Compact: 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 89).

Disarming: You gain a +2 bonus to accuracy when you use the *disarm* ability to attack with 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 Two-Weapon Strikes, page 24). 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.

Finesse: You can apply your Dexterity instead of your Perception 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: When you use the *shove* ability, you can attack with this weapon instead of with a free hand (see Shove, page 25). If you do, you gain a +2 bonus to accuracy on the attack.

Grappling: You gain a +2 bonus to accuracy on **melee attacks** with this weapon against creatures who are **grappled** by you.

Mounted: If you are mounted, and mount moves in the same phase that you make a **strike** with a Mounted weapon, you gain a +1d bonus to damage with the strike. You take a -1d penalty to damage with Mounted weapons while not mounted.

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**.

Reach: This weapon can be used to attack 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 -2 penalty to accuracy with it.

Subdual: This weapon deals **subdual damage** (see Subdual Damage, page 26).

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 141.

Tripping: When you use the *trip* ability, you can attack with this weapon instead of with a free hand (see Trip, page 26). If you do, you gain a +2 bonus to accuracy on the attack.

Unarmed: This weapon is used as part of an **unarmed attack**. It cannot be disarmed. Unless you are **proficient** with your **unarmed attack**, you can't defend yourself with this weapon, which usually makes you **defenseless**.

Weapon Descriptions

Some weapons in Table 8.2: 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** without penalty.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a standard action that requires both hands.

You can fire a crossbow while **prone** 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** without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 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 5 bolts is a **standard action** that requires both hands.

You can fire a crossbow while **prone** without penalty.

Hammer, Gnome Hooked: This weapon has a hammer head which deals +0d damage, and a hook which deals -1d damage. The hook is a tripping weapon.

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 **slowed**. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the netted creature can move only within the limits that the rope allows.

A netted creature can escape with a DR 10 Escape Artist check (normally a standard action). The net has 5 hit points and can be burst with a DR 10 Strength check as a standard 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 standard actions for a proficient user to fold a net and twice that many for a nonproficient one to do so.

Pike: A pike can be used to attack at up to triple your natural reach (so 15 feet for a typical Small or Medium creature). However, it cannot be short hafted (see Reach Weapon, page 147).

Exotic Weapons	Usage Class	Damage ¹	Damage Type ²	Cost	Weight ³	Special
Armor						
Axes						
Axe, orc double	Heavy	+0d/+0d	Slashing	60 gp	15 lb.	Double
Waraxe, dwarven	Medium	+0d	Slashing	75 gp	8 lb.	Thrown (20 ft.)
Blades, heavy						
Katana	Medium	+0d	Slashing	75 gp	6 lb.	Finesse
Sword, two-bladed	Heavy	+0d/+0d	Slashing	100 gp	10 lb.	Double
Blades, light						
Kukri	Light	+0d	Slashing	8 gp	2 lb.	
Bows						
Club-like weapons						
Crossbows						
Crossbow, repeating heavy ⁴	Heavy (Ranged)	+1d	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Crossbow, repeating light ⁴	Medium (Ranged)	+0d	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Bolts, repeating (5)	—	—	—	1 gp	1 lb.	Ammunition
Flexible weapons						
Headed weapons						
Monk weapons						
Polearms						
Simple weapons						
Spear						
Greataxe	Heavy	+1d	Piercing	15 gp	12 lb.	Bracing
Pike ⁴	Heavy	+0d	Piercing	15 gp.	10 lb.	Reach
Thrown weapons						
Bolas	Light (Ranged)	−2d ⁴	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net ⁴	Medium (Ranged)	—	—	20 gp	6 lb.	Thrown (10 ft.)
Unarmed weapons						

1 Applies as a modifier to your damage with **strikes** using the weapon. 2 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.”

3 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

4 This weapon has special rules.

Table 8.3: Natural Weapons

Natural Weapons	Usage Class	Damage	Damage Type ²	Special
Bite	Medium	+0d	Piercing and bludgeoning	—
Claw	Light	−1d	Slashing and piercing	—
Constrict ²	Heavy	+1d	Bludgeoning	—
Gore	Heavy	+0d	Piercing	Forceful
Slam	Medium	+0d	Bludgeoning	—
Talon	Light	−1d	Piercing	—
Unarmed Strike	Light	−3d	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.

Rapier: A rapier is treated as a medium weapon if it is used as a secondary weapon when making dual strikes (see Two-Weapon Strikes, page 24).

Shield, Standard: You can bash with a shield in addition to defending with it. 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 −1d penalty to damage with ordinary stones.

Spiked Armor: Any **body armor** can be spiked. You cannot normally

attack with spiked armor. However, if your armor is spiked and you are proficient with it, you deal damage with it when you make a successful **grapple** or **shove** attack. 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.

Spiked Shield, Standard: You can bash with a spiked shield in addition to defending with it. See *Armor* for details.

Unarmed Strike: Anyone can attack unarmed, but it is more dangerous than attacking with a weapon. See *Unarmed Combat*, page 27, for details.

Whip: A whip is a light melee weapon with 15 foot reach. You can use a whip against foes anywhere within your reach, including adjacent foes. However, you can't defend yourself with a whip, which can make you **defenseless**.

Armor

Most characters use armor to protect themselves. There are two kinds of armor: **body armor**, such as full plate armor, and **shields**.

Armor Usage Classes

An armor's **usage class** is a measure of how the armor is used, and how much effort is required to use it. It indicates whether armor, when used by a creature the armor is sized for, is considered light armor, medium armor, heavy armor, or a shield. Light armor, medium armor, and heavy armor are all types of **body armor**.

Light Armor: Light armor has a low **encumbrance** and imposes no special penalties on a creature wearing it.

Medium Armor: A creature wearing medium armor has its **base speed** reduced by five feet (to a minimum of five feet).

Heavy Armor: A creature wearing heavy armor has its **base speed** reduced by ten feet (to a minimum of five feet). In addition, the creature's current Dexterity is reduced to half its normal value. The creature's starting Dexterity is also reduced to half its normal value for the purpose of calculations that rely on starting Dexterity directly, such as Reflex defense. If the creature's Dexterity is negative, it is not halved.

Shield: A shield requires a free hand instead of being worn on the body. Most shields impose no special penalties on a creature wielding them. However, a creature wielding a tower shield increases **encumbrance** by 2 and halves the creature's Dexterity, just like heavy armor.

Armor Proficiency

Unlike weapons, proficiency with armor is defined by the armor's usage class. If you wear or use armor you are not proficient with, it provides half its normal defense bonus. In addition, you apply that armor's **encumbrance** as a penalty to your **accuracy** with **physical attacks**. Since standard shields have no **encumbrance**, you can use them without penalizing your attacks.

Armor Qualities

Here is the format for armor entries (given as column headings on Table 8.5: *Armor and Shields*, below).

Cost: The cost of the armor for Small or Medium humanoid creatures. See Table 8.6: *Armor for Unusual Creatures*, below, for armor prices for other creatures.

Armor/Shield Bonus: Both body armor and shields improve your Armor defense. Wearing multiple suits of armor or wielding multiple shields does not improve your defenses any further.

Encumbrance: This value indicates how much the armor increases your **encumbrance**. You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make. For details, see *Encumbrance*, page 26.

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.

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 8.4: *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** 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 8.4: 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.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 8.5: *Armor and Shields* are described below.

Armor Spikes: You can add armor spikes to any **body armor**. Spiked armor is a **weapon** that you can deal damage with (see *Armor Weapons*, page 144). If your armor is spiked, you deal damage with it when you make a successful **grapple** or **shove** attack. 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

Table 8.5: Armor and Shields

Armor	Defense Bonus	Dex Multiplier	Encumbrance	Material	Cost	Weight ¹
Light armor						
Leather	+1	1x	+1	Leather	10 gp	15 lb.
Studded leather	+2	1x	+2	Leather and metal	25 gp	20 lb.
Chain shirt	+2	1x	+2	Metal	40 gp	25 lb.
Medium armor ²						
Hide	+2	1x	+3	Leather	15 gp	25 lb.
Scale mail	+3	1x	+5	Metal	50 gp	30 lb.
Breastplate	+3	1x	+4	Metal	150 gp	30 lb.
Heavy armor ³						
Half-plate	+4	1/2x	+7	Metal	200 gp	50 lb.
Full plate	+5	1/2x	+6	Metal	500 gp	50 lb.
Shields						
Buckler	+1	—	—	Metal or wood	15 gp	5 lb.
Shield, standard	+2	—	— ⁴	Metal or wood	15 gp	10 lb.
Shield, tower	+3 ⁵	1/2x	+2 ⁴	Metal or wood	30 gp	45 lb.
Extras						
Armor spikes	−1 ⁶	—	+1	Metal	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	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 Speed is reduced by 5 feet while wearing medium armor (see Armor Usage Classes, page 149).

3 Speed is reduced by 10 feet (see Armor Usage Classes, page 149).

4 The hand holding the shield is not free, which may limit your actions.

5 Tower shields can grant you cover. See the description.

6 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a DR 15 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. As a **standard action**, you can lock or unlock the gauntlet with a different free hand. While the gauntlet is locked, any item held in that hand is extraordinarily well secured. This can prevent you from dropping the item if you are affected by the *disarm* ability or similar effects (see Disarm, page 25). However, you are unable to use that hand for any purpose other than holding the item until you unlock the gauntlet.

The price given is for a single locked gauntlet. If you are wearing armor that normally has gauntlets, you can replace one or both of those gauntlets with a locked gauntlet with no significant weight increase. Like a normal gauntlet, a locked gauntlet lets you deal normal damage rather than **subdual damage** with unarmed attacks (see Unarmed Combat, page 27).

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Standard, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A standard shield is so cumbersome that you can't use your shield hand for anything else.

Shield Bash Attacks: You can bash an opponent with a standard shield, using it as a medium bludgeoning weapon. See Table 8.2: Weapons for the damage dealt by a shield bash. 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, Tower: This massive shield is nearly as tall as an average human. 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** against attacks. You cannot attack with a tower shield, and you cannot use your shield hand for anything else.

While wielding a tower shield, you take a −2 penalty to **accuracy** with **strikes** because of the shield's unwieldy nature.

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. Studded leather armor made with studs from special materials does not grant the wearer the properties of the special material. For example, studded leather armor made with adamantine studs does not grant the wearer damage reduction.

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 8.5: 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 8.6: Armor for Unusual Creatures

Size	Humanoid		Nonhumanoid	
	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 defense bonuses from armor 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.

Goods And Services

Standard Adventuring Kit

A standard adventuring kit costs 15 gp, weighs 50 pounds, and contains the following items:

- Backpack
- Bedroll
- Flint and steel
- Rations, trail (7 days)
- Rope, hempen (50 ft.)
- Sack (empty)
- Tent
- Torch
- Waterskin

Adventuring Gear

A few of the pieces of adventuring gear found on Table 8.7: 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 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 an improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a standard action. Lighting any other fire may take additional standard actions, depending on the size of the fire.

Grappling Hook: Throwing a grappling hook successfully requires 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.

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 standard 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, Hempen: This rope has 2 hit points and can be burst with a DR

Table 8.7: 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	5 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.

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.

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 weapon. When you do, make an attack against the target's Armor defense. A typical flask has a **range increment** of 10 feet. On a hit, the target takes 1d6 acid damage.

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	Power x 10 gp ¹	
Good	2 gp	—	Pack	15 gp	20 lb.	Spell, 2nd-level	Power x 20 gp ¹	
Common	5 sp	—	Riding	30 gp	30 lb.	Spell, 3rd-level	Power x 30 gp ¹	
Poor	2 sp	—	Saddlebags	4 gp	8 lb.	Spell, 4th-level	Power x 40 gp ¹	
Meals (per day)			Stabling (per day)	5 sp	—	Spell, 5th-level	Power x 50 gp ¹	
Good	5 sp	—				Spell, 6th-level	Power x 60 gp ¹	
Common	3 sp	—				Spell, 7th-level	Power x 70 gp ¹	
Poor	1 sp	—				Spell, 8th-level	Power x 80 gp ¹	
Meat, chunk of	3 sp	1/2 lb.				Spell, 9th-level	Power 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

Alchemist's Fire: You can throw a vial of alchemist's fire as a weapon. When you do, make an attack against the target's Armor defense. A typical vial has a **range increment** of 10 feet. On a hit, the target takes 1d6 fire damage becomes **ignited** as a **condition**. This condition can be removed if the target makes a **DR 10** Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

Antitoxin: If you drink antitoxin, you gain a +5 bonus to Fortitude defense against **Poison** abilities 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: You can throw a flask of holy water as a weapon. When you do, make an attack against the target's Armor defense. A typical flask has a **range increment** of 10 feet. On a hit, if the target is an undead creature or evil outsider, it takes 1d8 damage.

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: You can throw a tanglefoot bag as a weapon. When you do, make an attack against the target's Armor defense. The bag has a **range increment** of 10 feet. On a hit, the target is **slowed** as a **condition**.

In addition to being removed as a condition, this effect can be broken by dealing 5 points of damage to the goo on the target. Unless the attacker uses a slashing weapon, damage dealt to the goo is also dealt to the creature the goo is on. The goo's Armor defense is 0. In addition, when the target moves, it can make a Strength check as part of the movement. If it beats a DR of 5, the condition is removed after the movement is complete.

Thunderstone: You can throw a thunderstone as a weapon. When you do, make an attack to hit the correct location. The thunderstone's **range increment** is 20 feet. If the thunderstone strikes a hard surface (or is struck hard), it creates a deafening bang. When you detonate

a thunderstone, make an attack vs Fortitude with a +2 total **accuracy** against all creatures within a Small (10 ft.) radius burst from the stone. On a hit, each target is **deafened** as a **condition**.

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 **minor 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 75).

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 standard 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 +2 bonus to Fortitude defense 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 8.5: Armor and Shields (page 150).

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 8.5: Armor and Shields (page 150). 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 figures given on Table 8.4: Donning Armor (page 149). 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 stay in the saddle instead of falling to the ground.

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 spellcaster 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.

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 **action phase**, 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.

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 **action phase**. 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.

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

Table 8.8: 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	standard damage –1d	Plant
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	standard damage , nauseated as a condition	Venom
Black lotus extract	Contact	Liquid	15	1d10 damage per round	standard damage +1d	Plant
Arsenic	Ingestion	Powder	5	1d6 damage per round	standard damage –1d	Plant
Insanity mist	Ingestion	Gas	10	Disoriented	confused as a condition	Alchemical

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 9

Adventuring

Carrying Capacity

Table 9.1: Carrying Capacity by Strength

Strength	Light	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	5,000	10,000	15,000	50,000
21+ ¹	—	—	—	—

1 To calculate the carrying capacity for a creature with epic Strength, double its carrying capacity every 3 Strength.

A creature’s Strength determines how much weight it can carry, as shown in Table 9.1: Carrying Capacity by Strength. A creature can carry weight up to its light carrying capacity without any penalty. If it carries more than that, but less than its maximum carrying capacity, it increases its **encumbrance** by 4. This stacks with the encumbrance

from any armor the creature wears.

Lifting and Dragging: You can lift as much as your maximum carrying capacity over your head.

You can lift as much as 1-1/2 your maximum carrying capacity off the ground (the sum of your light and maximum weight limits). While overloaded in this way, you increase your **encumbrance** by 10, you take a –10 penalty to **accuracy** with physical attacks, and you can only move by spending a **standard action** to move 5 feet. This replaces the encumbrance from carrying more than your light carrying capacity.

You can generally push or drag along the ground as much as five times your maximum carrying capacity.

Multi-Legged Creatures: The figures on Table 9.1: Carrying Capacity by Strength are for bipedal creatures. A creature with four or more legs can carry 50% more weight than a bipedal creature of the same Strength.

Tremendous Strength: For Strength scores not shown on Table 9.1: Carrying Capacity by Strength, 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 9.2: 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 9.3: 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.

Tactical Movement

Use tactical movement for combat.

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 standard 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 9.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 9.4: 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

Table 9.5: 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 9.1: Carrying Capacity by Strength (page 158), 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.

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 **subdual damage**, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any subdual damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance they can cover in an hour or a day (see Table 9.4: 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 the check fails, the character takes 1d6 points of subdual damage. A character who takes any subdual damage from a forced march becomes fatigued. Eliminating the subdual 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 subdual 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 9.5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 9.5: Mounts and Vehicles for speeds for water vehicles.

Exploration

Vision and Light

Some creatures have **darkvision**, but most creatures need 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 with shadowy illumination, creatures can see dimly. Creatures within this area have concealment, which can allow them to make Stealth checks to hide (see Stealth, page 91).

In areas of darkness, creatures without **darkvision** or some other form of supernatural vision are **blinded**.

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** 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, and does not resume functioning until the end of the next round after the character leaves the area of bright light.

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 (see Disarm, page 25).

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. Normally, an object's Armor defense is equal to 0.

Hardness: Each object has a **hardness** which indicates how durable it is. For details, see Hardness, page 28.

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, and cold attacks deal one-quarter damage to most objects.

Piercing Weapon Damage: Objects take half damage from piercing weapons.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to **subdual damage** and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

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.

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 have defenses. A magic item's Fortitude and Mental defenses are equal to 5 + its **power**, though its Reflex defense is 0. An attended magic item uses its defenses or its owner's defenses, whichever are higher.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Defense (do not treat them as inanimate objects).

Damaged Objects

An object that has taken damage remains fully functional until its hit points are reduced to 0, at which point it is **broken**. Any additional damage is applied as **vital damage**. If an object has more vital damage than its maximum hit points, it is **destroyed**.

Both magical and mundane objects that are damaged or broken can be repaired to full hit points for a cost equal to 10% of their value. You must be able to craft the item originally to repair it.

Broken Objects: 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.

Destroyed Objects: Destroyed objects have been damaged beyond hope of any sort of repair short of crafting the object again from raw materials. For example, a destroyed wall is reduced to dust or small, useless chunks of rubble. Magic items that are destroyed irrevocably lose their magical properties.

Breaking Items

If you try 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 you succeed. 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 9.6: 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 9.7: 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.

Appendix A

Glossary

ability: An ability is a generic term for any unusual property a creature has or any special actions it can take to cause particular effects. Spells, racial traits, and the benefits from class **archetypes** can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 22.

acid: Acid is a type of damage is very effective against most objects. For the Acid ability tag, see Ability Tags, page 22.

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 abilities that you have access to. There are two types of action points: **recovery action points** and **reserve action points**. For details, see Action Points, page 10.

active cover: Active cover is a type of **cover** provided by mobile obstacles that can block **physical attacks**. Physical attacks against creatures and objects with active cover suffer a 20% miss chance. For details, see Active Cover, page 16.

accuracy: The bonus added to an **attack roll**.

Air: See Ability Tags, page 22.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page 138.

ally: Some beneficial abilities affect allies. An ally is any creature you choose who also considers you an ally, not including yourself. Creatures who are not allies are considered **enemies**.

AP: An ability with the AP tag costs an **action point** to use. For details, see Ability Tags, page 22.

archetype: An archetype is a collection of related abilities from a particular class. Each class has three archetypes that members of that class normally have. For details, see Archetypes, page 32.

archetype rank: Each ability from an **archetype** has a minimum rank required to gain the ability. For details, see Archetype Ranks, page 32.

armor: Armor is a form of equipment that protects your body from harm. There are two kinds of armor: **body armor**, which you wear on your body, and **shields**, which you wield in a hand.

For details, see Armor, page 149.

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: **physical attacks** and **magical attacks**.

attack result: An attack result is the total you get on an **attack roll**, after taking to account any bonuses or penalties that apply to the roll.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 1d10 + 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.

attended: An attended item is an item currently being held or carried by a creature. Some abilities can only affect **unattended** items.

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**.

attune: Some abilities last as long as you attune to them. Attuning to an ability costs an **action point** that you cannot recover as long as you maintain your attunement to that ability. For details, see Attunement, page 21.

Attune: An ability with this **ability tag** lasts as long as a creature attunes to it. For details, see Attunement, page 21.

attuned: If you are attuned to an ability, you have invested an action point in it to maintain its effect. For details, see Attunement, page 21.

Auditory: See Ability Tags, page 22.

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. 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 22.

base speed: Your base speed is the distance that you can usually move. For details, see Base Speed, page 14.

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 70). It has a 50% miss chance with **strikes** and vision-related checks, even if it knows the location of its target. Finally, it is **defenseless**.

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 **miss 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.

block: The *block* ability allows you to try to prevent other creatures from entering an area. For details, see Block, page 18.

bloodied: At or below half hit points. Bloodied creatures take a –4 penalty to Fortitude and Mental defense.

body armor: Body armor is a form of **armor** that you wear on your body. For details, see Armor, page 149.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure and can be repaired. For details, see Broken Objects, page 160.

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 21). A burst ability has an immediate effect on all valid targets within an area.

cantrip: Every **spell** can be cast as a cantrip. A cantrip is a weaker version of the spell that does not cost an **action point** to use. For details, see Cantrips, page 102.

Chaos: See Ability Tags, page 22.

challenge rating: The challenge rating of a monster indicates its approximate strength within its level. For details, see Challenge Rating, page 224.

charge: You can move up to a foe and attack it with the *charge* ability. For details, see Charge, page 24.

Charm: See Ability Tags, page 22.

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.

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 86). It treats the creature that charmed it as a friend (a +10 relationship modifier)

for the purpose of Persuasion checks.

check: A check is a d10 roll required to accomplish an action that has a chance of failure that is not an attack. If the result of your roll, including your **check modifier**, is high enough, you succeed. Otherwise, you fail. For details, see Checks, page 8.

check modifier: A check modifier is a number that you add to or subtract from your d10 roll when you make a **check**. For details, see Checks, page 8.

class: Your class represents your fundamental source of power and the type of abilities you have. For example, barbarians draw power from the primal energy found deep within all living things, while clerics draw power from their worship of mighty deities. For details, see Classes, page 32.

class skill: A class skill is a skill that a class is particularly good at using. Each class has a specific set of class skills given in its description. Normally, it costs 3 **skill points** to make a skill **mastered**. It only costs 2 skill points to make a class skill **mastered**. For details, see Skill Training, page 67.

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 73.

cold: A kind of **energy**. For the Cold ability tag, see Ability Tags, page 22.

common language: Common languages are languages that are widely spoken. They are described in Table 7.4: Common Languages (page 139).

Compulsion: See Ability Tags, page 22.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. A creature or object with concealment from you gains a +2 bonus to Armor defense. For details, see Concealment, page 16.

concentration: Some abilities, such as spells, require concentration to use successfully. If your concentration is disrupted, the ability may fail. Your bonus with concentration checks is normally equal to the higher of your level and your Willpower. For details, see Concentration, page 100.

condition: A condition is a negative effect on a creature. Conditions last until they are removed, such as by the *cleanse* ability (see Cleanse, page 25).

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.

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 16.

Creation: See Ability Tags, page 22.

crouching: A crouching creature is ducking down instead of standing normally. **Melee attacks** against it gain a +2 bonus to **accuracy**, while physical ranged attacks against it take a -2 penalty to accuracy. In addition, it takes a -2 penalty to accuracy with melee attacks and moves at half speed.

Curse: See Ability Tags, page 22.

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 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. Unless otherwise noted, damaging attacks deal double damage on a critical hit. Some abilities have special effects on critical hits.

critical success: When you make a check, if your result beat the DR by 10 or more, you get a critical success. Some abilities have special effects on critical successes.

damage: Some attacks deal damage to you when they hit. When you take damage, you reduce your **hit points** by that amount. If you have no hit points remaining, you may take that damage as **vital damage** instead, which represents potentially life-threatening injuries. For details, see Damage, page 12.

damage reduction: Damage reduction allows you to ignore a certain amount of incoming damage. If you have damage reduction, you ignore the first points of damage you would take each **round**, up to a maximum equal to the value of your damage reduction. Any additional damage is dealt normally. Once it reduces that much damage, it stops functioning until the start of the next round.

Most sources of damage reduction only apply against a specific type of attack. For example, a barbarian's damage reduction only applies against damage dealt by **physical attacks**. 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.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning until the end of the next round after the creature leaves the brightly lit area.

dazed: A dazed creature cannot act during the **action phase**. It can take its normal actions during the **delayed action phase**. In addition, the creature takes a -2 penalty to **defenses**.

dazzled: A dazzled creature has difficulty seeing. It loses any special vision abilities it has, such as **darkvision** or **low-light vision**. In addition, it takes a -2 penalty to **accuracy** and visual Awareness checks (see Awareness, page 70).

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 101). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. In addition, it has a 20% failure chance when casting any spell with verbal components.

decelerated: A decelerated creature moves at one quarter speed and takes a -4 penalty to Reflex defense.

defenseless: A defenseless creature is unable to defend itself in melee combat. **Melee attacks** against it gain a +2 bonus to accuracy. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

Death: See Ability Tags, page 22.

defeated: A creature is defeated if it dies, surrenders or is incapacitated for an extended period of time (such as by being knocked unconscious). Some abilities, such as a ranger's *quarry* ability (see Quarry, page 59), last until their target is defeated. If there is ambiguity about whether a surrendering or seemingly incapacitated enemy still poses a threat, you choose whether you consider the enemy to be defeated.

defense: A defense is a static number which represents how difficult you are to affect with attacks. There are four defenses: Armor, Fortitude, Reflex, and Mental. For details, see Defenses, page 13.

defensive casting: When you use a spell or ritual, you can choose to balance concentrating on the ability and defending yourself. This is called defensive casting. If you do, there is a chance that you may **miscast** the spell. For details, see Focused and Defensive Casting, page 100.

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.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed Objects, page 160.

Detection: See Ability Tags, page 22.

die increment: A die increment is a single increase or decrease of the die size of a pool of dice. For example, a 1d8 that is increased by one die increment becomes a 1d10 die. Similarly, a 2d6 dice pool that is decreased by one die increment also becomes a 1d10 die. For details, see Die Increments, page 12.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see Difficult Terrain, page 18.

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.

DR: A shorthand for **difficulty rating**.

dirty trick: You can use the *dirty trick* ability to impair a foe by using your environment. For details, see Dirty Trick, page 25.

disarm: You can use the *disarm* ability to strike items held or

worn by a creature. For details, see Disarm, page 25.

disease: An affliction of the body, causing a steady deterioration over time. For the Disease ability tag, see Ability Tags, page 22.

dismiss: When you dismiss an ability, it ends, and all of its lingering effects are removed. Unless otherwise noted, all abilities with a **duration** can be dismissed.

disoriented: During each movement phase, a disoriented creature is compelled to move its full speed in a random direction. It moves as far as it can, but will not sprint or take similar strenuous actions to increase its speed.

dominated: A dominated 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.

duration: An ability’s duration determines how long that ability lasts.

dying: A dying creature is unconscious and near death. See Dying, page 26.

Earth: See Ability Tags, page 22.

effect: The result of using an **ability**.

electricity: A kind of **energy**. For the Electricity ability tag, see Ability Tags, page 22.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 21). 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.

Emotion: See Ability Tags, page 22.

encumbrance: Your encumbrance is a value that represents how much you are burdened by armor and weight. For details, see Encumbrance, page 26.

enemy: Some harmful abilities affect enemies. An enemy is any creature other than yourself who you consider to be an enemy or who considers you to be an enemy. Creatures who are not enemies are considered **allies**.

energy: There are four types of energy: cold, electricity, fire, and sonic. Energy effects often deal damage.

exhausted: An exhausted creature moves at half speed and takes a –4 penalty to **defenses**. This does not stack with the **fatigued** effect.

exotic weapon: A rare few weapons are considered exotic weapons. They are unusually difficult to wield, and even being **proficient** with the associated **weapon group** does not grant you the ability to use an exotic weapon. Some class abilities grant proficiency with exotic weapons.

explode: When you roll a 10 on an **attack roll**, the die can explode. If it does, you roll it again and add the two results together to determine the total. For details, see Exploding Attacks, page

8.

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 69, and Jump, page 82).

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 –4 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.

fast healing: A creature with fast healing automatically heals hit points at the end of every **action phase**.

fatigued: A fatigued creature moves at half speed and takes a –2 penalty to **defenses**. This does not stack with the **exhausted** effect.

Fear: See Ability Tags, page 22.

feint: You can use the *feint* ability to trick a creature into lowering its defenses. For details, see Feint, page 25.

fire: A kind of **energy**. For the Fire ability tag, see Ability Tags, page 22.

Flesh: See Ability Tags, page 22.

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 19.

focused casting: When you use a spell or ritual, you can choose to focus exclusively on completing the effect. This is called focused casting. While you do, you suffer a –4 penalty to defenses. For details, see Focused and Defensive Casting, page 100.

Fog: See Ability Tags, page 22.

follow: The *follow* ability allows you to follow another creature to match their movements during the **movement phase**. For details, see Follow, page 18.

Force: See Ability Tags, page 22.

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 9.

frightened: A frightened creature takes a –4 penalty to **defenses** while it is within Medium (100 ft.) range of the source of its fear. This does not stack with the **shaken** effect.

If the source of a frightened creature’s fear is a creature and is **defeated**, this effect is broken.

glide speed: A creature with a glide speed can glide through the air. It cannot fly upwards, but it can travel forward while it descends, and it descends at a significantly reduced rate. For details, see Gliding, page 19.

good: One of the four **alignment** components. For the Good ability tag, see Ability Tags, page 22.

grapple: You can use the *grapple* ability to physically restrain a creature. For details, see Grapple, page 25.

grappled: A grappled creature is wrestling or in some other

form of hand-to-hand struggle with at least one other creature. 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 on all **physical attacks** until you have a free hand.
- You are **defenseless** against creatures who are not grappled by you.
- 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 normally move from your location.

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. For details, see Grapple Actions, page 27.

hardness: An object's hardness indicates how durable it is. When a creature or object with hardness would take damage, if the hardness of the attacking object or creature lower than the hardness of the defender, the attacking object or creature takes the damage instead. For details, see Hardness, page 28.

heavy undergrowth: A space overrun with thick bushes, vines, and similar natural obstacles has heavy undergrowth. Heavy undergrowth quadruples the movement cost required to move out of each square and provides **concealment**.

heavy weapon: A heavy weapon is a type of **weapon** that requires two hands to wield properly. For details, see Weapon Usage Classes, page 141.

helpless: A helpless creature is completely at an opponent's mercy. Its Dexterity is treated as -10. Paralyzed, bound, and unconscious creatures are helpless. Any **physical attack** against a helpless creature automatically **explodes** on the first die.

hidden task: Any checks for a hidden **task** should be rolled secretly by the GM. You should not know the result of your check, or even that a check was made. For details, see Hidden Tasks, page 68.

hit point: Your hit points measure how hard you are to kill. When you take damage, you subtract that damage from your hit points. For details, see Hit Points, page 26.

hunting party: A hunting party is the group of allies affected by a ranger's *quarry* ability (see Quarry, page 59).

ignited: An ignited creature has been set on fire. It takes 1d6 fire damage at the end of each **action phase** and takes a -2 penalty to **defenses**.

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.

improvised weapon: An improvised weapon is an object which could conceivably be used as a weapon, but which was not designed for that purpose. Common examples include doors and wine bottles. For details, see Improvised Weapons, page 142.

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.

initiative: When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks to determine who completes the action first. For details, see Initiative, page 13.

insight points: Insight points can be spent to learn additional abilities. You gain access to insight points at 2nd level. For details, see Insight Points, page 14.

invisible: An invisible creature or object cannot be seen. Creatures unable to see an invisible creature are **defenseless** against its attacks. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 70, and Stealth, page 91, for how to identify invisible creatures.

item slot: Item slots are a resource that you can use to **attune** to items in place of **action points**. If you use an item slot to attune to an item, you gain its effects without reducing your available action points. For details, see Item Slots, page 173.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Climb is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

legacy item: A legacy item is an item magically bonded to its bearer. As its bearer gains levels, it increases in power as well. For details, see Legacy Items, page 194.

legend point: Legend points can be used to achieve extraordinary results on a roll you make, or to force a foe to accept a terrible failure. You gain access to legend points at 3rd level. For details, see Legend Points, page 28.

Life: See Ability Tags, page 22.

Light: See Ability Tags, page 22.

light undergrowth: A space with passable bushes, vines, and similar natural obstacles has light undergrowth. Light undergrowth is **difficult terrain** and provides **concealment**.

light weapon: A light weapon is a type of **weapon** that is relatively small and easy to use. You can use your Dexterity to

determine your **accuracy** when making **physical attacks** with light weapons. For details, see Weapon Usage Classes, page 141.

line of effect: You cannot target something that you do not have line of effect to. Line of sight is blocked by solid obstacles. For details, see Line of Effect, page 20.

line of sight: You cannot target something that you do not have line of sight to. Line of sight is blocked by any obstacle that blocks sight. For details, see Line of Sight, page 20.

long rest: A long rest represents eight hours of relaxation or sleep. It allows you to recover all of your spent **action points** and **legend points**. For details, see Long Rest, page 28.

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 bonus: Some abilities provide a magic bonus instead of a regular bonus. Magic bonuses function like normal bonuses except that they do not stack with each other, even if the magic bonuses come from different sources. For details, see Stacking Rules, page 17.

magic source: A magic source defines where a creature's **mystic spheres** come from. There are four magic sources: arcane, divine, nature, and pact. Mages cast arcane spells, clerics cast divine spells, druids cast nature spells, and warlocks cast pact spells.

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. For details, see Magical Abilities, page 23.

maneuver: A maneuver is a type **mundane** ability that some classes grant access to. For details, see Maneuvers, page 94.

maneuverability: While flying, your maneuverability determines how easily you can change directions and perform aerial feats. There are three types of maneuverability: good, normal, and poor. For details, see Maneuverability, page 19.

Manifestation: See Ability Tags, page 22.

mastered: If you have **mastered** a skill, you have learned to use it to its maximum potential. Your modifier with a mastered skill is equal to 3 + either the skill's key attribute (if any) or your level, whichever is higher. For details, see Skill Training, page 67.

medium weapon: A medium weapon is a type of **weapon** that can be wielded in either one or two hands. For details, see Weapon Usage Classes, page 141.

melee attack: A melee attack is a **physical attack** using your body or a weapon that does not leave your grasp. You can only make melee attacks against targets within your **reach**.

melee weapon: A melee weapon is a weapon designed for **melee attacks**.

minor action: Each round, you can take a single minor action

in addition to your other actions that round. Minor actions can be taken in either the **action phase** or the **delayed action phase**. They are declared and resolved simultaneously with any other actions you take during that phase. For details, see Minor Actions, page 9.

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, page 100.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. If you have multiple miss chances, only the highest one applies.

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page 17, 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 mode: A movement mode is a method of moving from one location to another. The most common mode is a land speed. For details, see Movement Modes, page 19.

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**.

mundane: Most abilities are considered mundane abilities. Mundane abilities have a tangible component and some form of natural explanation. Examples include **strikes**, a dragon's breath weapon, and a barbarian's rage. Unless otherwise indicated, all abilities are mundane in nature.

Mystic: See Ability Tags, page 22.

mystic sphere: A mystic sphere is a collection of thematically related magical effects that includes both **spells** and **rituals**. For details, see Mystic Spheres, page 99.

natural weapon: A natural weapon is a **weapon** that is part of a creature's body. For details, see Natural Weapons, page 142.

nauseated: A nauseated creature takes a -4 penalty to **accuracy** and Fortitude defense. This does not stack with the **sickened** effect.

opposed alignment: Each **alignment** has an opposed alignment that is antithetical to its principles and goals. Good and Evil are opposed alignments, and Chaos and Law are opposed alignments. For details, see Alignment, page 138.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see Overrun, page 25.

overwhelm penalties: An **overwhelmed** creature suffers over-

whelm penalties equal to half the combined **overwhelm value** of all creatures threatening it. Overwhelm penalties apply to Armor and Reflex defenses. For details, see Overwhelm, page 15.

overwhelm resistance: A creature with **overwhelm resistance** reduces the effective **overwhelm value** of creatures threatening it. This can reduce or remove their **overwhelm penalties**. For details, see Overwhelm Resistance, page 16.

overwhelm value: Your overwhelm value determines how much you contribute to **overwhelm penalties** against creature you **threaten**. Most Small and Medium creatures have an overwhelm value of 1. For details, see Overwhelm Value, page 15.

overwhelmed: A creature is overwhelmed if the combined **overwhelm value** of all creatures that **threaten** it is at least 2. An overwhelmed creature suffers **overwhelm penalties**. For details, see Overwhelm, page 15.

outsider: An outsider is a type of creature. Outsiders are composed of planar material from a plane other than the Material Plane.

panicked: A panicked creature must flee from the source of its fear by any means necessary if it is within Medium (100 ft.) range of the source of its fear. If unable to flee, it must do nothing other than use the *total defense* ability every round (see Total Defense, page 26).

If the source of a panicked creature's fear is a creature and is **defeated**, this effect is broken.

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.

passive cover: Passive cover is a type of **cover** provided by immobile obstacles that can block **physical attacks**. Creatures and objects with passive cover from you gain a +2 bonus to Armor defense. For details, see Passive Cover, page 16.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unconscious and 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.

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 22.

physical attack: A physical attack is an **attack** made with a creature's body. The most common type of physical attack is a **strike**, but there are other physical attacks, such as the *trip* ability (see Trip, page 26). Most physical attacks target Armor

defense.

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 26). Like a **helpless** creature, its Dexterity is treated as -10.

Planar: See Ability Tags, page 22.

planar rift: A planar rift is a location where the boundaries between planes are unusually thin. Planar rifts can be used to travel between planes using the appropriate rituals. For details, see Planar Rifts, page ??.

plane: A plane is a distinct realm of existence. Except for the connections between planes through **planar rifts**, each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For details, see Planes, page 139.

point of origin: A point of origin is the grid intersection, creature, or object that an area originates from. For details, see Area, page 20.

poison: For a description of poisons and how they work, see Poisons, page 156.

Poison: See Ability Tags, page 22.

Positive: See Ability Tags, page 22.

potency: The potency of a poison, disease, or similar effect determines its **accuracy**.

power: The power of an **ability** represents how strong the ability is. This determines the ability's **standard damage**, and may determine other effects of the ability. Your power with an ability depends on whether the ability is **magical** or **mundane**. Your power with magical abilities is normally equal to the higher of your level and Willpower, and your power with mundane abilities is normally equal to the higher of your level and Strength. For details, see Power, page 12.

proficient: A creature can be proficient with weapons and armor. If you try to attack with a weapon you are not proficient with, you take a -2 penalty to accuracy (see Weapon Proficiency, page 141). If you try to use armor you are not proficient with, it is less effective and your **accuracy** with **physical attacks** is reduced (see Armor Proficiency, page 149).

projectile: A projectile is an object fired from a weapon at a target. Arrows and bolts are projectiles.

projectile weapon: A projectile weapon is a weapon designed to fire **projectiles**. For details about how to attack with projectile weapons, see Projectile Strike, page 24.

prone: A prone creature is lying on the ground, rather than standing normally. Melee **strikes** against it gain a +2 bonus to **accuracy**, while ranged **strikes** against it take a -2 penalty to accuracy. In addition, it takes a -2 penalty to accuracy with melee **strikes** and is unable to move until it stands up. A creature can stand up from being prone during the movement phase. This generally requires one free hand.

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 7.5: Rare Languages (page 139).

reach: Your reach is how far away from your body you can make melee attacks. A typical Medium creature has a five-foot reach.

recovery action point: A recovery action point is a type of **action point**. You can regain spent recovery action points with a **short rest**. Recovery action points are also required to **attune** to abilities. For details, see Action Points, page 10, and Attunement, page 21.

reserve action point: A reserve action point is a type of **action point**. You can regain spent reserve action points with a **long rest**. For details, see Action Points, page 10.

ritual: A ritual is a discrete **magical** ability with esoteric effects. For details, see Rituals, page 102.

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 71).

Scrying: See Ability Tags, page 22.

scrying sensor: A scrying sensor is a magical construct created by some magical abilities. Scrying sensors are Fine objects resembling a human eye in size and shape, though they are glossterminvisible. Scrying sensors typically float in a fixed position in the air. They cannot normally be moved by external forces without destroying the sensor. Unless otherwise specified, a scrying sensor's visual acuity is the same as that of a normal human, giving it a +0 bonus to the Awareness skill and similar checks.

Sensation: See Ability Tags, page 22.

shadowy illumination: In an area with shadowy illumination, creatures can see dimly. Creatures within this area have concealment, which can allow them to make Stealth checks to hide (see Stealth, page 91).

shaken: A shaken creature takes a -2 penalty to **defenses** while it is within Close (30 ft.) range of the source of its fear. This does not stack with the **frightened** effect.

If the source of a shaken creature's fear is a creature and is **defeated**, this effect is broken.

Shaping: See Ability Tags, page 22.

shield: Shields are a form of **armor** that you wield in a hand to protect you from harm. For details, see Armor, page 149.

Shielding: See Ability Tags, page 22.

short rest: A short rest represents five minutes of relaxation. It

allows you to regain a small amount of **hit points** and some of your spent **recovery action points**. For details, see Short Rest, page 28.

shove: You can use the *shove* ability to forcibly move a creature. For details, see Shove, page 25.

sickened: A sickened creature takes a -2 penalty to **accuracy** and Fortitude defense. This does not stack with the **nauseated** effect.

size category: A creature's size category indicates how large it is. There are nine size categories, from smallest to largest: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal. For details, see Size in Combat, page 14.

Sizing: See Ability Tags, page 22.

skill: A skill represents your degree of talent with a particular non-combat aspect of the world. For example, the Climb skill represents how skilled you are at climbing. For details, see Skills, page 67.

skill point: You can spend skill points to gain training in skills (see Skill Training, page 67). You gain skill points from your class, from having a high Intelligence, and from taking penalties to your starting attributes (see Impaired Attributes, page 11). For details, see Skill Points, page 67.

slowed: A slowed creature moves at half speed and takes a -2 penalty to Reflex defense.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Casting Components, page 99.

somatic component failure: If you have any **encumbrance**, you may fail to successfully perform the intricate gestures required to cast spells with **somatic components**. For details, see Somatic Component Failure, page 100.

Sonic: See Ability Tags, page 22.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot **squares**. Small and Medium creatures occupy space equal to a single five-foot square.

Speech: See Ability Tags, page 22.

speed: Your speed represents the number of feet you can move with a single movement (see The Movement Phase, page 9).

spell: A spell is a discrete **magical** ability with combat-relevant effects. For details, see Spells, page 101.

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 101. 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.

sprint: You can use the *sprint* ability to move faster for a short period of time. For details, see Sprint, page 18.

square: A square represents a single 5-ft. by 5-ft. space. Many

areas are measured in squares for convenience.

squeezing: A squeezing creature is trying to move through an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a -2 penalty to **accuracy** with **strikes** and Armor and Reflex defenses. For details, see Squeezing, page 18.

stabilization check: A **check** made when a creature is **dying** to see if it stabilizes or dies. For details, see Injury, Death, and Healing, page 26.

staggered: A staggered creature is temporarily overwhelmed by physical trauma. It takes a -4 penalty to **accuracy** and **checks**. Becoming **bloodied** cause you to become staggered (see Staggered, page 26).

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 12.

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**. For details, see Strikes, page 24.

stunned: A stunned creature cannot take any actions during the **action phase** or **delayed action phase**, except to use the *cleanse* ability (see Cleanse, page 25). In addition, it takes a -2 penalty to **accuracy**, **checks**, and **defenses**.

subdual damage: Subdual damage is a special kind of damage that can't kill you. If you take subdual damage in excess of your hit points, you fall unconscious. For details, see Subdual Damage, page 26.

Subtle: See Ability Tags, page 22.

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 if it lasts for a specific amount of time. 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.

sustain: Some abilities last as long as you sustain them. Each ability specifies a particular action that is required to sustain the ability, such as a **minor action**. At the end of each **action phase**, the ability is dismissed unless you used the ability that phase or took the action to sustain the ability that phase. For details, see Sustained Abilities, page 21.

Sustain: An ability with this **ability tag** lasts as long as you sustain it each round. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. For details, see Sustained Abilities, page 21.

Swift: An ability with this **ability tag** resolves its effects before other actions in the same phase. For details, see Swift Abilities,

page 9.

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 93.

take 10: If you have plenty of time to accomplish a task that requires a **check**, and there are no meaningful consequences for failure, you can take 10 to accomplish the task. If you do, the task takes ten times as long, but you treat your roll for the check as if you had rolled a 10. For details, see Taking 10, page 6.

target: A target is a creature or object directly affected by an ability. Many abilities only affect a single target, and some affect a specific number of targets.

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 16).

targeted: A **targeted** ability is an ability that allows you to directly choose which targets the ability affects. A spell that affects an area is not a targeted ability, because you choose the area affected instead of choosing the targets directly.

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 69). For details, see Tasks, page 68.

Teleportation: See Ability Tags, page 22.

Temporal: See Ability Tags, page 22.

threat: A creature's threat represents how threatening it is. Many monsters choose the targets of their attacks based on the threat of their foes. For details, see Threat, page 13.

threaten: If you are using a **melee** weapon, all enemies within your **reach** with that weapon are **threatened**. A threatened creature may suffer **overwhelm penalties** if there are multiple creatures threatening it.

thrown weapon: A thrown weapon is a weapon designed to be thrown at a target. For details about attacking with thrown weapons, see Thrown Strike, page 24.

total cover: Total cover is a type of **cover**. If a creature is completely behind a physical object that blocks sight, it has **total cover** from attacks. A creature with total cover cannot be targeted by any attacks. For details, see Total Cover, page 16.

trained: If you are trained in a skill, you have learned how to use it well, but you have not **mastered** it. Your modifier with a trained skill is equal to either half your level + 1 or the skill's **key attribute** (if any), whichever is higher. For details, see Skill Training, page 67.

Trap: See Ability Tags, page 22.

trip: You can knock a foe off its feet with the *trip* ability. For details, see Trip, page 26.

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.

truesight: A creature with truesight can ignore all **Sensation** effects within a given range. Despite the name of the ability, it affects all senses, not merely sight.

unarmed attack: Every corporeal creature is capable of making an attack using its bare fists (or similar appendages). For details, see Unarmed Combat, page 27.

unattended: An unattended item is an item not being held or carried by a creature. Some abilities can only affect unattended items.

unaware: An unaware creature does not know that it is being attacked. Any **physical attack** against an unaware creature automatically **explodes** on the first die. After being attacked, an unaware creature typically stops being unaware of future attacks, even if it cannot see or identify its attacker.

undergrowth: The presence of a significant amount of roots, bushes, and similar plants that can obstruct movement is called undergrowth. There are two kinds of undergrowth: **light undergrowth** and **heavy undergrowth**. For details, see Undergrowth, page 19.

usage class: The **usage class** of a weapon or armor is a measure of how much effort it takes to use the item. For details, see Weapon Usage Classes, page 141 and Armor Usage Classes, page 149.

verbal components: Verbal components are words required to cast most spells. For details, see Casting Components, page 99.

Visual: See Ability Tags, page 22.

vital damage: If you take damage in excess of your **hit points**, that damage is dealt as vital damage. Vital damage inflicts debilitating **vital damage penalties**. For details, see Vital Damage, page 26.

vital damage penalties: For every 4 points of **vital damage** you have, you take a -1 penalty to **accuracy**, **checks**, and **defenses**. For details, see Vital Damage, page 26.

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.

Water: See Ability Tags, page 22.

weapon: A weapon is an object used to inflict damage. Some creatures can treat parts of their body as weapons. For details, see Weapons, page 141.

weapon group: A weapon group is a category of **weapons** with a similar design and fighting style. You have proficiency with some number of weapon groups based on your **class**. For details, see Weapon Groups, page 141.

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.

withdraw: The *withdraw* ability allows you to stay away from a creature, preventing it from coming too close to you. For details, see Withdraw, page 18.

zone: A zone is a type of area that an ability can have (see Area Types, page 21). 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

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 B.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 **power**, 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 three levels lower, for a total of four items. If the character is lower than 4th level, add 1/2-level items as necessary to total 4 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 B.2: Item Levels

Item Level	Typical Market Price	Worth two items of this level
1/2	10 gp	—
1	50 gp	1/2
2	125 gp	1
3	250 gp	2
4	500 gp	3
5	800 gp	4
6	1,200 gp	4
7	1,800 gp	5
8	2,750 gp	6
9	4,000 gp	7
10	6,500 gp	8
11	10,000 gp	9
12	16,000 gp	10
13	25,000 gp	11
14	37,000 gp	12
15	55,000 gp	13
16	85,000 gp	14
17	125,000 gp	15
18	190,000 gp	16
19	280,000 gp	17
20	400,000 gp	18

Appendix C

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 four broad categories:

- Weapons are used to make physical attacks. They provide access to their abilities when wielded. A *flaming longsword* and a *vampiric scythe* are weapons.
- Implements are used to cast spells. They provide access to their abilities when wielded. A *staff of fire* and a *staff of time* are implements.
- Apparel items are usually not used individually. They provide access to their abilities when worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Tools provide access to their abilities when used in some way. A *bag of carrying* is a tool.

Using Magic Items

Item Activation

Some magic items have to be explicitly activated to have unusual effects. For example, the *seven league boots* can be activated to teleport you across great distances. Other magic items constantly have magical effects. For example, a *flaming sword* is on fire.

The description of a magic item effect will specify what mechanical actions must be taken, if any, to activate the effects of the item. For example, a healing belt requires spending an **action point** as a **standard action**. However, the item description will not specify the exact nature of the action. Different items, even if they have the same effect, can have different physical actions that are required to activate the item. These minor actions can come in one of the following forms:

- Command word: You must speak a specific word that the item will hear and react to. For example, you may need to say the word “healing” in Elven to activate an item that heals you.
- Mental command: You must mentally direct the item to activate, such as by visualizing the item or thinking a particular word. For example, you may need to imagine a warm

blanket around you to activate an item that protects you from cold damage or environmental effects.

- Physical motion: You must perform a specific physical motion, usually involving the item in some way. For example, you may need to rapidly stomp one foot on the ground to activate an item that allows you to move faster.

Item Limitations

There are three restrictions on your ability to use magic items. First, you cannot equip two apparel items that take up the same physical location on your body. For example, you cannot equip two different gauntlet sets and gain the effects of both, but you could equip several amulets or up to ten rings. Second, most magic items other than tools require you to attune to them to gain their effect. You can attune to a magic item with the *item attunement* ability, below. Third, you cannot attune to two items with the same name, or if one is simply a Greater or Lesser version of the other.

Item Slots

Normally, attuning to an ability or magic item reduces your maximum action points by one. However, you can attune to a certain number of items without penalizing your action points. You start with one **item slot**, and acquire more as you gain levels (see Table 1.9: Character Advancement (page 29)).

When you attune to a magic item, you can spend an **item slot** instead of an **action point**. This is summarized in the description of the *item attunement* ability.

Dismissing your attunement to an item does not restore the spent item slot. You regain all spent **item slots** from dismissed attunements after a **long rest**.

Item Attunement

As a standard action, you can spend an **action point** or an **item slot** to use the *item attunement* ability to attune to items.

*Item Attunement***Attune** (self)

Choose a magic item you are touching. Any abilities the target has that require attunement become active, allowing you to use its full potential.

If you spent an **item slot** to use this ability, attuning to this ability does not affect the number of action points you recover when you rest.

Shared Item Attunement: Multiple creatures can attune to the same item simultaneously. Since most items only function while worn or wielded, this does not usually allow multiple creatures to gain the benefits of the item. However, the creatures can swap the item between them without having to reattune to it each time.

Item Power

The **power** of an item depends on its level. If the item is not being attuned to by a creature, its power is equal to its level. If a creature is attuning to the item, its power is equal to its level or the level of the attuning creature, whichever is higher.

An item's **power** also affects its defenses. Its Fortitude and Mental defenses are equal to 10 + its **power**. Its Armor defense and Reflex defense are not affected by its **power**, and are solely determined by its 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 has an ability with a duration, removing the item also ends the ability. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Item Description Format

TODO

Apparel

Table C.1: Apparel Items

Name	Level	Typical Price	Description	Page
Belt of Healing	1st	50 gp	Grants healing	179
Bracers of Archery	1st	50 gp	Grants bow proficiency	179
Amulet of Health	2nd	125 gp	Increases your hit points	178
Boots of the Winterlands	2nd	125 gp	Eases travel in cold areas	179
Bracers of Armor	2nd	125 gp	Grants invisible armor	180
Gauntlet of the Ram	2nd	125 gp	Shoves foe when used to strike	181
Gauntlets of Improvisation	2nd	125 gp	Grants +1d damage with improvised weapons	181
Lifekeping Belt	2nd	125 gp	Reduces vital damage penalties by 2	182
Ring of Elemental Endurance	2nd	125 gp	Grants tolerance of temperature extremes	182
Shield of Arrow Deflection	2nd	125 gp	Can block small projectiles	183
Shield of Bashing	2nd	125 gp	Deals +1d damage	183
Torchlight Gloves	2nd	125 gp	Sheds light as a torch	184
Boots of Freedom	3rd	250 gp	Grants immunity to magical mobility restrictions	179
Ocular Circlet	3rd	250 gp	Can allow you to see at a distance	182
Ring of Nourishment	3rd	250 gp	Provides food and water	182
Armor of Energy Resistance	4th	500 gp	Reduces energy damage	178
Boots of Earth's Embrace	4th	500 gp	Grants immunity to forced movement	179
Boots of Elvenkind	4th	500 gp	Grants +2 Stealth	179
Circlet of Blasting	4th	500 gp	Can blast foe with fire	180
Circlet of Persuasion	4th	500 gp	Grants +2 Persuasion	180
Featherlight Armor	4th	500 gp	Reduces encumbrance by 1	181
Hidden Armor	4th	500 gp	Can look like normal clothing	182
Mask of Water Breathing	4th	500 gp	Allows breathing water like air	182
Throwing Gloves	4th	500 gp	Allows throwing any item accurately	184
Bracers of Repulsion	5th	800 gp	Can shove nearby creatures back	180
Crown of Flame	5th	800 gp	Grants nearby allies immunity to fire damage	180
Gloves of Spell Investment	5th	800 gp	Can invest a spell to cast later	181
Ring of Energy Resistance	5th	800 gp	Reduces energy damage	182
Shield of Arrow Catching	5th	800 gp	Redirects small nearby projectiles to hit you	183
Amulet of Nondetection	6th	1,200 gp	Grants +4 to defenses against detection	178
Boots of Speed	6th	1,200 gp	Increases speed by ten feet	179
Shield of Boulder Deflection	6th	1,200 gp	Can block large projectiles	183
Armor of Fortification	7th	1,800 gp	Reduces critical hits from strikes	178
Assassin's Cloak	7th	1,800 gp	Grants invisibility while inactive	178
Belt of Healing, Greater	7th	1,800 gp	Grants more healing	179
Boots of Water Walking	7th	1,800 gp	Allows walking on liquids	179
Boots of the Skydancer	7th	1,800 gp	Can walk on air	179
Bracers of Archery, Greater	7th	1,800 gp	Grants bow proficiency, +1 ranged accuracy	179
Crown of Lightning	7th	1,800 gp	Continuously damages nearby enemies	180
Gauntlet of the Ram, Greater	7th	1,800 gp	Shoves foe hard when use to strike	181
Gauntlets of Improvisation, Greater	7th	1,800 gp	Grants +2d damage with improvised weapons	181
Lifekeping Belt, Greater	7th	1,800 gp	Reduces vital damage penalties by 4	182
Protective Armor	7th	1,800 gp	Grants +1 Armor defense	182
Protective Shield	7th	1,800 gp	Grants +1 Armor defense	182
Ring of Sustenance	7th	1,800 gp	Provides food, water, and rest	183

Amulet of Health, Greater	8th	2,750 gp	Greatly increases your hit points	178
Amulet of Mighty Fists	8th	2,750 gp	Grants +2 power with natural and unarmed attacks	178
Boots of Gravitation	8th	2,750 gp	Redirects personal gravity	179
Cloak of Mist	8th	2,750 gp	Fills nearby area with fog	180
Ring of Protection	8th	2,750 gp	Grants +1 to Armor and Reflex defenses	183
Shield of Arrow Deflection, Greater	8th	2,750 gp	Blocks small projectiles	183
Shield of Boulder Catching	8th	2,750 gp	Redirects large nearby projectiles to hit you	183
Vanishing Cloak	8th	2,750 gp	Can teleport a short distance and grant invisibility	184
Boots of Freedom, Greater	9th	4,000 gp	Grants immunity to almost all mobility restrictions	179
Crown of Thunder	9th	4,000 gp	Continuously deafens nearby enemies	181
Greatreach Bracers	9th	4,000 gp	Increases reach by five feet	181
Hidden Armor, Greater	9th	4,000 gp	Can look and sound like normal clothing	182
Mask of Air	9th	4,000 gp	Allows breathing in any environment	182
Ocular Circlet, Greater	9th	4,000 gp	Can allow you to see at a greater distance	182
Armor of Invulnerability	10th	6,500 gp	Reduces damage from physical attacks	178
Boots of Speed, Greater	10th	6,500 gp	Increases speed by twenty feet	179
Bracers of Repulsion, Greater	10th	6,500 gp	Can shove foes back	180
Circlet of Blasting, Greater	10th	6,500 gp	Can blast foe with intense fire	180
Crater Boots	10th	6,500 gp	Deals your falling damage to enemies	180
Featherlight Armor, Greater	10th	6,500 gp	Reduces encumbrance by 2	181
Shield of Arrow Catching, Greater	10th	6,500 gp	Selectively redirects small nearby projectiles to hit you	183
Winged Boots	10th	6,500 gp	Grants limited flight	184
Crown of Frost	11th	10,000 gp	Continuously damages and fatigues nearby enemies	180
Gloves of Spell Investment, Greater	11th	10,000 gp	Can invest a spell to cast later for free	181
Hexward Amulet	11th	10,000 gp	Grants +4 defenses against targeted magical attacks	181
Ring of Regeneration	11th	10,000 gp	Grants fast healing	183
Amulet of the Planes	12th	16,000 gp	Aids travel with <i>plane shift</i>	178
Armor of Energy Resistance, Greater	12th	16,000 gp	Drastically reduces energy damage	178
Armor of Fortification, Mystic	12th	16,000 gp	Reduces critical hits from all attacks	178
Seven League Boots	12th	16,000 gp	Teleport seven leagues with a step	183
Shield of Bashing, Greater	12th	16,000 gp	Deals +2d damage	183
Shield of Boulder Deflection, Greater	12th	16,000 gp	Blocks large projectiles	183
Shield of Mystic Reflection	12th	16,000 gp	React to reflect magical attacks	184
Lifekeeping Belt, Supreme	13th	25,000 gp	Reduces vital damage penalties by 8	182
Ring of Energy Resistance, Greater	13th	25,000 gp	Drastically reduces energy damage	182
Titan Gauntlets	13th	25,000 gp	Grants +1d damage with strikes	184
Amulet of Nondetection, Greater	14th	37,000 gp	Grants +8 to defenses against detection	178
Boots of Speed, Supreme	14th	37,000 gp	Increases speed by thirty feet	179
Armor of Fortification, Greater	15th	55,000 gp	Drastically reduces critical hits from strikes	178
Amulet of Mighty Fists, Greater	16th	85,000 gp	Grants +4 power with natural and unarmed attacks	178
Armor of Invulnerability, Greater	16th	85,000 gp	Drastically reduces damage from physical attacks	178
Astral Boots	16th	85,000 gp	Allows teleporting instead of moving	178
Circlet of Blasting, Supreme	16th	85,000 gp	Can blast foe with supremely intense fire	180
Cloak of Mist, Greater	16th	85,000 gp	Fills nearby area with thick fog	180
Ring of Protection, Greater	16th	85,000 gp	Grants +2 to Armor and Reflex defenses	183
Assassin's Cloak, Greater	17th	125,000 gp	Grants invisibility while not attacking	178
Greatreach Bracers, Greater	17th	125,000 gp	Increases reach by ten feet	181
Hexproof Amulet, Greater	17th	125,000 gp	Grants +6 defenses against targeted magical attacks	181

Amulet of the Planes, Greater	19th	280,000 gp	Aid travel with <i>plane shift</i> subrituals	178
Gloves of Spell Investment, Supreme	19th	280,000 gp	Can invest two spells to cast later for free	181

Amulet of Health 2nd (125 gp)

You increase your maximum hit points by an amount equal to this item's **power**.

Type: Amulet

Materials: Jewelry

Amulet of Health, Greater 8th (2,750 gp)

You increase your maximum hit points by an amount equal to twice this item's **power**.

Type: Amulet

Materials: Jewelry

Amulet of Mighty Fists 8th (2,750 gp)

You gain a +2 **magic bonus** to **power** with **unarmed attacks** and natural weapons.

Type: Amulet

Materials: Jewelry

Amulet of Mighty Fists, Greater 16th (85,000 gp)

You gain a +4 **magic bonus** to **power** with **unarmed attacks** and natural weapons.

Type: Amulet

Materials: Jewelry

Amulet of Nondetection 6th (1,200 gp)

You gain a +4 bonus to defenses against abilities with the **Detection** or **Scrying** tags.

Type: Amulet

Tags: **Mystic**

Materials: Jewelry

Amulet of Nondetection, Greater 14th (37,000 gp)

You gain a +8 bonus to defenses against abilities with the **Detection** or **Scrying** tags.

Type: Amulet

Tags: **Mystic**

Materials: Jewelry

Amulet of the Planes 12th (16,000 gp)

When you perform the *plane shift* ritual, this amulet provides all action points required. This does not grant you the ability to perform the *plane shift* ritual if you could not already. It also does not provide any action points for subrituals of the *plane shift* ritual.

Type: Amulet

Tags: **Teleportation**

Materials: Jewelry

Amulet of the Planes, Greater 19th (280,000 gp)

This item functions like the *amulet of the planes* item, except that it also provides action points for all subrituals of the *plane shift* ritual.

Type: Amulet

Tags: **Teleportation**

Materials: Jewelry

Armor of Energy Resistance 4th (500 gp)

You gain a **magic bonus** equal to the item's **power** to **damage reduction** against **energy damage**. When you resist

energy with this item, it sheds light as a torch until the end of the next round. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, and brown for sonic.

Type: Body armor

Tags: **Shielding**

Materials: Bone, metal

Armor of Energy Resistance, Greater 12th (16,000 gp)

This item functions like the *armor of energy resistance* item, except that the damage reduction is equal to twice the item's **power**.

Type: Body armor

Tags: **Shielding**

Materials: Bone, metal

Armor of Fortification 7th (1,800 gp)

You gain a +5 bonus to defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Type: Body armor

Materials: Bone, metal

Armor of Fortification, Greater 15th (55,000 gp)

This item functions like the *armor of fortification* item, except that the bonus increases to +10.

Type: Body armor

Materials: Bone, metal

Armor of Fortification, Mystic 12th (16,000 gp)

This item functions like the *armor of fortification* item, except that it applies against all attacks instead of only against **strikes**.

Type: Body armor

Materials: Bone, metal

Armor of Invulnerability 10th (6,500 gp)

You gain a **magic bonus** equal to this item's **power** to **damage reduction** against damage from **physical attacks**.

Type: Body armor

Tags: **Shielding**

Materials: Bone, metal

Armor of Invulnerability, Greater 16th (85,000 gp)

This item functions like the *armor of invulnerability* item, except that the damage reduction is equal to twice the item's **power**.

Type: Body armor

Tags: **Shielding**

Materials: Bone, metal

Assassin's Cloak 7th (1,800 gp)

At the end of each round, if you took no actions that round, you become **invisible** until the end of the next round.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Assassin's Cloak, Greater 17th (125,000 gp)

At the end of each round, if you did not attack a creature that round, you become **invisible** until the end of the next round.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Astral Boots 16th (85,000 gp)

When you move, you can teleport the same distance instead. This does not change the total distance you can move, but you can teleport in any direction, even vertically. You cannot teleport to locations you do not have **line of sight** and **line of effect** to.

Type: Boots **Tags:** **Teleportation**
Materials: Bone, leather, metal

Belt of Healing 1st (50 gp)

As a standard action, you can spend an **action point** to use this belt. If you do, you heal hit points equal to **standard damage**.

Type: Belt **Tags:** **Life**
Materials: Leather, textiles

Belt of Healing, Greater 7th (1,800 gp)

As a standard action, you can spend an **action point** to use this belt. If you do, you heal hit points equal to **standard damage** +1d.

Type: Belt **Tags:** **Life**
Materials: Leather, textiles

Boots of Earth's Embrace 4th (500 gp)

While you are standing on solid ground, you are immune to effects that would force you to move. This does not protect you from other effects of those attacks, such as damage.

Type: Boots **Tags:** **Earth**
Materials: Bone, leather, metal

Boots of Elvenkind 4th (500 gp)

You gain a +2 **magic bonus** to the Stealth skill (see Stealth, page 91).

Type: Boots
Materials: Bone, leather, metal

Boots of Freedom 3rd (250 gp)

You are immune to magical effects that restrict your mobility. This does not prevent physical obstacles from affecting you, such as **difficult terrain**.

Type: Boots
Materials: Bone, leather, metal

Boots of Freedom, Greater 9th (4,000 gp)

You are immune to all effects that restrict your mobility, including nonmagical effects such as **difficult terrain**. This removes all penalties you would suffer for acting underwater, except for those relating to using ranged weapons. This does not prevent you from being **grappled**, but you gain a +10 bonus to defenses against the *grapple* ability (see Grapple, page 25).

Type: Boots
Materials: Bone, leather, metal

Boots of Gravitation 8th (2,750 gp)

While these boots are within 5 feet of a solid surface, gravity pulls you towards the solid surface closest to your boots rather

than in the normal direction. This can allow you to walk easily on walls or even ceilings.

Type: Boots
Materials: Bone, leather, metal

Boots of Speed 6th (1,200 gp)

You gain a +10 foot **magic bonus** to your land speed, up to a maximum of double your normal speed.

Type: Boots **Tags:** **Temporal**
Materials: Bone, leather, metal

Boots of Speed, Greater 10th (6,500 gp)

You gain a +20 foot **magic bonus** to your land speed, up to a maximum of double your normal speed.

Type: Boots **Tags:** **Temporal**
Materials: Bone, leather, metal

Boots of Speed, Supreme 14th (37,000 gp)

You gain a +30 foot **magic bonus** to your land speed, up to a maximum of double your normal speed.

Type: Boots **Tags:** **Temporal**
Materials: Bone, leather, metal

Boots of Water Walking 7th (1,800 gp)

You treat the surface of all liquids as if they were firm ground. Your feet hover about an inch above the liquid's surface, allowing you to traverse dangerous liquids without harm as long as the surface is calm.

If you are below the surface of the liquid, you rise towards the surface at a rate of 60 feet per round. Thick liquids, such as mud and lava, may cause you to rise more slowly.

Type: Boots
Materials: Bone, leather, metal

Boots of the Skydancer 7th (1,800 gp)

As a **free action**, you can spend an **action point** to use this item. If you do, you may treat air as if it were solid ground to your feet for the rest of the current phase. You may selectively choose when to treat the air as solid ground, allowing you to walk or jump on air freely.

Type: Boots **Tags:** **Air, Swift**
Materials: Bone, leather, metal

Boots of the Winterlands 2nd (125 gp)

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 environments as cold as -50 Fahrenheit.

Type: Boots
Materials: Bone, leather, metal

Bracers of Archery 1st (50 gp)

You are proficient with bows.

Type: Bracers
Materials: Bone, leather, metal, wood

Bracers of Archery, Greater 7th (1,800 gp)

You are proficient with bows. In addition, you gain a +1 **magic bonus** to **accuracy** with ranged **strikes**.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Armor 2nd (125 gp)

You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and it does not stack with any other body armor you wear.

Type: Bracers

Tags: **Shielding**

Materials: Bone, leather, metal, wood

Bracers of Repulsion 5th (800 gp)

As a standard action, you can spend an **action point** to activate these bracers. When you do, they emit a telekinetic burst of force that targets everything within a Medium (20 ft.) radius burst from you. You make a **shove** attack against each target to push it away from you, using this item's **power** as your **accuracy**. If you use this item during the **delayed action phase**, you gain a +4 bonus to **accuracy** with this attack against any creature that attacked you during the action phase. You do not have to move with any targets to push them the full distance of the shove.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Repulsion, Greater 10th (6,500 gp)

This item functions like the *bracers of repulsion* item, except that it targets everything within a Large (50 ft.) radius burst.

Type: Bracers

Materials: Bone, leather, metal, wood

Circlet of Blasting 4th (500 gp)

As a standard action, you can spend an **action point** to use this item. If you do, make an attack vs. Armor against a creature or object within Medium (100 ft.) range.

Hit: The target takes fire **standard damage** +1d.

Type: Circlet

Tags: **Fire**

Materials: Bone, metal

Circlet of Blasting, Greater 10th (6,500 gp)

This item functions like the *circlet of blasting*, except that it gains a +1d bonus to damage.

Type: Circlet

Tags: **Fire**

Materials: Bone, metal

Circlet of Blasting, Supreme 16th (85,000 gp)

This item functions like the *circlet of blasting*, except that it gains a +2d bonus to damage.

Type: Circlet

Tags: **Fire**

Materials: Bone, metal

Circlet of Persuasion 4th (500 gp)

You gain a +2 **magic bonus** to the Persuasion skill (see Persuasion, page 86).

Type: Circlet

Materials: Bone, metal

Cloak of Mist 8th (2,750 gp)

Fog constantly fills a Medium (20 ft.) radius emanation from you. This fog does not fully block sight, but it provides concealment.

If a 5-foot square of fog takes fire damage equal to half this item's **power**, the fog disappears from that area until the end of the next round.

Type: Cloak

Tags: **Fog, Manifestation**

Materials: Textiles

Cloak of Mist, Greater 16th (85,000 gp)

A thick fog constantly fills a Medium (20 ft.) radius emanation from you. This fog completely blocks sight beyond 10 feet. Within that range, it still provides concealment.

If a 5-foot square of fog takes fire damage equal to this item's **power**, the fog disappears from that area until the end of the next round.

Type: Cloak

Tags: **Fog, Manifestation**

Materials: Textiles

Crater Boots 10th (6,500 gp)

When you take **falling damage**, make an attack vs Reflex against everything within a Small (10 ft.) radius from you.

Hit: Each target takes damage as if they had fallen the same distance that you fell. This roll is made separately from the damage roll to determine your falling damage.

Critical Hit: As above, and each target is knocked **prone**. This does not deal double damage on a critical hit.

Type: Boots

Materials: Bone, leather, metal

Crown of Flame 5th (800 gp)

This crown is continuously on fire. The flame sheds light as a torch.

You and any number of willing creatures within a Large (50 ft.) radius emanation from you gain a **magic bonus** equal to this item's **power** to **damage reduction** against fire damage.

Type: Crown

Tags: **Fire**

Materials: Bone, metal

Crown of Frost 11th (10,000 gp)

At the end of each **action phase**, you make an attack vs. Fortitude against all enemies within a Medium (20 ft.) radius emanation from you. A hit deals cold **standard damage** -3d. Each creature that takes damage in this way is **fatigued** until the end of the next round.

Type: Crown

Tags: **Cold**

Materials: Bone, metal

Crown of Lightning 7th (1,800 gp)

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

At the end of each **action phase**, you make an attack vs. For-

titude against all enemies within a Medium (20 ft.) radius emanation from you. A hit deals electricity **standard damage** –3d.

Type: Crown

Tags: **Electricity**

Materials: Bone, metal

Crown of Thunder 9th (4,000 gp)

The crown constantly emits a low-pitched rumbling. To you, the sound is barely perceptible. However, all other creatures within a Large (50 ft.) radius emanation from you hear the sound as a deafening, continuous roll of thunder. The noise blocks out all other sounds quieter than thunder, causing them to be **deafened** while they remain in the area and until the end of the next round after they leave.

As a **standard action**, you can designate a willing creature you touch as protected from the crown. The target hears the crown's rumbling as a barely perceptible rumbling like you do. This effect lasts until you revoke that protection, which you can do as a **free action**.

Type: Crown

Tags: **Sonic**

Materials: Bone, metal

Featherlight Armor 4th (500 gp)

This armor's **encumbrance** is reduced by 1.

Type: Body armor

Materials: Bone, metal

Featherlight Armor, Greater 10th (6,500 gp)

This armor's **encumbrance** is reduced by 2.

Type: Body armor

Materials: Bone, metal

Gauntlet of the Ram 2nd (125 gp)

If you hit on a **strike** with this gauntlet during the **action phase**, you can attempt to **shove** your foe during the **delayed action phase**. Making a strike with this gauntlet is equivalent to an **unarmed attack**. You do not need to move with your foe to push it back the full distance.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlet of the Ram, Greater 7th (1,800 gp)

This item functions like the *gauntlet of the ram*, except that you gain a bonus to the **shove** attack equal to the damage you dealt with the **strike**.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlets of Improvisation 2nd (125 gp)

You gain a +1d **magic bonus** to damage with **improvised weapons**.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlets of Improvisation, Greater 7th (1,800 gp)

This item functions like the *gauntlets of improvisation*, except that the damage bonus is increased to +2d.

Type: Gauntlet

Materials: Bone, metal, wood

Gloves of Spell Investment 5th (800 gp)

When you cast a spell that does not have the **Attune** or **Sustain** tags, you can invest the magic of the spell in these gloves. If you do, the spell does not have its normal effect.

As a standard action, you can spend an **action point** to activate the gloves. When you do, you cause the effect of the last spell invested in the gloves. This does not require **concentration** or **somatic components** and does not cost an **action point**. After you use a spell in this way, the energy in the gloves is spent, and you must invest a new spell to activate the gloves again.

If you remove either glove from your hand, the magic of the spell invested in the gloves is lost.

Type: Gloves

Tags: **Mystic**

Materials: Leather

Gloves of Spell Investment, Greater 11th (10,000 gp)

This item functions like the *gloves of spell investment*, except that activating the gloves to gain the effect of an invested spell does not cost an **action point**.

Type: Gloves

Tags: **Mystic**

Materials: Leather

Gloves of Spell Investment, Supreme 19th (280,000 gp)

This item functions like the *greater gloves of spell investment*, except that you can store up to two spells in the gloves. When you activate the gauntlets, you choose which spell to use.

Type: Gloves

Tags: **Mystic**

Materials: Leather

Greatreach Bracers 9th (4,000 gp)

Your **reach** is increased by 5 feet.

Type: Bracers

Materials: Bone, leather, metal, wood

Greatreach Bracers, Greater 17th (125,000 gp)

Your **reach** is increased by 10 feet.

Type: Bracers

Materials: Bone, leather, metal, wood

Hexproof Amulet, Greater 17th (125,000 gp)

You gain a +6 bonus to defenses against **magical** abilities that target you directly. This does not protect you from abilities that affect an area.

Type: Amulet

Tags: **Mystic**

Materials: Jewelry

Hexward Amulet 11th (10,000 gp)

You gain a +4 bonus to defenses against **magical** abilities that target you directly. This does not protect you from abilities that

affect an area.

Type: Amulet

Materials: Jewelry

Tags: **Mystic**

Hidden Armor

4th (500 gp)

As a standard action, you can use this item. If you do, it appears to change shape and form to assume the shape of a normal set of clothing. You may choose the design of the clothing. The item retains all of its properties, including weight and sound, while disguised in this way. Only its visual appearance is altered.

Alternately, you may return the armor to its original appearance.

Type: Body armor

Tags: **Sensation**

Materials: Bone, metal

Hidden Armor, Greater

9th (4,000 gp)

This item functions like the *hidden armor* item, except that the item also makes sound appropriate to its disguised form while disguised.

Type: Body armor

Tags: **Sensation**

Materials: Bone, metal

Lifekeeping Belt

2nd (125 gp)

You reduce your **vital damage penalties** by 2.

Type: Belt

Tags: **Life**

Materials: Leather, textiles

Lifekeeping Belt, Greater

7th (1,800 gp)

You reduce your **vital damage penalties** by 4.

Type: Belt

Tags: **Life**

Materials: Leather, textiles

Lifekeeping Belt, Supreme

13th (25,000 gp)

You reduce your **vital damage penalties** by 8.

Type: Belt

Tags: **Life**

Materials: Leather, textiles

Mask of Air

9th (4,000 gp)

If you breathe through this mask, you breathe in clean, fresh air, regardless of your environment. This can protect you from inhaled poisons and similar effects.

Type: Mask

Materials: Textiles

Mask of Water Breathing

4th (500 gp)

You can breathe water through this mask as easily as a human breaths air. This does not grant you the ability to breathe other liquids.

Type: Mask

Materials: Textiles

Ocular Circlet

3rd (250 gp)

As a **standard action**, you can concentrate to use this item. If you do, a **scrying sensor** appears floating in the air in an unoccupied square within Close (30 ft.) range. As long as you **sustain**

the effect as a standard action, you see through the sensor instead of from your body.

While viewing through the sensor, your visual acuity is the same as your normal body, 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**.

Type: Circlet

Tags: **Scrying**

Materials: Bone, metal

Ocular Circlet, Greater

9th (4,000 gp)

This item functions like the *ocular circlet*, except that it only takes a **minor action** to activate and sustain the item's effect. In addition, the sensor appears anywhere within Medium (100 ft.) range.

Type: Circlet

Tags: **Scrying**

Materials: Bone, metal

Protective Armor

7th (1,800 gp)

You gain a +1 **magic bonus** to Armor defense.

Type: Body armor

Tags: **Shielding**

Materials: Bone, metal

Protective Shield

7th (1,800 gp)

You gain a +1 **magic bonus** to Armor defense.

Type: Shield

Tags: **Shielding**

Materials: Bone, metal, wood

Ring of Elemental Endurance

2nd (125 gp)

You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without any ill effects. You suffer the normal penalties in temperatures outside of that range.

Type: Ring

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Energy Resistance

5th (800 gp)

You gain a **magic bonus** equal to this item's **power** to **damage reduction** against **energy damage**. When you resist energy with this ability, the ring sheds light as a torch until the end of the next round. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, and brown for sonic.

Type: Ring

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Energy Resistance, Greater

13th (25,000 gp)

This item functions like the *ring of energy resistance*, except that the damage reduction is equal to twice the item's **power**.

Type: Ring

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Nourishment

3rd (250 gp)

You continuously gain nourishment, and no longer need to eat or drink. This ring must be worn for 24 hours before it begins to

work.

Type: Ring

Tags: **Creation**

Materials: Bone, jewelry, metal, wood

Ring of Protection 8th (2,750 gp)

This ring creates a translucent shield-like barrier that floats in front of you, deflecting enemy attacks. You gain a +1 **magic bonus** to Armor and Reflex defenses. This does not stack with the defense bonus from any shields you use.

Type: Ring

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Protection, Greater 16th (85,000 gp)

This item functions like the *ring of protection*, except that the bonus increases to +2.

Type: Ring

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Regeneration 11th (10,000 gp)

At the end of each **action phase**, you heal hit points equal to this item's **power**. Only damage taken while wearing the ring can be healed in this way.

Type: Ring

Tags: **Life**

Materials: Bone, jewelry, metal, wood

Ring of Sustenance 7th (1,800 gp)

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.

Type: Ring

Tags: **Creation, Temporal**

Materials: Bone, jewelry, metal, wood

Seven League Boots 12th (16,000 gp)

As a standard action, you can spend an **action point** to use this item. If you do, you 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. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take **standard damage** – 1d.

Type: Boots

Tags: **Teleportation**

Materials: Bone, leather, metal

Shield of Arrow Catching 5th (800 gp)

When a creature within a Medium (20 ft.) radius emanation from 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. This item can only affect projectiles and thrown objects that are Small or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Catching, Greater 10th (6,500 gp)

This item functions like the *shield of arrow catching* item, except that it affects a Large (50 ft.) radius from you. In addition, you may choose to exclude creature from this item's effect, allowing projectiles to target nearby foes normally.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Deflection 2nd (125 gp)

As a **minor action**, you can activate this shield. If you do, you gain a +5 **magic bonus** to Armor defense against ranged **physical attacks** from weapons or projectiles that are Small or smaller. This is a **Swift** ability, and it lasts until the end of the round.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Deflection, Greater 8th (2,750 gp)

You gain a +5 **magic bonus** to Armor defense against ranged **physical attacks** from weapons or projectiles that are Small or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Bashing 2nd (125 gp)

You gain a +1d **magic bonus** to damage with **strikes** using this shield.

Type: Shield

Materials: Bone, metal, wood

Shield of Bashing, Greater 12th (16,000 gp)

You gain a +2d **magic bonus** to damage with **strikes** using this shield.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Catching 8th (2,750 gp)

This item functions like the *shield of arrow catching* item, except that it can affect projectile and thrown objects of up to Large size.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Deflection 6th (1,200 gp)

This item functions like the *shield of arrow deflection* item, except that it can affect weapons and projectiles of up to Large size.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Deflection, Greater 12th (16,000 gp)

This item functions like the *greater shield of arrow deflection* item, except that it can affect weapons and projectiles of up to Large size.

Type: Shield

Materials: Bone, metal, wood

Shield of Mystic Reflection 12th (16,000 gp)

As a **minor action**, you can spend an **action point** to activate this item. If you do, any **targeted magical** abilities that would target you are redirected to target the creature using that ability instead of you. Any other targets of the ability are affected normally. This is a **Swift** ability, and it lasts until the end of the round.

Type: Shield

Tags: **Mystic**

Materials: Bone, metal, wood

Throwing Gloves 4th (500 gp)

You can throw any item as if it was designed to be thrown. This does not improve your ability to throw items designed to be thrown, such as darts.

Type: Gloves

Materials: Leather

Titan Gauntlets 13th (25,000 gp)

You gain a +1d **magic bonus** to damage with **strikes**.

Type: Gauntlet

Materials: Bone, metal, wood

Torchlight Gloves 2nd (125 gp)

These gloves shed light as a torch. As a **standard action**, you may snap your fingers to suppress or resume the light from either or both gloves.

Type: Gloves

Tags: **Light**

Materials: Leather

Vanishing Cloak 8th (2,750 gp)

As a standard action, you can spend an **action point** to use this item. If you do, you teleport to an unoccupied location within Medium (100 ft.) range of your original location. In addition, you become **invisible** until the end of the next round.

If your intended destination is invalid, or if your teleportation otherwise fails, you still become invisible.

Type: Cloak

Tags: **Sensation, Teleportation**

Materials: Textiles

Winged Boots 10th (6,500 gp)

You gain a **fly speed** equal to your **base speed**. However, the boots are not strong enough to keep you aloft indefinitely. At the end of each round, if you are not standing on solid ground, the magic of the boots fails and you fall normally. The boots begin working again at the end of the next round, even if you have not yet hit the ground.

Type: Boots

Materials: Bone, leather, metal

Weapons

Magic weapons improve a character's combat abilities. They must be wielded to gain their effects.

Ranged Weapons and Ammunition: Any magical properties of a projectile weapon also apply to all ammunition fired from that weapon.

Weapon Description

Table C.2: Weapon Items

Name	Level	Typical Price	Description	Page
Morphing	2nd	125 gp	Can change into similar weapon	187
Merciful	3rd	250 gp	Deals subdual damage	187
Returning	3rd	250 gp	Teleports back to you after being thrown	187
Concussive	4th	500 gp	Can daze a foe	186
Forceful	4th	500 gp	Can shove struck foes	186
Longshot	4th	500 gp	Ignores one range increment	186
Potency	4th	500 gp	Grants +1 power	187
Thundering	4th	500 gp	Deals sonic damage, can deafen	188
Flaming	5th	800 gp	Deals fire damage, can ignite foes	186
Freezing	6th	1,200 gp	Deals cold damage, can fatigue	186
Morphing, Greater	6th	1,200 gp	Can change into any weapon	187
Shocking	6th	1,200 gp	Deals electricity damage, can daze foes	187
Vampiric	6th	1,200 gp	Heals you when dealing damage	188
Seeking	7th	1,800 gp	Reduces miss chances	187
Thieving	7th	1,800 gp	Can absorb small items	188
Potency, Greater	8th	2,750 gp	Grants +2 power	187
Protective	8th	2,750 gp	Grants +1 Armor defense	187
Surestrike	8th	2,750 gp	Grants +1 accuracy bonus	188
Boomerang	9th	4,000 gp	Can be thrown to strike multiple foes	186
Disorienting	9th	4,000 gp	Can disorient struck foes	186
Soulreaving	9th	4,000 gp	Deals delayed damage	188
Longshot, Greater	10th	6,500 gp	Ignores two range increments	187
Phasing	10th	6,500 gp	Can ignore obstacles when attacking	187
Forceful, Greater	11th	10,000 gp	Shoves struck foes	186
Potency, Supreme	12th	16,000 gp	Grants +3 power	187
Vorpal	12th	16,000 gp	Inflicts lethal critical hits	188
Thieving, Greater	13th	25,000 gp	Can absorb large items	188
Thundering, Greater	14th	37,000 gp	Deals sonic damage, deafens foes	188
Vampiric, Greater	14th	37,000 gp	Drastically heals you when dealing damage	188
Fixating	15th	55,000 gp	Grants accuracy bonus against struck foe	186
Flaming, Greater	15th	55,000 gp	Deals fire damage, ignites foes	186
Shocking, Greater	15th	55,000 gp	Deals electricity damage, dazes foes	187
Freezing, Greater	16th	85,000 gp	Deals cold damage, fatigues foes	186
Longshot, Supreme	16th	85,000 gp	Ignores three range increments	187
Potency, Legendary	16th	85,000 gp	Grants +4 power	187
Protective, Greater	16th	85,000 gp	Grants +2 Armor defense	187
Surestrike, Greater	16th	85,000 gp	Grants +2 accuracy bonus	188
Disorienting, Greater	19th	280,000 gp	Disorients struck foes	186
Heartseeker	19th	280,000 gp	Rolls attacks twice	186

Boomerang 9th (4,000 gp) You can throw this weapon as if it was designed to be thrown. In addition, as a standard action, you can spend an action point to throw this weapon in a spinning arc. When you do, make a thrown strike against up to three targets within two range increments. After attacking the last target, the weapon flies to your hand. Type: Weapon Materials: As weapon	Type: Weapon Materials: As weapon Tags: Fire
Concussive 4th (500 gp) As a standard action, you can infuse this weapon with concussive force. The next time you make a strike with this weapon, if your attack result beats the target's Fortitude defense, it is dazed as a condition . Type: Weapon Materials: As weapon	Flaming, Greater 15th (55,000 gp) This weapon is on fire. It sheds light as a torch, and all damage dealt with it is fire damage in addition to its other types. When you make a strike with this weapon, if your attack result beats the target's Reflex defense, it is ignited as a condition . Type: Weapon Materials: As weapon Tags: Fire
Disorienting 9th (4,000 gp) This weapon shimmers with a chaotic pattern of colors. As a standard action, you can intensify the shimmering. When you make a strike with this weapon, if the weapon is intensified and your attack result beats the target's Mental defense, the target is disoriented as a condition and the weapon stops being intensified. Type: Weapon Materials: As weapon Tags: Compulsion	Forceful 4th (500 gp) This weapon feels heavy in the hand. As a standard action, you can intensify the weapon's heft. When you make a strike with this weapon, if you hit with the strike and the weapon is intensified, you also use your attack result as a shove attack against the target and the weapon stops being intensified. You do not need to move with your foe to move it the full distance of the shove. Type: Weapon Materials: As weapon
Disorienting, Greater 19th (280,000 gp) This weapon shimmers with a chaotic pattern of colors. When you make a strike with this weapon, if your attack result beats the target's Mental defense, it is disoriented as a condition . Type: Weapon Materials: As weapon Tags: Compulsion	Forceful, Greater 11th (10,000 gp) This weapon feels heavy in the hand. When you make a strike with this weapon, you can choose to also use your attack result as a shove attack against the target. You do not need to move with your foe to move it the full distance of the shove. Type: Weapon Materials: As weapon
Fixating 15th (55,000 gp) When you make a strike with this weapon, you gain a +1 bonus to accuracy against the target. This bonus lasts until you make a strike with this weapon against a different target. This bonus can stack with itself, up to a maximum of +4. The bonus cannot increase more than once per phase . Type: Weapon Materials: As weapon	Freezing 6th (1,200 gp) This weapon is bitterly cold, and all damage dealt with it is cold damage in addition to its other types. As a standard action, you can intensify the cold. When you make a strike with this weapon, if the weapon is intensified and your attack result beats the target's Fortitude defense, the target is fatigued as a condition and the weapon stops being intensified. Type: Weapon Materials: As weapon Tags: Cold
Flaming 5th (800 gp) This weapon is on fire. It sheds light as a torch, and all damage dealt with it is fire damage in addition to its other types. As a standard action, you can kindle the flames. When you make a strike with this weapon, if the weapon is kindled and your attack result beats the target's Reflex defense, it is ignited as a condition and the weapon stops being kindled. This condition can be removed if the target makes a DR 10 Dexterity check as a move action to put out the flames. Dropping prone as part of this action gives a +5 bonus to this check.	Freezing, Greater 16th (85,000 gp) This weapon is bitterly cold, and all damage dealt with it is cold damage in addition to its other types. When you make a strike with this weapon, if your attack result beats the target's Fortitude defense, the target is fatigued as a condition . Type: Weapon Materials: As weapon Tags: Cold Heartseeker 19th (280,000 gp) When you make a strike with this weapon, you can roll twice and take the higher result. Type: Weapon Materials: As weapon Tags: Knowledge

Longshot	4th (500 gp)	Type: Weapon Materials: As weapon
When you make a ranged attack with this weapon, you reduce your penalties for range increments by 1.		
Longshot, Greater	10th (6,500 gp)	Type: Weapon Materials: As weapon
When you make a ranged attack with this weapon, you reduce your penalties for range increments by 2.		
Longshot, Supreme	16th (85,000 gp)	Type: Weapon Materials: As weapon
When you make a ranged attack with this weapon, you reduce your penalties for range increments by 3.		
Merciful	3rd (250 gp)	Type: Weapon Materials: As weapon
This weapon deals subdual damage .		
Morphing	2nd (125 gp)	Type: Weapon Materials: As weapon Tags: Shaping
As a standard action, you can spend an action point to activate this item. If you do, it changes shape into a new weapon of your choice from the same weapon group.		
Morphing, Greater	6th (1,200 gp)	Type: Weapon Materials: As weapon Tags: Shaping
As a standard action, you can spend an action point to activate this item. If you do, it changes shape into a new weapon of your choice that you are proficient with. This can only change into existing manufactured weapons, not improvised weapons (see Weapons, page 141).		
Phasing	10th (6,500 gp)	Type: Weapon Materials: As weapon Tags: Planar
Strikes with this weapon can pass through a single solid obstacle of up to five feet thick on the way to their target. This can allow you to ignore cover , or even attack through solid walls. It does not allow you to ignore armor, shields, or or similar items used by the target of your attacks.		
Potency	4th (500 gp)	Type: Weapon Materials: As weapon
You gain a +1 magic bonus to power with this weapon.		
Potency, Greater	8th (2,750 gp)	Type: Weapon Materials: As weapon
You gain a +2 magic bonus to power with this weapon.		
Potency, Legendary	16th (85,000 gp)	Type: Weapon Materials: As weapon
You gain a +4 magic bonus to power with this weapon.		
Potency, Supreme	12th (16,000 gp)	Type: Weapon Materials: As weapon
You gain a +3 magic bonus to power with this weapon.		
Protective	8th (2,750 gp)	Type: Weapon Materials: As weapon
You gain a +1 magic bonus to Armor defense.		
Protective, Greater	16th (85,000 gp)	Type: Weapon Materials: As weapon
You gain a +2 magic bonus to Armor defense.		
Returning	3rd (250 gp)	Type: Weapon Materials: As weapon Tags: Teleportation
After being thrown, this weapon teleports back into your hand at the end of the current phase. 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.		
Seeking	7th (1,800 gp)	Type: Weapon Materials: As weapon Tags: Knowledge
This weapon automatically veers towards its intended target. Strikes with this weapon ignore concealment . In addition, any miss chance the strike would normally have is reduced. A 50% miss chance is reduced to a 20% miss chance, and a 20% miss chance is removed entirely.		
Shocking	6th (1,200 gp)	Type: Weapon Materials: As weapon
This weapon continuously crackles with electricity. The constant sparks shed light as a torch, and all damage dealt with it is electricity damage in addition to its other types. As a standard action, you can intensify the electricity. When you make a strike with this weapon, if the weapon is intensified and your attack result beats the target's Fortitude defense, the target is dazed as a condition and the weapon stops being intensified.		
Shocking, Greater	15th (55,000 gp)	Type: Weapon Materials: As weapon
This weapon continuously crackles with electricity. The constant sparks shed light as a torch, and all damage dealt with it is		

electricity damage in addition to its other types. When you make a **strike** with this weapon, if your attack result beats the target's Fortitude defense, it is **dazed** as a **condition**.

Type: Weapon

Tags: **Electricity**

Materials: As weapon

Soulreaving 9th (4,000 gp)

This weapon is translucent and has no physical presence for anyone except you. It has no effect on objects or constructs, and creatures do not feel any pain or even notice attacks from it. Attacks with this weapon ignore **damage reduction**, but the damage is delayed instead of being dealt immediately. 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 destruction of this weapon or the creature's death.

As a **minor action**, you can cut yourself with this weapon to activate it. This deals no damage to you. If you do, all delayed damage dealt by this weapon is converted into real damage.

Type: Weapon

Materials: As weapon

Surestrike 8th (2,750 gp)

You gain a +1 **magic bonus** to accuracy with **strikes** with this weapon.

Type: Weapon

Tags: **Knowledge**

Materials: As weapon

Surestrike, Greater 16th (85,000 gp)

You gain a +2 **magic bonus** to accuracy with **strikes** with this weapon.

Type: Weapon

Tags: **Knowledge**

Materials: As weapon

Thieving 7th (1,800 gp)

As a **standard action**, you can spend an **action point** to activate this weapon. If you do, make a **strike** or a **disarm** attack. If your disarm succeeds, or if your strike hit an unattended object, this weapon can absorb the struck object. The object must be at least one size category smaller than the weapon. An absorbed object leaves no trace that it ever existed.

This 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.

As a standard action, you can retrieve the last item absorbed by the weapon. The item appears in your hand, or falls to the ground if your hand is occupied.

Type: Weapon

Tags: **Shaping**

Materials: As weapon

Thieving, Greater 13th (25,000 gp)

This item functions like the *thieving* item, except that the maximum size category of object it can absorb is one size category larger than the weapon.

Type: Weapon

Tags: **Shaping**

Materials: As weapon

Thundering 4th (500 gp)

This weapon constantly emits a low-pitched rumbling noise and vibrates slightly in your hand. All damage dealt with it is sonic damage in addition to its other types. As a standard action, you can intensify the vibration. When you make a **strike** with this weapon, if the weapon is intensified and your attack result beats the target's Fortitude defense, the target is **deafened** as a **condition** and the weapon stops being intensified.

Type: Weapon

Tags: **Sonic**

Materials: As weapon

Thundering, Greater 14th (37,000 gp)

This weapon constantly emits a low-pitched rumbling noise and vibrates slightly in your hand. All damage dealt with it is sonic damage in addition to its other types. When you make a **strike** with this weapon, if your attack result beats the target's Fortitude defense, the target is **deafened** as a **condition**.

Type: Weapon

Tags: **Sonic**

Materials: As weapon

Vampiric 6th (1,200 gp)

When you deal damage to a living creature with a **strike** with this weapon, you heal hit points equal to your level.

Type: Weapon

Tags: **Life**

Materials: As weapon

Vampiric, Greater 14th (37,000 gp)

When you deal damage to a living creature with a **strike** with this weapon, you heal hit points equal to twice your level.

Type: Weapon

Tags: **Life**

Materials: As weapon

Vorpal 12th (16,000 gp)

Critical hits on **strikes** with this weapon deal maximum damage.

Type: Weapon

Materials: As weapon

Implements

Implements can take many forms: staffs, wands, holy symbols, and more. Like magic weapons, magic implements must be wielded to gain their effects. However, while weapons are used to deal damage to enemies, implements are used to cast spells.

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. This does not remove the possibility of **somatic component failure**.

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 implements for divine spells. Most holy symbols are designed to be worn as an amulet in addition to being held in the hand. A magical holy symbol grants its magical abilities if it is either worn as an amulet or held in the hand.

Staves

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends.

Staves 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 usually 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.

Implement Descriptions

Table C.3: Implement Items

Name	Level	Typical Price	Description	Page
Staff of Concentration	1st	50 gp	Grants +1 concentration	191
Wand of Spellpower	2nd	125 gp	Grants +1 power with a single sphere	191
Staff of Spellpower	4th	500 gp	Grants +1 power with spells	191
Staff of Concentration, Greater	5th	800 gp	Grants +2 concentration	191
Wand of Precision	6th	1,200 gp	Grants +1 accuracy with a single sphere	191
Wand of Spellpower, Greater	6th	1,200 gp	Grants +2 power with a single sphere	192
Wand of Transit	6th	1,200 gp	Doubles your teleportation distance	192
Extending Staff	8th	2,750 gp	Doubles spell range	191
Protective Staff	8th	2,750 gp	Grants +1 Armor defense	191
Staff of Precision	8th	2,750 gp	Grants +1 accuracy with spells	191
Staff of Spellpower, Greater	8th	2,750 gp	Grants +2 power with spells	191
Wand of Sympathetic Shielding	8th	2,750 gp	Shields you when shielding others	192
Spellfeeding Staff	9th	4,000 gp	Heals you when casting spells	191
Staff of Concentration, Supreme	9th	4,000 gp	Grants +3 concentration	191
Wand of Spellpower, Supreme	10th	6,500 gp	Grants +3 power with a single sphere	192
Reaching Staff	12th	16,000 gp	Allows casting from a short distance away	191
Staff of Spellpower, Supreme	12th	16,000 gp	Grants +3 power with spells	191
Extending Staff, Greater	14th	37,000 gp	Triples spell range	191
Wand of Precision, Greater	14th	37,000 gp	Grants +2 accuracy with a single sphere	191
Wand of Spellpower, Legendary	14th	37,000 gp	Grants +4 power with a single sphere	192
Greater Staff of Precision	16th	85,000 gp	Grants +2 accuracy with spells	191
Protective Staff, Greater	16th	85,000 gp	Grants +2 Armor defense	191
Spellfeeding Staff, Greater	16th	85,000 gp	Greatly heals you when casting spells	191
Staff of Spellpower, Legendary	16th	85,000 gp	Grants +4 power with spells	191

Extending Staff	8th (2,750 gp)	Staff of Concentration, Greater	5th (800 gp)
You double the range of spells you cast with this staff.		You gain a +2 magic bonus to concentration on spells you cast using this staff.	
Type: Staff		Type: Staff	
Materials: Bone, wood		Materials: Bone, wood	
Extending Staff, Greater	14th (37,000 gp)	Staff of Concentration, Supreme	9th (4,000 gp)
You triple the range of spells you cast with this staff.		You gain a +3 magic bonus to concentration on spells you cast using this staff.	
Type: Staff		Type: Staff	
Materials: Bone, wood		Materials: Bone, wood	
Greater Staff of Precision	16th (85,000 gp)	Staff of Precision	8th (2,750 gp)
You gain a +2 magic bonus to accuracy with spells you cast using this staff.		You gain a +1 magic bonus to accuracy with spells you cast using this staff.	
Type: Staff	Tags: Mystic	Type: Staff	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	
Protective Staff	8th (2,750 gp)	Staff of Spellpower	4th (500 gp)
You gain a +1 magic bonus to Armor defense.		You gain a +1 magic bonus to power with spells you cast using this staff.	
Type: Staff	Tags: Shielding	Type: Staff	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	
Protective Staff, Greater	16th (85,000 gp)	Staff of Spellpower, Greater	8th (2,750 gp)
You gain a +2 magic bonus to Armor defense.		You gain a +2 magic bonus to power with spells you cast using this staff.	
Type: Staff	Tags: Shielding	Type: Staff	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	
Reaching Staff	12th (16,000 gp)	Staff of Spellpower, Legendary	16th (85,000 gp)
Spells you cast with this staff automatically have the benefits of the Reach augment, if applicable (see Augment Descriptions, page 100).		You gain a +4 magic bonus to power with spells you cast using this staff.	
Type: Staff		Type: Staff	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	
Spellfeeding Staff	9th (4,000 gp)	Staff of Spellpower, Supreme	12th (16,000 gp)
Once per round, when you cast a spell other than a cantrip using this staff, you heal hit points equal to your power with the spell cast.		You gain a +3 magic bonus to power with spells you cast using this staff.	
Type: Staff	Tags: Life	Type: Staff	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	
Spellfeeding Staff, Greater	16th (85,000 gp)	Wand of Precision	6th (1,200 gp)
Once per round, when you cast a spell other than a cantrip using this staff, you heal hit points equal to twice your power with the spell cast.		You gain a +1 magic bonus to accuracy if you cast spells from a particular mystic sphere using this wand. Many <i>wands of precision</i> exist, each for different mystic spheres .	
Type: Staff	Tags: Life	Type: Wand	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	
Staff of Concentration	1st (50 gp)	Wand of Precision, Greater	14th (37,000 gp)
You gain a +1 magic bonus to concentration on spells you cast using this staff.		You gain a +2 magic bonus to accuracy if you cast spells from a particular mystic sphere using this wand. Many <i>greater wands of precision</i> exist, each for different mystic spheres .	
Type: Staff		Type: Wand	Tags: Mystic
Materials: Bone, wood		Materials: Bone, wood	

Wand of Spellpower 2nd (125 gp)

You gain a +1 **magic bonus** to **power** if you cast spells from a particular **mystic sphere** using this wand. Many *wands of spellpower* exist, each for different **mystic spheres**.

Type: Wand **Tags:** **Mystic**

Materials: Bone, wood

Wand of Spellpower, Greater 6th (1,200 gp)

You gain a +2 **magic bonus** to **power** if you cast spells from a particular **mystic sphere** using this wand. Many *greater wands of spellpower* exist, each for different **mystic spheres**.

Type: Wand **Tags:** **Mystic**

Materials: Bone, wood

Wand of Spellpower, Legendary 14th (37,000 gp)

You gain a +4 **magic bonus** to **power** if you cast spells from a particular **mystic sphere** using this wand. Many *supreme wands of spellpower* exist, each for different **mystic spheres**.

Type: Wand **Tags:** **Mystic**

Materials: Bone, wood

Wand of Spellpower, Supreme 10th (6,500 gp)

You gain a +3 **magic bonus** to **power** if you cast spells from a particular **mystic sphere** using this wand. Many *supreme wands of spellpower* exist, each for different **mystic spheres**.

Type: Wand **Tags:** **Mystic**

Materials: Bone, wood

Wand of Sympathetic Shielding 8th (2,750 gp)

When you cast a **targeted Shielding** spell using this wand, if you would be a valid target for the spell, you can target yourself in addition to the spell's normal targets.

Type: Wand **Tags:** **Shielding**

Materials: Bone, wood

Wand of Transit 6th (1,200 gp)

When you cast a **Teleportation** spell using this wand, the maximum distance that you can teleport targets with that spell is doubled.

Type: Wand **Tags:** **Teleportation**

Materials: Bone, wood

Tools

Table C.4: Tool Items

Name	Level	Typical Price	Description	Page
Potion (1st)	1/2	10 gp	Casts a 1st level spell on you	194
Potion (2nd)	1st	50 gp	Casts a 2nd level spell on you	194
Potion (3rd)	4th	500 gp	Casts a 3rd level spell on you	194
Potion (4th)	7th	1,800 gp	Casts a 4th level spell on you	194
Potion (5th)	10th	6,500 gp	Casts a 5th level spell on you	194
Potion (6th)	13th	25,000 gp	Casts a 6th level spell on you	194

Potion (1st) 1/2 (10 gp)

This potion contains the power of a 1st level **targeted** spell that does not have the **Attune** or **Sustain** tags. As a **standard action**, you can spend an **action point** to drink this potion. When you do, if your **power** is at least as high as this item's **power**, the spell takes effect on you. You are the only target of the spell. If your **power** is less than the item's **power**, the overwhelming magical energy instead deals **standard damage** –1d to you.

After this potion has been used, its magic is expended.

Type: Potion

Materials: Alchemy

Potion (2nd) 1st (50 gp)

This item functions like a 1st level potion, except that it contains a 2nd level spell.

Type: Potion

Materials: Alchemy

Potion (3rd) 4th (500 gp)

This item functions like a 1st level potion, except that it contains a 3rd level spell.

Type: Potion

Materials: Alchemy

Potion (4th) 7th (1,800 gp)

This item functions like a 1st level potion, except that it contains a 4th level spell.

Type: Potion

Materials: Alchemy

Potion (5th) 10th (6,500 gp)

This item functions like a 1st level potion, except that it contains a 5th level spell.

Type: Potion

Materials: Alchemy

Potion (6th) 13th (25,000 gp)

This item functions like a 1st level potion, except that it contains a 6th level spell.

Type: Potion

Materials: Alchemy

At 8th level, and every 4 levels thereafter, your legacy item increases in power again. You choose an ability of the appropriate type with a level no greater than your level when you choose the ability. You can choose a modified version of an existing ability on the item, such as the *greater armor of invulnerability* ability if your legacy item already has the *armor of invulnerability* ability. However, if you do so, you must change the lower level ability to be a different magic item ability. The new ability must meet the same maximum level requirement that it had when you first chose it.

If you lose your legacy item, you must retrieve it to regain its power. There are rituals to facilitate this retrieval such as *seek legacy* and *retrieve legacy*. If your legacy item is **destroyed**, you can designate a new item of the same type to be your legacy item, causing it to gain all of your legacy item abilities. Designating a new item in this way requires spending an **action point** as a standard action while holding the replacement item.

Unique Legacy Items: Legacy items are fundamentally a reflection of the character who wields them. Their effects can be more unusual and complex than abilities on normal magic items, and they can have a larger effect on the way that character interacts with the world. As a player, you can work with your GM to create custom magical effects of an appropriate power that are a better reflection of your character's personality and powers than the magic item abilities that exist.

Magic Item Creation

TODO

Legacy Items

Over time, items associated with places and people of great power gain magical properties. This process takes place for you as you gain levels in addition to in the world as a whole.

At 4th level, you choose a nonmagical item you own. That item becomes a **legacy item**, and gains a magic item ability you choose. The ability's level must be no greater than 4th level. You do not have to **attune** to your legacy item, and it does not consume an **item slot**. If you choose a weapon or implement, you may choose any weapon or implement ability. If you choose any other item, you may choose any other ability.

Appendix D

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 attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your attribute scores start at 0, and you get 9 points to distribute among your 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 D.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, starting with 9 points as normal:

1. For each attribute, roll 2d6
2. Take the average, rounding down, and subtract 2 from it
3. Spend that many points as indicated on Table 1.3: Attribute Score Point Costs until you have no points left.

Table D.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-5	-2	0 ¹
6-8	-1	0 ²
9-12	0	0
13-14	1	1
15-16	2	2
16-17	3	4
18	4	6

1 You gain four **skill points**.

2 You gain two skill points.

Random Point Buy

This method gives you no control over your character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except 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 1d6 for each attribute score and subtract 2 from each result. The result is the attribute score.

Species

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.

Species Bonus Feat: No species 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 30.

Attributes: +2 Dexterity.

Speed: 20 feet.

Special Abilities:

- *Scent* A cat has the scent ability (see Scent, page 71).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 142). A cat's claws do -1d 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. This is a **magical** ability.

Species Bonus Feat: Class Versatility or 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 dragonkind.

Although drakkenfel are generally considered to be a lesser creature than true dragons, they have hidden power. While separated from its 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. A drakkenfel that regains its scales retains these enhanced abilities, becoming more powerful than an ordinary dragon. Such a creature is called a drakkenlord.

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:

- *Low-light Vision:* Drakkenfel treat sources of light as if they had double their normal illumination range.
- *Draconic Essence* Each drakkenfel was once a type of true dragon. When creating a drakkenfel, choose which type of dragon it used to be. This is inherent to the drakkenfel, and cannot be changed. A list of dragons and their associated energy type is given on Table E.2: Dragon Types (page 207).
- *Energy Resistance* A drakkenfel gains damage reduction equal to five times its level against the energy type associated with its *draconic essence*.
- *Sleeping Dragon* If a drakkenfel recovers its stolen scales, it immediately becomes a true dragon again. Its statistics become identical to its statistics before losing its scales, including level, except that it keeps all abilities gained from its Scaleless feat while a drakkenfel. It does not gain additional abilities from the Scaleless feat as it gains levels.

Species Bonus Feat: Scaleless.

Scaleless [General]

Prerequisite: Drakkenfel species.

TODO

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 25 feet.

Special Abilities:

- *Ingrain* A dryaidi use the *ingrain* ability as a standard action.

Ingrain

The dryaidi's land speed becomes 5 feet. It gains a +4 bonus to Fortitude defense. Resting for 4 hours while this ability is active gains the same benefits that a human would gain from 8 hours of rest. In addition, the dryaidi acquires nutrients sufficient to replace a day's worth of food and water.

This ability lasts until the dryaidi ends it as a standard action.

- *Photosynthesis* While in sunlight, a dryaidi gains a +10 foot bonus to land speed.

Species 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. Darkvision does not function if a tiefling is in a brightly lit area, and does not resume functioning until the end of the next round after the tiefling leaves the brightly lit area.
- *Energy Resistance* (Magical): Tieflings gain a bonus equal to their **power** to **damage reduction** against fire damage.
- *Infernal Darkness* (Magical): A tiefling can use the *infernal darkness* ability as a **standard action**.

*Infernal Darkness***Attune** (self)

Light is suppressed within an Medium (20 ft.) radius **zone** within Close (30 ft.) range. Light within or passing through the area is dimmed to be no brighter than shadowy illumination.

- *Infernal Presence*: Tieflings gain a +2 bonus to the Bluff and Intimidate skills.

Species Bonus Feats: Class Versatility, Executioner, Skill Specialization: Bluff, Skill Specialization: Intimidate, Spellwarped

Appendix E

Feats

This chapter describes a set of optional rules that you can use in a campaign. If you use these rules, characters gain feats which allow them to further specialize in specific areas, making characters more mechanically distinct from each other. Feats also make the system more mechanically complex, so they are not necessarily enjoyable for all groups.

Gaining Feats

There are two main ways you can use feats in your game.

Species Feat Only: One simple option is that characters gain a single feat at 1st level based on their species, and no other feats. This makes your choice of species more significant without dramatically increasing character complexity. Since all common species have Class Versatility as an option for their species feat, this also allows any character to “multiclass” between different classes, which can significantly increase build diversity.

Feat Progression: If you want characters to be more complex and to have more powerful abilities, you can also use the feat progression system. With this variant, you gain a feat from your species at 1st level. In addition, you gain an additional feat at 3rd, 6th, and 9th level, for a total of four feats. You cannot gain the same feat twice.

Species Bonus Feats

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

Human: Any feat.

Dwarf: Any from the following list: [Blindfighter](#), [Class Versatility](#), [Craft Specialization](#), [Guardian](#), [Iron Will](#), [Martial Training](#), [Regenerator](#), [Toughness](#).

Elf: Any Casting feat (see Casting Feats, page 200), or any from the following list: [Agility](#), [Awareness Specialization](#), [Class Versatility](#), [Sniper](#).

Gnome: Any Casting feat (see Casting Feats, page 200), or any from the following list: [Blindfighter](#), [Class Versatility](#), [Craft Specialization](#), [Stealth Specialization](#), [Toughness](#).

Half-Elf: Any Skill feat (see Skill Feats, page 200), or [Class Versatility](#).

Half-Orc: Any Combat feat (see Combat Feats, page 201), or any from the following list: [Class Versatility](#), [Intimidate Specialization](#), [Toughness](#).

Halfling: Any from the following list: [Agility](#), [Class Versatility](#), [Climb Specialization](#), [Iron Will](#), [Jump Specialization](#), [Stealth Specialization](#).

Changing Species

In extraordinary cases, a creature may change its species. For example, the *reincarnation* ritual returns a creature to life as a different species. Regardless of its new species, the creature keeps its original species bonus feat.

Feat Mechanics

Prerequisites

Some feats have prerequisites. Unless you meet all of the prerequisites, you 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 who no longer meets all prerequisites for a feat loses all abilities from that feat.

Feat Tags

All feats are organized into different groups by tags.

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.

Casting: Casting feats improve your spellcasting abilities. Casting feats are useless to characters who cannot cast spells.

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.

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. You can only have one Bloodline feat.

Magical Feats: All abilities granted by feats with the Magical type are **magical** in nature. Many feats are not entirely magical, but have specific effects that are magical.

Feat Tables

Table E.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Agility	Dex 1	Increase reaction speed	—	202
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	204
Draconic Heritage	—	Gain aspects of draconic power	Bloodline	206
Iron Will	Wil 1	Increase mental resilience	—	209
Null	Wil 2	Become immune to magic	—	211
Regenerator	Con 1	Heal wounds with inhuman speed	—	213
Spellwarped	Wil 1	Gain limited spellcasting	Magical	215
Swift	Dex 1	Move more quickly	—	221
Toughness	Con 1	Increase physical fortitude	—	222
Class Feats	Prerequisites	Benefits	Feat Types	Page
Class Versatility	—	Swap for abilities from additional class	—	204
Class Versatility, Greater	Class Versatility feat	Gain archetype from additional class	—	205
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Acrobatics Specialization	Mastered Acrobatics	Improve use of chosen skill	—	202
Awareness Specialization	Mastered Awareness	Improve use of chosen skill	—	202
Bardic Exemplar	Perform Specialization	Gain magical performance abilities	Magical	202
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Feat Descriptions

Each feat has a set of benefits it provides to a character with the feat. Some feats also have specific requirements that a character must meet before taking the feat. These are listed under a **Prerequisites** heading. If a character loses the prerequisites for a feat, they lose all benefits of the feat until they meet the prerequisites again.

Acrobatics Specialization [Skill]

Prerequisite: Acrobatics as a mastered skill.

1st – **Specialization:** You gain a +2 bonus to the Acrobatics skill.

4th – **Combat Tumble:** You can use the *combat tumble* ability as a **move action**.

Combat Tumble

AP

You can move up to your normal movement speed. During this movement, you can move through enemy spaces as if they were unoccupied.

7th – **Greater Rapid Stand:** You can use the *rapid stand* ability as a **free action** (see Rapid Stand, page 69).

10th – **Greater Specialization:** The bonus from your *specialization* ability increases to +4.

13th – **Air Dancer** (Magical): 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 5 for each consecutive round that you spend moving in this way.

16th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +6.

19th – **Greater Air Dancer:** You can move at full speed while using your *air dancer* ability. In addition, for each round that you spend using your *air dancer* ability, the DR increases by 2 instead of by 5.

Agility [General]

Prerequisite: Starting Dexterity of 1.

1st – **Lightning Reflexes:** You gain a +2 bonus to Reflex defense and **initiative** checks.

4th – **Spring Attack:** You can use the *spring attack* ability as a standard action.

Spring Attack

AP

Move up to your movement speed and make a melee **strike** with a +1d bonus to damage. If you use this ability during the **action phase**, you may continue moving during the **delayed action phase** if you have remaining movement available.

7th – **Evasion:** When you are attacked by an ability that affects an area, you can use your Reflex defense in place of any other defenses against that attack.

10th – **Greater Lightning Reflexes:** The bonuses from your *lightning reflexes* ability increase to +4.

10th – **Greater Spring Attack:** The damage bonus from your *spring attack* ability increases to +2d.

13th – **Dodge:** You gain a +1 bonus to Armor defense.

16th – **Greater Evasion:** You take half damage from abilities that affect areas. You suffer non-damaging effects from such abilities normally.

16th – **Supreme Spring Attack:** The damage bonus from your *spring attack* ability increases to +3d.

19th – **Supreme Lightning Reflexes:** The bonuses from your *lightning reflexes* ability increase to +6.

Awareness Specialization [Skill]

Prerequisite: Awareness as a mastered skill.

1st – **Specialization:** You gain a +2 bonus to the Awareness skill.

4th – **Extraordinary Senses:** You gain one of the following senses: **blindsense** (20 ft.), **darkvision** (50 ft.), **low-light vision**, **scent**, or **tremorsense** (20 ft.).

7th – **Quick Scan:** When you use the *search* ability, you can notice things in a Small (10 ft.) radius within Close (30 ft.) range (see Search, page 71).

10th – **Greater Specialization:** The bonus from your *specialization* ability increases to +4.

13th – **Greater Extraordinary Senses:** You gain one of the following senses: **blindsense** (100 ft.), **blindsight** (20 ft.), **darkvision** (200 ft.), **tremorsense** (100 ft.), or **tremorsight** (20 ft.).

16th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +6.

19th – **Supreme Extraordinary Senses:** You can choose an additional sense from the list given in your *greater extraordinary senses* ability. In addition, the range of all senses gained from this feat is doubled.

Bardic Exemplar [Magical, Skill]

Prerequisite: Perform Specialization feat.

1st – **Vicious Mockery:** You can use the *vicious mockery* ability as a standard action.

Vicious Mockery

AP, Emotion

You make a brief performance using one of your Perform skills. Make an attack vs. Mental against all enemies within a Huge (100 ft.) radius from you. Your accuracy is equal to the Perform skill used for your performance.

Hit: As a **condition**, each target takes a –1 penalty to **accuracy** and a –2 penalty to Mental defense.

This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

4th – **Inspire Courage:** You can use the *inspire courage* ability as a standard action.

Inspire Courage**AP, Emotion, Sustain** (minor)

You begin a performance using one of your Perform skills. Choose a willing creature within Medium (100 ft.) range. The target gains a +1 **magic bonus** to **accuracy** and a +2 bonus to Mental defense.

If a target can neither see nor hear your performance, the effect immediately ends for that target. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

7th – **Song of Serenity**: You can use the *song of serenity* ability as a standard action.

Song of Serenity**AP, Emotion, Sustain** (minor)

You begin a performance using one of your Perform skills. Choose a willing creature within Medium (100 ft.) range. The target is immune to hostile **Emotion** effects.

If the target can neither see nor hear your performance, the effect immediately ends. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

10th – **Greater Inspire Courage**: Each target affected by your *inspire courage* ability is immune to **Fear** abilities.

13th – **Greater Vicious Mockery**: Your *vicious mockery* ability gains the **Sustain** (minor) tag. At the end of each action phase after the first round, you make an additional attack against all creatures within a Huge (100 ft.) radius from you not already affected by the ability.

13th – **Greater Song of Serenity**: When you use your *song of serenity* ability, you can target up to five creatures.

16th – **Supreme Inspire Courage**: A creature affected by your *inspire courage* ability may use your level in place of its accuracy with any attack.

19th – **Supreme Mocking Performance**: The penalties from your *vicious mockery* ability increase to –2 accuracy and a –4 penalty to Mental defense.

20th – **Hybrid Performance**: You can sustain two different **magical** abilities from this feat or the Perform Specialization feat as part of the same **minor action**.

Blindfighter [Combat]

Prerequisite: Starting Perception 2.

1st – **Blind Precision**: When you make an attack with a miss chance caused by being unable to see your opponent, you can roll the miss chance twice and take the better result. In addition, you are not **defenseless** against foes you cannot see if you know their location.

4th – **Blindsense**: You gain **blindsense** (50 ft.).

7th – **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.

10th – **Blindsight**: You gain **blindsight** (50 ft.). In addition, the range of your blindsense improves to 200 feet.

13th – **Controlled Sight**: You are immune to all abilities that depend on sight to affect you.

16th – **Greater Blindsight**: The range of your blindsight

improves to 100 feet. In addition, the range of your blindsense improves to 500 feet.

19th – **Unseeing Precision**: You gain a +1 bonus to **accuracy**.

20th – **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.

1st – **Specialization**: You gain a +2 bonus to the Bluff skill.

4th – **Sustained Distraction**: If you successfully distract a creature with the *distract* ability of the Bluff skill, you can sustain that distraction on that creature with a **minor 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 consecutive round that you have distracted the creature. For details, see *Distract*, page 72.

7th – **Deceive Magic** (Magical): Any magical abilities which detect lies are unable to detect lies you speak.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Dual Speech** (Magical): When you speak, you can use the *dual speech* ability.

Dual Speech**AP, Sustain** (minor)

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.

You can freely choose different vocal patterns each round that you sustain this ability.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Dual Speech** (Magical): When you use your *dual speech* ability, you can speak entirely different words with your two voices.

Boongiver [Casting, Magical]

Prerequisite: Ability to cast a spell.

1st – **Multiple Boon**: When you cast a spell with the **Attune** (target) tag, you can use the *multiple boon* ability.

Multiple Boon

Choose a previous activation of the current spell you are casting. Unlike normal, that activation is not **dismissed** by the spell you are currently casting (see *Duplicate Attunement Abilities*, page 21). This can allow you to have two activations of the same spell active at once.

You can only use this ability on one spell at a time. If you use this ability while it already affects another spell, you choose which spell is affected by the ability. The other spell is immediately **dismissed**.

4th – **Benevolent Transference**: You can use the *benevolent transference* ability as a **minor action**.

Benevolent Transference

Choose a creature currently attuning to a spell you cast. In addition, choose another creature to transfer the spell to. Both targets must be within that spell's range of you, and must be valid targets for the spell. You cannot target yourself with this ability.

If both targets are willing, the spell's effect is transferred from the first target to the second. The spell's new target must spend an action point to attune to the spell as normal.

7th – **Boon Lore:** You learn an additional **spell**. The spell must have the **Attune** (target) tag. You can exchange this spell for other spells as you gain access to new spell levels, but the spell must always have the **Attune** (target) tag.

10th – **Greater Multiple Boon:** You can use your *multiple boon* ability on up to two different spells at once. If you use the ability while it already affects another spell, you choose which spells are affected by the ability.

13th – **Regenerative Transference:** When you use your *benevolent transference* ability, if the new target attunes to the spell, the original target of the spell regains the action point it spent to attune to the spell.

16th – **Personal Boon:** When you cast a spell with the **Attune** (target) tag on yourself, you can use the *personal boon* ability.

Personal Boon

You can attune to the spell you are casting without spending an **action point**.

You can only use this ability on one spell at a time. If you use this ability while it already affects another spell, you choose which spell is affected by the ability. The other spell is immediately **dismissed**.

19th – **Supreme Multiple Boon:** You can use your *multiple boon* ability on up to three different spells at once.

Brawler [Combat]

Prerequisite: Starting Strength of 1, starting Dexterity of 1.

1st – **Unarmed Warrior:** You are **proficient** with your **unarmed attack**. In addition, you gain a +2d bonus to damage with your unarmed attack. For details about how to fight while unarmed, see Unarmed Combat, page 27. This ability does not stack with the ability of the same name from the Unfettered Warrior monk archetype (see Unfettered Warrior, page ??).

4th – **Grapple Expertise:** You gain a +2 bonus to **accuracy** with the *grapple* ability (see Grapple, page 25), as well as with all grapple actions (see Grapple Actions, page 27).

7th – **Takedown:** You can use the *takedown* ability as a standard action.

*Takedown***AP**

Make an unarmed **strike**. In addition to the attack's normal effects, if the strike hits and the attack result also beats the target's Fortitude defense, you and the target are **grappled** by each other.

10th – **Greater Unarmed Warrior:** The damage bonus from

your *unarmed warrior* increases to +3d.

13th – **Greater Takedown:** You gain a +1 bonus to accuracy with your *takedown* ability.

13th – **Greater Grapple Expertise:** The bonus from your *grapple expertise* ability increases to +3.

16th – **Pin Mastery:** You can use the *pin* ability with only one free hand (see Pin, page 27).

19th – **Supreme Takedown:** The accuracy bonus from your *greater takedown* ability increases to +2.

19th – **Supreme Unarmed Warrior:** The damage bonus from your *unarmed warrior* ability increases to +4d.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment.

Special: You can only have one Bloodline feat.

1st – **Divine Favor:** You gain a +1 bonus to Fortitude and Mental defense.

4th – **Holy Smite:** You can use the *holy smite* ability as a standard action.

*Smite***AP**

Make a **strike**. If your target is good, the strike deals no damage. Otherwise, the strike gains a +2d bonus to damage.

7th – **Angel Wings:** You gain feathery wings that sprout from your back. These wings grant you a glide speed equal to your **base speed** (see Gliding, page 19). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

10th – **Greater Holy Smite:** The damage bonus from your *holy smite* ability increases to +3d.

13th – **Angelic Flight:** You can use the *angelic flight* ability as a **free action**.

*Angelic Flight***AP**

You gain a **fly speed** equal to your **base speed** until the end of the round (see Flying, page 19).

16th – **Supreme Holy Smite:** The damage bonus from your *holy smite* ability increases to +4d.

16th – **Greater Divine Favor:** The bonuses from your *divine favor* ability increase to +2.

19th – **Greater Angelic Flight:** Your *angelic flight* ability lasts until the end of the next round.

Class Versatility [Class]

1st – **Additional Class:** Choose a class. You gain the **class skills** of that class in addition to your existing class skills. You can exchange one class archetype from your class with one class archetype from that class. You can also exchange any number of your basic class abilities, such as skill points or weapon proficiencies, for the corresponding abilities of that class. If that class has any basic class abilities which are not part of an archetype and do not have abilities of the same on other classes, such as a cleric's *divine power*, you gain those abilities.

7th – **Versatile Expertise:** Choose one of the following benefits. You gain that benefit.

- +1 bonus to Fortitude defense

- +1 bonus to Reflex defense
- +1 bonus to Mental defense
- One extra **skill point**
- Extra **hit points** equal to half your level

13th – **Expanded Versatility**: You gain an additional *versatile expertise* ability.

19th – **Expanded Versatility**: You gain an additional *versatile expertise* ability.

Class Versatility, Greater [Class]

Prerequisite: Class Versatility feat.

1st – **Additional Archetype**: Choose an archetype from a class you have chosen with the *additional class* ability of the Class Versatility feat (see 204). You gain that archetype in addition to your other archetypes. Your **archetype rank** in that archetype is Rank 1.

4th – **Archetype Rank**: You become Rank 2 in any of your archetypes.

7th – **Archetype Rank**: You become Rank 3 in any of your archetypes.

10th – **Archetype Rank**: You become Rank 4 in any of your archetypes.

13th – **Archetype Rank**: You become Rank 5 in any of your archetypes.

16th – **Archetype Rank**: You become Rank 6 in any of your archetypes.

19th – **Archetype Rank**: You become Rank 7 in any of your archetypes.

Climb Specialization [Skill]

Prerequisite: Climb as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Climb skill.

4th – **Damage Tolerance**: Taking damage while climbing does not force you to make an additional Climb check to avoid falling.

7th – **Climb Speed**: You gain a **climb speed** equal to half your **base speed**. A successful Climb check to move allows you to travel a distance equal to your climb speed.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **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.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Climb Speed**: Your climb speed increases to be equal to your **base speed**.

Craft Specialization [Skill]

Prerequisite: Craft (any) as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to all Craft skills.

4th – **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 194. You can craft an item with an item level equal to your level or one item level lower than your level with 24 hours of continuous work. You can make weaker items more quickly. For every two item levels lower than your level, the time required to craft an item is halved, to a minimum of 15 minutes.

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.

7th – **Crafting Savant**: You gain two additional **skill points** which can only be spent on Craft skills.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Item Attunement**: You gain an additional **item slot**.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Item Attunement**: You gain an additional **item slot**.

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Creature Handling skill.

4th – **Efficient 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 76). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page 77).

7th – **Battleforged Training**: You can teach a creature the Battleforged trick. The DR to train the trick is 15. 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**.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Greater Battleforged Training**: You can teach a creature that has learned the Battleforged trick the Greater Battleforged trick. The DR to train the trick is 25. 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**.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Efficient Training**: You can teach a creature with 4 hours of work, split as you choose (see Training Creatures, page 76). In addition, the number of bonus tricks you can teach from your *efficient training* ability increases to four.

19th – **Greater Command**: You can **sustain** the effect of the *command* ability from the Creature Handling skill with a

minor action instead of with a standard action. For details, see Command, page 76.

Devices Specialization [Skill]

Prerequisite: Devices as a mastered skill.

1st – **Specialization:** You gain a +2 bonus to the Devices skill.

4th – **Rapid Improvisation:** As a standard action, you can spend an **action point** to use the *improvise* ability to create a device (see *Improvise*, page 78).

7th – **Lesser Disable Arcana** (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 **dismissed**, and its effects end. This has no effect on abilities that cannot be dismissed.

10th – **Greater Specialization:** The bonus from your *specialization* ability increases to +4.

13th – **Improbable Improvisation:** You reduce the DR for using the *improvise* ability to make devices from unsuitable materials by 5.

16th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +6.

19th – **Greater Disable Arcana** (Magical): You can disable all magical effects on objects or areas, not just spell effects.

Disguise Specialization [Skill]

Prerequisite: Disguise as a mastered skill.

1st – **Specialization:** You gain a +2 bonus to the Disguise skill.

4th – **Quick Change:** As a standard action, you can spend an **action point** to use the *disguise creature* or *emulate creature* ability.

7th – **Disguise Aura** (Magical): When 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 alignment. The maximum **power** you can emulate is equal to your Disguise check result –10.

Anyone using divination magic on the creature must make a check with a bonus equal to the creature's **power** with the ability to perceive the truth. The DR is equal to your Disguise check result. Regardless of the result of the check, the caster is not aware that the check was made.

10th – **Greater Specialization:** The bonus from your *specialization* ability increases to +4.

13th – **Disguise Size** (Magical): You can use the *disguise size* ability as a **standard action**.

Disguise Size You increase or decrease your size by one size category . This effect lasts as long as you attune to it.	Attune (self)
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16th – **Supreme Specialization:** The bonus from your *spe-*

cialization ability increases to +6.

19th – **Greater Quick Change:** You can use your *quick change* ability without spending an **action point**.

Draconic Heritage [Bloodline]

Special: You can only have one Bloodline feat.

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 E.2: Dragon Types. You have the blood of that type of dragon in your veins. You gain a bonus equal to your **power** to your **damage reduction** against the damage type dealt by that dragon's breath weapon.

1st – **Draconic Weapons:** You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page 142.

4th – **Breath Weapon:** You can use the *breath weapon* ability as a **standard action**.

Breath Weapon Make an attack vs. Armor against everything in the area defined by your <i>draconic ancestry</i> ability (see Table E.2: Dragon Types). <i>Hit:</i> Each target takes standard damage . The damage type is defined by your <i>draconic ancestry</i> ability.	AP
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7th – **Draconic Wings:** You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to your **base speed** (see Gliding, page 19). The wings themselves are physical, but the ability to fly and glide with them is **magical**.

10th – **Greater Breath Weapon:** You gain a +1d bonus to damage with your *breath weapon* ability. In addition, the area affected increases. A line breath weapon becomes a Huge (100 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (50 ft.) cone.

13th – **Draconic Flight** (Magical): You can use the *draconic flight* ability as a **free action**.

Draconic Flight You gain a fly speed equal to your base speed until the end of the round (see Flying, page 19).	AP
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16th – **Supreme Breath Weapon:** The damage bonus from your *greater breath weapon* ability increases to +2d. In addition, the area affected increases. A line breath weapon becomes a Huge (100 ft.), 20 ft. wide line. A cone breath weapon becomes a Huge (100 ft.) cone.

19th – **Draconic Scales:** You gain a +1 bonus to Armor defense.

20th – **Greater Draconic Flight** (Magical): You can use your *draconic flight* ability without spending an **action point**.

Duelist [Combat]

Prerequisite: Starting Dexterity of 1, starting Intelligence of 1.

1st – **Parry:** You gain a +1 bonus to Armor defense as long as you wield a melee weapon and are not **threatened** by more

Table E.2: Dragon Types

Dragon	Energy Type	Breath Weapon
Black	Acid	Medium (20 ft.), 5 ft. wide line
Blue	Electricity	Medium (20 ft.), 5 ft. wide line
Brass	Fire	Medium (20 ft.), 5 ft. wide line
Bronze	Electricity	Medium (20 ft.), 5 ft. wide line
Copper	Acid	Medium (20 ft.), 5 ft. wide line
Gold	Fire	Medium (20 ft.) cone
Green	Acid	Medium (20 ft.) cone
Red	Fire	Medium (20 ft.) cone
Silver	Cold	Medium (20 ft.) cone
White	Cold	Medium (20 ft.) cone

than one creature.

4th – **Focused Strike**: You can use the *focused strike* ability as a standard action.

Focused Strike

AP

Make a melee **strike**. If you are not **threatened** by more than one creature, you gain a +2 bonus to **accuracy** with the strike. If you are the only creature threatening your target, you gain a +2d bonus to damage with the strike.

7th – **Riposte**: You gain a +1 bonus to **accuracy** with melee **strikes** as long as you are not **threatened** by more than one creature.

10th – **Duel Expertise**: You gain a +2 bonus to **accuracy** with the *disarm* and *feint* abilities (see Disarm, page 25, and Feint, page 25).

10th – **Greater Focused Strike**: The accuracy bonus from your *focused strike* ability increases to +3.

13th – **Greater Parry**: The bonus from your *parry* ability increases to +2.

16th – **Greater Duel Expertise**: The accuracy bonus from your *duel expertise* ability increases to +3.

16th – **Supreme Focused Strike**: The damage bonus from your *focused strike* ability increases to +3d.

19th – **Legendary Duelist**: You are treated as being **threatened** by one fewer creature than you actually are for the purpose of abilities from this feat.

Escape Artist Specialization [Skill]

Prerequisite: Escape Artist as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Escape Artist skill.

4th – **Rapid Escape**: You can squeeze and escape bindings and grapples as a move action, rather than as a standard action.

7th – **Constraint Tolerance**: You reduce your penalties for **squeezing** by 1 (see Squeezing, page 18).

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Escape Magic** (Magical): You can use the *escape magic* ability as a standard action.

Escape Magic

AP

You make an Escape Artist attack against all **magical** effects on you. You may exclude any number of effects you are aware of from this attack, allowing you to maintain beneficial magical effects. The DR for each effect is equal to 10 + the effect's **power**.

Hit: Each effect is **dismissed**, if it is an effect that can be dismissed.

You can only dismiss effects with this ability 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.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Constraint Tolerance**: The penalty reduction from your *constraint tolerance* ability increases to 2. In addition, your movement speed is not halved while **squeezing**.

20th – **Greater Escape Magic** (Magical): You can use your *escape magic* ability as a **minor action**.

Executioner [Combat]

Prerequisites: Starting Strength of 1, starting Perception of 2.

1st – **Blood Sense** (Magical): You automatically know the location of all **bloodied** living creatures within 50 feet of you, regardless of concealment or invisibility. You must have **line of effect** to a creature to sense it in this way.

4th – **Execution**: You can use the *execution* ability as a standard action.

Execution

AP

Make a **strike**. If the target is **bloodied**, you gain a +3d bonus to damage with the strike.

7th – **Purge the Weak**: You gain a +1 bonus to **accuracy** against **bloodied** creatures.

10th – **Greater Blood Sense** (Magical): Your *blood sense* ability allows you to know the location of all living creatures within range, not just bloodied living creatures. You can still automatically identify which creatures are bloodied and which creatures are not bloodied.

10th – **Greater Execution**: The damage bonus from your *execution* ability increases to +4d.

13th – **Bloody Resilience**: You gain a +2 bonus to Fortitude defense.

16th – **Greater Purge the Weak**: The bonus from your *purge the weak* ability increases to +2.

16th – **Supreme Execution**: The damage bonus from your *execution* ability increases to +5d.

19th – **Blood Sight** (Magical): Your *blood sense* ability allows you to see all living creatures within range perfectly instead of only knowing their location.

Guardian [Combat]

Prerequisite: Starting Perception and Willpower of 1.

1st – **Protect**: You can use the *protect* ability as a

minor action.*Protect***Swift**

Choose a willing creature adjacent to you. The target gains a +2 bonus to Armor defense. However, you take a -2 penalty to Armor defense. This effect lasts until the end of the round.

Because this ability has the **Swift** tag, these bonuses and penalties apply against attacks made in the current phase.

4th – **Binding Strike**: You can use the *binding strike* ability as a standard action.

*Binding Strike***AP**

Make a melee **strike** against an adjacent creature. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.

Hit: The target is **decelerated** as a **condition**. This effect immediately ends if you are **defeated** or if you stop being adjacent to the target.

Critical Hit: The target is **decelerated** as a **condition**.

7th – **Resolute Defender**: You gain a +1 bonus to Mental defense and a +2 bonus to **threat**.

10th – **Redirection** (Magical): When you use your *protect* ability, you can use the *redirection* ability as part of the same action.

*Redirection***AP, Swift**

Choose a target of your *protect* ability. You suffer all effects from **strikes** that hit the target in place of the target until the end of the round. Any abilities you have that would reduce or negate the effects of the attack have no effect.

13th – **Greater Binding Strike**: You gain a +1 bonus to **accuracy** with your *binding strike* ability.

13th – **Greater Resolute Defender**: The defense bonus from your *resolute defender* ability increases to +2, and the threat bonus increases to +4.

16th – **Greater Redirection** (Magical): When you use your *redirection* ability, you redirect the effects of all attacks, not just **strikes**.

19th – **Supreme Binding Strike**: The accuracy bonus from your *greater binding strike* ability increases to +2.

19th – **Greater Protect**: When you use your *protect* ability, you may target any number of willing creatures adjacent to you.

Heal Specialization [Skill]

Prerequisite: Heal as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Heal skill.

4th – **Healing Touch** (Magical): You can use the *healing touch* ability as a standard action.

*Healing Touch***AP, Life, Magical**

Make a Heal check on a willing creature within your **reach**. The target is healed for an amount equal to the Heal check result.

7th – **Greater Healing Touch** (Magical): For every five points of healing you would restore with your *healing touch* ability, you can instead heal a point of **vital damage**.

7th – **Purging Touch** (Magical): You can use the *purging touch* ability as a standard action.

*Purging Touch***AP**

Make a Heal check on a willing creature you can touch. For each poison and disease on the target, if your check result is at least 10 higher than the **power** of the effect, the effect is removed.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Lifesaver**: You can use the *first aid* ability as a **minor action** (see First Aid, page ??).

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Paragon of Healing**: You can use your *healing touch* and *purging touch* abilities without spending an **action point**.

Innate Magic [Casting, Magical]

Prerequisite: Spellcasting ability, Willpower 2.

1st – **Mental Casting**: You connect to the magical essence of the universe differently from other spellcasters, allowing you to cast spells with purely mental effort. None of your spells have **somatic components** or **verbal components**. However, the lack of a physical focus for your magic makes it more difficult for you to concentrate on your spells. You take a -5 penalty to **concentration** checks to cast spells (see Concentration, page 100).

4th – **Internal Magic**: You gain a +1 bonus to Fortitude and Mental defense.

7th – **Innate Creativity**: You learn an additional **spell**. When you gain access to new spell levels, you can change which spell you know.

10th – **Miscast Tolerance**: You take half damage from your own **miscast backlash**.

13th – **Greater Internal Magic**: The bonuses from your *internal magic* ability increase to +2.

16th – **Innate Power**: You gain a +1 bonus to **power** with **spells**.

19th – **Greater Mental Casting**: The penalty to **concentration** checks from your *mental casting* ability is removed.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Intimidate skill.

4th – **Greater Demoralize**: When you use the *demoralize* ability, the target is **shaken** by you as a **condition** instead of being shaken the end of the next round. For details, see Demoralize, page 82.

7th – **Threatening Foe**: The threat bonus from your *augment threat* ability increases to +4 (see Augment Threat, page 82).

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Mass Demoralize**: When you use the *demoralize* abil-

ity, you can affect any number of targets within a Medium (20 ft.) radius within Medium (100 ft.) range.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Supreme Demoralize**: When you use the *demoralize* ability, the target is **panicked** by you instead of being shaken.

Iron Will [General]

Prerequisite: Starting Willpower of 1.

1st – **Mental Discipline**: You gain a +2 bonus to Mental defense. In addition, you gain additional hit points equal to your Willpower.

4th – **Mind over Matter**: You reduce your penalties for being **staggered** by 2.

7th – **Unclouded Mind**: You are immune to being **dazed**.

10th – **Greater Mental Discipline**: The bonus hit points from your *mental discipline* ability increase to twice your Willpower.

13th – **Greater Mind over Matter**: You do not take penalties for being **staggered**.

16th – **Greater Unclouded Mind**: You are immune to being **stunned**.

19th – **Supreme Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +4.

20th – **Mental Fortress**: You are immune to all hostile **Mind** abilities.

Jump Specialization [Skill]

Prerequisite: Jump as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Jump skill.

4th – **Instant Leap**: You suffer no penalty for jumping without a running start (see Running Start, page 82).

7th – **Featherlight Leap** (Magical): You can use the *featherlight leap* ability as a **free action**.

Featherlight Leap

AP, Swift

Your maximum height for jumps during the current phase is equal to your Jump check result, rather than half your Jump check result. This does not affect the forward distance you can reach with your jumps.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Greater Featherlight Leap** (Magical): You do not need to spend an **action point** to use your *featherlight leap* ability.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Impact Tolerance**: You are immune to **falling damage**.

Knowledge Specialization [Skill]

Prerequisite: Knowledge as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to all Knowledge skills.

4th – **Knowledge Savant**: You gain two additional **skill points** which can only be spent on Knowledge skills.

7th – **Greater Knowledge Savant**: The number of extra skill points from your *knowledge savant* ability increases to four.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Experienced Defense**: You gain a +1 bonus to Fortitude, Reflex, and Mental defenses.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Experienced Defense**: You gain a +1 bonus to Armor defense.

Leadership [Combat]

Prerequisite: Starting Willpower of 2.

1st – **Battle Command**: You can use the *battle command* ability as a standard action.

Battle Command

Swift

Choose a willing creature within Medium (100 ft.) range of you. When the target makes a **strike** during the current phase, it can roll the **attack roll** twice and take the higher result.

4th – **Bolster**: You can use the *bolster* ability as a standard action.

Bolster

AP, Emotion

Choose any number of willing creatures other than yourself within an Medium (20 ft.) radius burst from you. Each target heals hit points equal to your Willpower and can remove one **condition** of its choice.

7th – **Commanding Presence**: You gain a +2 bonus to the Intimidate and Persuasion skills.

10th – **Greater Bolster**: The healing from your *bolster* ability increases to twice your Willpower.

10th – **Greater Battle Command**: The target of your *battle command* ability also gains a +1 bonus to **accuracy** with the strike.

13th – **Greater Commanding Presence**: The bonus from your *commanding presence* ability increases to +4.

16th – **Supreme Bolster**: The healing from your *bolster* ability increases to three times your Willpower.

16th – **Supreme Battle Command**: The accuracy bonus from your *greater battle command* ability increases to +2.

19th – **War Leader**: The area affected by your *bolster* and *inspiring presence* abilities increases to an Huge (100 ft.) radius.

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Linguistics skill.

4th – **Linguistic Savant**: You learn two additional **common languages**, or one additional **rare language**.

7th – **Language Focus**: By spending a day in focused concentration on learning a specific **common language**, you can use the *language focus* ability. You must have access to either a willing creature fluent in the language or at least a book's worth of material written in the language.

Language Focus

If you had access to written material on the language, including from a teacher, you can read or write the language. If you had access to a speaker of the language, you can speak and understand the language.

This ability's effect lasts until you use this ability again.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Greater Language Focus**: You can use your *language focus* ability to learn **rare languages** in addition to common languages.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Martial Training [Combat]

1st – **Equipment Training**: You choose one of the following benefits.

- Proficiency with a category of **armor**: light, medium, or heavy body armor, or shields. You must be proficient with light armor to gain proficiency with medium armor, and you must be proficient with medium armor to gain proficiency with heavy armor.
- Proficiency with an additional **weapon group** of your choice.
- Proficiency with **exotic weapons** from a weapon group of your choice that you are already proficient with.

4th – **Honed Strike**: You can use the *honed strike* ability as a standard action.

Honed Strike

AP

You make a **strike** with a +1 bonus to **accuracy** and a +1d bonus to damage. If the strike misses, you regain the **action point** spent to use this ability.

7th – **Equipment Training**: You gain an additional *equipment training* ability of your choice. In addition, you add a new ability to the set of abilities you can choose with your *equipment training*.

- You reduce the **encumbrance** of **body armor** you wear by 1. If you choose this ability multiple times, its effects stack.

10th – **Practiced Defense**: You gain a +1 bonus to Armor defense.

10th – **Greater Honed Strike**: The damage bonus from your *honed strike* ability increases to +2d.

13th – **Equipment Training**: You gain an additional *equipment training* ability of your choice.

16th – **Practiced Accuracy**: You gain a +1 bonus to **accuracy** with **mundane** abilities.

16th – **Supreme Honed Strike**: The damage bonus from your *honed strike* ability increases to +3d.

19th – **Equipment Training**: You gain an additional *equipment training* ability of your choice.

Miscaster [Casting, Magical]

Prerequisite: Ability to cast a spell.

1st – **Selective Backlash**: You can freely exclude creatures other than yourself from the effects of your **miscast backlash**.

4th – **Overchannel**: When you cast a spell, you can use the *overchannel* ability.

Overchannel

Your concentration on the spell you are casting 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 Sphere Focus: Thaumaturgy feat, work normally (see 220). In addition, you cause a **miscast backlash** when the spell resolves.

However, using this ability requires channeling excessive magical energy that temporarily limits your connection to magic. During the next round, you cannot cast spells other than **cantrips**, and you take a –2 penalty to all defenses.

7th – **Suppressed Backlash**: When 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).

10th – **Widened Backlash**: The area affected by your **miscast backlash** increases to a Medium (20 ft.) radius burst centered on you.

13th – **Resilient Channeler**: In the round after you use your *overchannel* ability, you can cast both cantrips and spells. In addition, the penalty to defenses is reduced to –1.

16th – **Empowered Miscast**: You gain a +2 bonus to **power** with your **miscast backlash**.

19th – **Empowered Overchannel**: When you use your *overchannel* ability, you gain a +2 bonus to **power** with the spell.

Mystic Archer [Casting, Magical]

Prerequisite: Ability to cast a spell.

1st – **Guided Projectiles**: Your attacks with projectiles ignore **cover**, but not **total cover**.

4th – **Imbue Projectile**: When you cast a spell that affects a single target and does not have the **Attune** or **Sustain** tags, you can use the *imbue projectile* ability.

Imbue Projectile

Attune (self)

The spell does not have its effect immediately, and you regain the action point used to cast the spell (if any). Instead, its power is imbued in a **projectile** you hold.

As a standard action, you can make a ranged **strike** using that projectile. If you do, the spell affects the target of the strike. After the spell takes effect, this ability's duration ends.

7th – **Missile Storm**: You can use the *missile storm* ability as a standard action.

Missile Storm

AP

Make a ranged **strike** with a **projectile weapon** you wield. The strike targets up to five creatures and objects within one **range increment** of you with that weapon, except for creatures adjacent to you.

10th – **Phasing Projectiles** (Teleportation): When attacking with projectiles, you can ignore all physical obstacles in single

one-foot span. This can allow you to fire projectiles through solid walls, though it does not grant you the ability to see through the wall.

13th – Greater Missile Storm: You gain a +1d bonus to damage with your *missile storm* ability.

13th – Imbue Detonating Projectile: When you cast a spell that affects an area and does not have the **Attune** or **Sustain** tags, you can use the *imbue detonating projectile* ability.

Imbue Detonating Projectile

Attune (self)

The spell does not have its effect immediately, and you regain the action point used to cast the spell (if any). Instead, its power is imbued in a **projectile** you hold.

As a standard action, you can make a **strike** using that projectile. If you do, the spell takes effect in addition to the normal effects of the strike. The spell's **point of origin** can be anywhere within the **space** of the target of the strike. It affects targets within the area as if it had just been cast in that area. After the spell takes effect, this ability's duration ends.

16th – Mystic Precision: You gain a +1 bonus to **accuracy**.

19th – Greater Phasing Projectiles (Teleportation): Your *phasing projectiles* ability improves, allowing you to ignore obstacles in up to five one-foot spans. The spans can be contiguous or independent, which can allow you to ignore a single obstacle up to five feet deep.

19th – Supreme Missile Storm: When you use your *missile storm* ability, you may target any number of creatures.

Null [General]

Prerequisite: Starting Willpower of 2.

1st – Nullify Magic: You gain a +4 bonus to **defenses** against **magical** abilities. In addition, you are never considered a willing target for a **magical** ability, even while unconscious. In exchange, you lose the benefits of all **magical** abilities you possess. In addition, you are unable to **attune** to any **magical** abilities, such as magic items or spells cast by other creatures.

4th – Mundane Legacy: You do not gain any legacy item upgrades (see Legacy Items, page 194). Instead, each time you would gain a legacy item upgrade, you instead gain an additional **recovery action point**.

4th – Sever Magic: You can use the *sever magic* ability as a standard action.

Sever Magic

AP

Make a **strike**. The strike gains a +1d bonus to damage. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.

Hit: The target breaks its **attunement** to a random ability that it is currently attuned to. This ability does not affect attunement to magic items.

Critical Hit: The target breaks its attunement to all abilities that it is attuned to.

7th – Disruptive Presence: All enemies within an Medium (20 ft.) radius from you have a 50% chance to **miscast** any spell they cast.

7th – Greater Nullify Magic: The bonus to defenses from your *nullify magic* ability increases to +6.

10th – Greater Sever Magic: You gain a +1 bonus to accuracy with your *sever magic* ability.

10th – Itembane: Whenever you touch a **magical** item or hit it with a melee weapon, such as with the *disarm* ability, it loses all magical abilities until the end of the next round (see Disarm, page 25). This does not prevent you from suffering the normal effects of the item's initial hit, if the item was used to strike you. Under normal circumstances, removes the abilities of items that hit you with melee **strikes**, but does not affect magical projectile weapons. Items with an intrinsic **power** at least 10 higher than your level are immune to this effect. The **power** of the item's wielder, if any, does not affect whether the item can be affected in this way.

13th – Mundane Precision: You gain a +1 bonus to **accuracy**.

16th – Greater Disruptive Presence: Your *disruptive presence* ability affects all enemies in a Large (50 ft.) radius **emanation** from you.

16th – Supreme Sever Magic: The accuracy bonus from your *greater sever magic* ability increases to +2.

19th – True Null: You are unaffected by all **magical** abilities.

Perform Specialization [Skill]

Prerequisite: Perform as a mastered skill.

1st – Specialization: You gain a +2 bonus to all Perform skills.

4th – Mesmerizing Performance (Magical): You can use the *mesmerizing performance* ability as a standard action.

Mesmerizing Performance **AP, Emotion, Sustain** (minor)

You begin a performance using one of your Perform skills. Make an attack vs. Mental against up to five creatures within Medium (100 ft.) range. Your accuracy is equal to the Perform skill used for your performance.

Hit: Each target is **fascinated** by you. Any act by you or your apparent allies that damages a target or that causes it to feel that it is in danger breaks the effect for that creature. An observant target may interpret overt threats to its allies as a threat to itself.

If a target can neither see nor hear your performance, the effect immediately ends for that target. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

7th – Inspiring Performance (Magical): You can use the *inspiring performance* ability as a standard action.

Inspiring Performance **AP, Emotion, Sustain** (minor)
You begin a performance using one of your Perform skills. One other willing creature within Medium (100 ft.) range gains a +2 bonus to **checks**.

If the target can neither see nor hear your performance, the effect immediately ends for that target. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Mesmeric Suggestion** (Magical): You can use the *mesmeric suggestion* ability as a standard action.

Mesmeric Suggestion **AP, Emotion, Subtle, Sustain** (minor)
Make an attack vs. Mental against a target within Medium (100 ft.) range. Your **accuracy** is equal to the Perform skill used for your performance. You must also make a verbal suggestion of a particular course of action to the target. You can work this suggestion into an active performance without penalty. 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.

Hit: As a **condition**, 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 damages the target or makes it feel that it is in danger breaks the effect.

If the target is not currently **fascinated** by your *mesmerizing performance* ability, this attack automatically fails. If the target can neither see nor hear your performance, the effect immediately ends for that target. This ability lasts as long as you sustain your *mesmerizing performance*.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Mass Performance** (Magical): When you use your *mesmerizing performance* and *inspiring performance* abilities, you can target any number of creatures within range.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Persuasion skill.

4th – **Compel Attention** (Magical): You can use the *compel attention* ability as a standard action.

Compel Attention **AP, Auditory, Compulsion, Sustain** (minor), **Subtle**

Make an attack vs. Mental against a creature within Medium (100 ft.) range. Your **accuracy** is equal to your Persuasion skill. You must talk loud enough for the target to hear to draw its attention.

Hit: The target is **fascinated** by you as long as you sustain this ability, which requires maintaining your conversation with it. Any act by you or your apparent allies that damages a target or that causes it to feel that it is in danger breaks the effect for that creature. An observant target may interpret overt threats to its allies as a threat to itself.

7th – **Center of Attention** (Magical): When you use your *compel attention* ability, you may target up to five creatures.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Suggestion** (Magical): You can use the *suggestion* ability as a standard action.

Suggestion **AP, Emotion, Subtle, Sustain** (minor)
Make an attack vs. Mental against a target within Medium (100 ft.) range. Your **accuracy** is equal to your Persuasion skill. You must also make a verbal suggestion of a particular course of action to the target. 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.

Hit: As a **condition**, 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 damages the target or makes it feel that it is in danger breaks the effect.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Suggestion**: When you use your *suggestion* ability, you may target any number of creatures within a Medium (20 ft.) burst within range.

Precognition [Combat]

Prerequisite: Starting Intelligence of 2.

1st – **Precognitive Strike**: You can use the *precognitive strike* ability as a standard action.

Precognitive Strike

Make a **strike**. You can use your Intelligence in place of your Perception to determine your accuracy with this strike.

4th – **Combat Prediction**: At the start of each phase, you can use the *combat prediction* ability.

Combat Prediction**AP**

Make an attack vs. Mental against a creature within Medium (100 ft.) range of you.

Hit: You gain insight into the actions that creature intends to take during the current phase. It may change its actions based on your interference if you communicate this information in a way it understands.

Miss: You regain the action point spent to use this ability.

The insight from this ability allows you to see and hear what actions that creature intends to take. You do not gain any knowledge of actions that have no obvious signs, such as purely mental actions, or actions which you are not observant enough to notice. In addition, you do not know the results of actions with a chance of failure, such as attacks.

7th – Greater Precognitive Strike: When you use your *precognitive strike* ability, you can also use your Intelligence to determine your damage with the strike in place of your Strength.

10th – Precognitive Reaction: You gain a +2 bonus to Reflex defense and **initiative** checks.

13th – Foresight: During the **movement phase**, you choose your action after all other creatures have chosen their actions. When you choose your action, you have insight into the actions chosen by any creatures within Close (30 ft.) range of you that you can see. This insight gives you the same information as the insight from your *combat prediction* ability. You choose your actions simultaneously with any other creatures who have a similar ability.

16th – Supreme Precognitive Strike: When you use your *precognitive strike* ability, you also compare your attack result against the target's Mental defense.

Hit: You gain insight into the actions that creature intends to take during each phase until the end of the next round. This insight gives you the same information as the insight from your *combat prediction* ability. You gain a +2 bonus to accuracy with your *combat prediction* ability.

19th – Precognitive Defense: You gain a +1 bonus to Armor defense.

Regenerator [General]

Prerequisite: Starting Constitution of 1.

1st – Regenerative Rest: When you take a **short rest**, you can heal **vital damage** equal to half your Constitution in addition to your normal healing (see Vital Damage, page 26).

4th – Diehard: You reduce your **vital damage penalties** by 2.

7th – Fast Healing: At the end of each **action phase**, you heal hit points equal to half your Constitution.

10th – Regeneration: If you have taken **vital damage**, the healing from your *fast healing* ability heals vital damage instead of hit points until you have no vital damage remaining.

13th – Unkillable: The penalty reduction from your *diehard* ability increases to be equal to half your Constitution.

16th – Greater Fast Healing: The healing from your *fast healing* ability increases to be equal to your Constitution.

19th – Indestructible: The penalty reduction from your *diehard* ability increases to be equal to your Constitution.

Ride Specialization [Skill]

Prerequisite: Ride as a mastered skill.

1st – Specialization: You gain a +2 bonus to the Ride skill.

4th – Mounted Defense: Your mount gains a +2 bonus to all defenses, up to a maximum of your own corresponding defense.

7th – Mounted Warrior: The penalty you take when using a ranged weapon while mounted is decreased by 4. In addition, while you are mounted, you gain a +1 bonus to **accuracy** with Mounted weapons (see Mounted Weapon, page 147).

10th – Greater Specialization: The bonus from your *specialization* ability increases to +4.

13th – Greater Mounted Defense: The defense bonus from your *mounted defense* ability increases to +4.

16th – Supreme Specialization: The bonus from your *specialization* ability increases to +6.

19th – Greater Mounted Warrior: The penalty reduction from your *mounted warrior* ability increases to -8. In addition, you gain a +1 bonus to Armor defense while mounted.

Savage [Combat]

Prerequisite: Starting Strength of 2.

1st – Brute Force: You gain a +2 bonus to **accuracy** with the *shove* and *overrun* abilities (see Shove, page 25, and Overrun, page 25). If you get a **critical hit** with the *shove* ability, you can move the target a maximum distance equal to your movement speed. In addition, if you get a **critical hit** with the *overrun* ability, the target is knocked **prone**.

4th – Wall Slam: If you use the *shove* ability to move a creature, and the creature's movement is interrupted by a solid obstacle, the obstacle and creature both take bludgeoning **standard damage**.

7th – Trample: If you use the *overrun* ability to move through a creature, it takes bludgeoning **standard damage** -2d.

10th – Greater Brute Force: The accuracy bonus from your *brute force* ability increases to +3.

13th – Crush: You gain a +1d bonus to damage with your *wall slam* and *trample* abilities.

16th – Inescapable: When you use the *overrun* ability, you may choose not to allow creatures to try to avoid you.

19th – Greater Crush: The damage bonuses from your *crush* ability increase to +2d.

19th – Supreme Brute Force: The accuracy bonus from your *brute force* ability increases to +4.

Sense Motive Specialization [Skill]

Prerequisite: Sense Motive as a mastered skill.

1st – Specialization: You gain a +2 bonus to the Sense Motive skill.

4th – Rapid Social Assessment: When you make a social assessment with only one round of observation instead of a full minute, the penalty is reduced by 5 (see Social Assessment, page

89).

7th – **Read Mind** (Magical): You can use the *read mind* ability as a standard action.

Read Mind **AP, Emotion, Sustain** (minor)
Make an attack vs. Mental against a creature within Close (30 ft.) range. Your **accuracy** is equal to your Sense Motive skill.
Hit: You know the target's current emotions. This grants you a +2 bonus to Bluff, Persuasion, and Intimidate attacks and checks against the target.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Immediate Social Assessment**: When you make a social assessment with only one round of observation instead of a full minute, you take no penalty (see Social Assessment, page 89).

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Read Mind** (Magical): You can use your *read mind* ability as a **minor action** instead of as a standard action.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Sleight of Hand skill.

4th – :

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Extradimensional Concealment** (Magical): When you use the *conceal object* ability, you can spend an **action point**. If you do, you conceal the object in a pocket dimension that cannot be accessed by nonmagical means. You can only hide one object at a time in this way.

13th – **Extradimensional Retrieval** (Magical): You can use the *extradimensional retrieval* ability as a standard action.

Extradimensional Retrieval **AP**
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 – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Sniper [Combat]

Prerequisite: Starting Perception of 2.

1st – **Aim**: You can use the *aim* ability as a standard action.

Aim **Sustain** (minor)
Choose a creature or object within line of sight. You gain a +1 bonus to accuracy against the target.
If you lose sight of the target for a full round, this effect ends.

4th – **Distance Tolerance**: You reduce your accuracy penalties from **range increments** by 2.

7th – **Sniper Shot**: You gain a +4 bonus to **power** against **unaware** creatures that are affected by your *aim* ability.

10th – **Greater Aim**: The bonus from your *aim* ability increases to +2.

13th – **Greater Distance Tolerance**: The penalty reduction from your *distance tolerance* ability increases to 4.

16th – **Supreme Aim**: The bonus from your *aim* ability increases to +3. In addition, you can sustain your *aim* ability as a **free action**.

19th – **Rapid Aim**: You can spend an **action point** to use your *aim* ability as a **minor action**.

Spellcraft Specialization [Skill]

Prerequisite: Spellcraft as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Spellcraft skill.

4th – **Detect Spellcasting** (Magical): You can use the *detect spellcasting* ability as a standard action.

Detect Spellcasting **AP, Knowledge, Subtle**
Make a Spellcraft attack against the Mental defense of a creature within Medium (100 ft.) range.

Hit: You know whether the target is capable of casting spells. If the target can cast spells, you know what sources the target can cast spells from.

Critical Hit: As above, except that you also know all **mystic spheres** the target is capable of casting. This does not grant you knowledge of any specific spells the target knows.

After using this ability on a target, you cannot use it again on the same target for 24 hours regardless of whether you hit or miss.

7th – **Unweave Magic** (Magical): You can use the *unweave magic* ability as a standard action.

Unweave Magic **AP, Mystic**
Make a Spellcraft check on an active spell effect within Medium (100 ft.) range. The DR is equal to 5 + the **power** of the effect. Success means the effect is **dismissed** if it is an effect that can be dismissed.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Mystic Tolerance**: You gain a +1 bonus to Fortitude and Mental defense.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Greater Unweave Magic** (Magical): You gain a +2 bonus to **accuracy** with your *unweave magic* ability.

19th – **Greater Mystic Tolerance** (Magical): The defense bonus from your *mystic tolerance* ability increases to +2.

Spellsword [Spell]

Prerequisite: Ability to cast a spell.

1st – **Combat Caster:** You gain a +2 bonus to **concentration** checks made to use spells and rituals. In addition, you reduce your **encumbrance** by 1 when determining your **somatic component failure**.

4th – **Imbue Weapon** (Magical): When you cast a spell that affects a single target and does not have the **Attune** or **Sustain** tags, you can use the *imbue weapon* ability.

Imbue Weapon

Attune (self)

The spell does not have its effect immediately, and you regain the action point used to cast the spell (if any). Instead, its power is imbued in a melee weapon you hold.

As a standard action, you can make a melee **strike** using that weapon. If you do, the spell affects the target of the strike. After the spell takes effect, this ability's duration ends.

7th – **Spellsword Conduit** (Magical): You can cast spells using a melee weapon as if it were an implement (see Implements, page 188). When you do, you gain a +1 bonus to **accuracy** with that weapon until the end of the next round.

10th – **Greater Combat Caster:** The **concentration** bonus from your *combat caster* ability increases to +4. In addition, the **encumbrance** reduction increases to 2.

13th – **Greater Imbue Weapon** (Magical): You can maintain two separate attunements to your *imbue weapon* ability.

16th – **Supreme Combat Caster:** The **concentration** bonus from your *combat caster* ability increases to +6. In addition, the **encumbrance** reduction increases to 3.

19th – **Greater Spellsword Conduit** (Magical): The accuracy bonus from your *spellsword conduit* ability increases to +2.

Spellwarped [General, Magical]

Prerequisite: Starting Willpower of 1.

1st – **Mystic Sphere:** Choose a **mystic sphere** from the list of arcane mystic spheres (see Arcane Mystic Spheres, page 102). You gain access to that mystic sphere. As a **standard action**, you can cast any **cantrip** spells from that mystic sphere. You need both **somatic components** and **verbal components** to cast spells from your mystic sphere (see Casting Components, page 99). For details about spellcasting, see Spell and Ritual Mechanics, page 99.

4th – **Spell:** You learn one arcane **spell** from your chosen **mystic sphere**. You can also spend **insight points** to learn one additional arcane spell from that mystic sphere per **insight point**. As a **standard action**, you can spend an **action point** to cast any **spell** you know. When you gain access to a new spell level, you can exchange any number of spells you know for spells of other spells you know, including spells of the higher level.

7th – **Spell Level:** You gain the ability to cast 2nd level spells from your chosen **mystic sphere**.

10th – **Spell Level:** You gain the ability to cast 3rd level spells

from your chosen **mystic sphere**.

13th – **Spell Level:** You gain the ability to cast 4th level spells from your chosen **mystic sphere**.

16th – **Spell Level:** You gain the ability to cast 5th level spells from your chosen **mystic sphere**.

19th – **Spell Level:** You gain the ability to cast 6th level spells from your chosen **mystic sphere**.

Sphere Focus: Aeromancy [Casting, Magical]

Prerequisite: Access to the *Aeromancy mystic sphere*.

1st – **Aeromancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *aeromancy mystic sphere*.

4th – **Personal Updraft:** You gain a +4 **magic bonus** to the Jump skill.

7th – **Spell:** You learn a spell from the *aeromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

10th – **Greater Personal Updraft:** You gain a **glide speed** equal to your **base speed** (see Gliding, page 19).

13th – **Favorable Winds:** You gain a +2 **magic bonus** to accuracy with **physical** ranged attacks.

16th – **Greater Aeromancy Focus:** The bonus from your *aeromancy focus* ability increases to +2.

19th – **Supreme Personal Updraft:** As long as you are within 30 feet of the ground, you gain a **fly speed** equal to your **base speed** (see Flying, page 19).

Sphere Focus: Aquamancy [Casting, Magical]

Prerequisite: Access to the *Aquamancy mystic sphere*.

1st – **Aquamancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *aquamancy mystic sphere*.

4th – **Swim Familiarity:** You gain a +2 bonus to the Swim skill. In addition, you reduce your penalties for acting underwater by 2 (see Underwater Combat, page 28).

7th – **Spell:** You learn a spell from the *aquamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

10th – **Slippery Escapist:** You gain a +2 bonus to the Escape Artist skill. In addition, you gain a +2 bonus to defenses against the *grapple* ability (see Grapple, page 25).

13th – **Greater Swim Familiarity:** The Swim bonus from your *swim familiarity* ability increases to +4. In addition, you take no penalties for acting underwater, except for those relating to using ranged weapons.

16th – **Greater Aquamancy Focus:** The bonus from your *aquamancy focus* ability increases to +2.

19th – **Create Flood:** When you use the *create water* cantrip, you can create up to ten gallons of water per **power**.

Sphere Focus: Astromancy [Casting, Magical]

Prerequisite: Access to the *Astromancy mystic sphere*.

1st – **Astromancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *astromancy mystic sphere*.

4th – **Astral Spell Transit:** You double your range with abili-

ties from the *astromancy mystic sphere*.

7th – **Spell**: You learn a spell from the *astromancy mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Personal Translocation**: You can use the *personal translocation* ability as a **standard action**.

Personal Translocation

Teleportation

You teleport to an unoccupied destination within Close (30 ft.) range.

13th – **Greater Astral Spell Transit**: When determining whether you have **line of effect** to a particular location with abilities from the *astromancy mystic sphere*, you can ignore all physical obstacles in a single five-foot span. This can allow you to use abilities through solid walls, though it does not grant you the ability to see through the wall.

16th – **Greater Astromancy Focus**: The bonus from your *astromancy focus* ability increases to +2.

19th – **Greater Personal Translocation**: You can use the *personal translocation* ability as a **minor action**.

Sphere Focus: Barrier [Casting, Magical]

Prerequisite: Access to the *Barrier mystic sphere*.

1st – **Potent Barrier**: You gain a +1 bonus to **power** with abilities from the *Barrier mystic sphere*.

4th – **Burst Ward**: You can use the *burst ward* ability as a standard action.

Burst Ward

Swift

You take half damage from all attacks. This halving is applied before **damage reduction** and similar abilities. This ability lasts until the end of the round.

7th – **Spell**: You learn a spell from the *barrier mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Personal Shield**: You gain a +1 **magic bonus** to Armor defense.

13th – **Greater Burst Ward**: Your *burst ward* ability also gives you a +2 bonus to all defenses.

16th – **Potent Barrier**: You gain a +1 bonus to **power** with abilities from the *Barrier mystic sphere*.

19th – **Greater Personal Shield**: The bonus from your *personal shield* ability increases to +2.

Sphere Focus: Bless [Casting, Magical]

Prerequisite: Access to the *Bless mystic sphere*.

1st – **Reciprocal Blessing**: When you cast a spell from the *bless mystic sphere* on another creature, you can also target yourself.

4th – **Restorative Blessing**: Whenever a creature **attunes** to a spell you cast from the *bless mystic sphere*, it heals hit points equal to your **power**.

7th – **Spell**: You learn a spell from the *bless mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

10th – **Dual Blessing**: You gain the Dual Blessing **augment**. If you increase the spell's level by two levels, you can target an additional creature with the spell. You can only apply this augment to **targeted** spells from the *bless mystic sphere*.

13th – **Greater Restorative Blessing**: The healing from your *restorative blessing* ability increases to be equal to twice your **power**.

16th – **Spell**: You learn a spell from the *bless mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

19th – **Myriad Blessing**: You gain the Myriad Blessing **augment**. If you increase the spell's level by three levels, you can target up to ten additional creatures with the spell. You can only apply this augment to **targeted** spells from the *bless mystic sphere*.

Sphere Focus: Channel Divinity [Casting, Magical]

Prerequisite: Access to the *Channel Divinity mystic sphere*.

1st – **Channel Divinity Focus**: You gain a +1 bonus to **accuracy** with abilities from the *channel divinity mystic sphere*.

4th – **Divine Intervention**: You gain a +5 bonus to any roll that you spend a **legend point** on.

7th – **Spell**: You learn a spell from the *channel divinity mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

10th – **Divine Champion**: You gain a +2 **magic bonus** to **accuracy** and **defenses** in areas sacred to your deity, such as temples.

13th – **Divine Servant**: Once per session, if you pray to your deity in an area sacred to your deity, you can regain a **legend point** if you have no **legend points** remaining.

16th – **Greater Channel Divinity Focus**: The bonus from your *channel divinity focus* ability increases to +2.

19th – **Greater Divine Champion**: The bonus from your *divine champion* ability increases to +3.

Sphere Focus: Chronomancy [Casting, Magical]

Prerequisite: Access to the *Chronomancy mystic sphere*.

1st – **Chronomancy Focus**: You gain a +1 bonus to **accuracy** with abilities from the *chronomancy mystic sphere*.

4th – **Accelerated Movement**: You gain a +10 foot bonus to your speed in all movement modes.

7th – **Spell**: You learn a spell from the *chronomancy mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Accelerated Mind**: You can perform primarily mental tasks more quickly as normal. Actions that would normally take a **standard action** instead take a **minor action**. Long-term activities can be done twice as quickly as normal. This includes reading books, searching areas, identifying magical effects with the Spellcraft skill, and other similar activities. It does not affect spellcasting, performing rituals, or other similar magical abilities.

13th – **Greater Accelerated Movement**: The speed bonus

from your *accelerated movement* ability increases to +30 feet.

16th – **Greater Chronomancy Focus:** The bonus from your *chronomancy focus* ability increases to +2.

19th – **Greater Accelerated Mind:** Once per round, you can perform one primarily mental task that would normally take a **standard action** as a **free action**. In addition, the speed increase for long-term tasks from your *accelerated mind* ability increases to five times normal speed.

Sphere Focus: Compel [Casting, Magical]

Prerequisite: Access to the *Compel mystic sphere*.

1st – **Compel Focus:** You gain a +1 bonus to **accuracy** with abilities from the *compel mystic sphere*.

4th – **Mind Fragments:** When you use **Compulsion** abilities, you can affect creatures that are immune to **Compulsion** abilities due to not having a mind. You take a –5 penalty to accuracy on attacks against such creatures. This does not allow you to affect creatures who are immune to **Compulsion** abilities for other reasons.

7th – **Spell:** You learn a spell from the *compel mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Mental Dominance:** You gain a +2 bonus to Mental defense.

13th – **Greater Mind Fragments:** The accuracy penalty from your *mind fragments* ability is reduced to –2.

16th – **Greater Compel Focus:** The bonus from your *compel focus* ability increases to +2.

19th – **Greater Mental Dominance:** The bonus from your *mental dominance* ability increases to +4.

Sphere Focus: Corruption [Casting, Magical]

Prerequisite: Access to the *Corruption mystic sphere*.

1st – **Corruption Focus:** You gain a +1 bonus to **accuracy** with abilities from the *corruption mystic sphere*.

4th – **Corruption Tolerance:** You gain a +1 bonus to Fortitude defense and are immune to being **sickened**.

7th – **Spell:** You learn a spell from the *corruption mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

10th – **Lingering Corruption:** When a creature removes a condition imposed by a spell you cast from the *corruption mystic sphere*, the effects of the condition last until the end of the next round after the condition is removed.

13th – **Greater Corruption Tolerance:** The bonus from your *corruption tolerance* ability increases to +2. In addition, you are immune to being **nauseated**.

16th – **Greater Corruption Focus:** The bonus from your *corruption focus* ability increases to +2.

19th – **Supreme Corruption Tolerance:** The bonus from your *corruption tolerance* ability increases to +3. In addition, you are immune to hostile **Life** abilities.

Sphere Focus: Cryomancy [Casting, Magical]

Prerequisite: Access to the *Cryomancy mystic sphere*.

1st – **Cryomancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *cryomancy mystic sphere*.

4th – **Cold Resistance:** You gain a **magic bonus** equal to your **power** to your damage reduction against cold damage.

4th – **Lingering Chill:** Whenever you get a **critical hit** against a target with a spell from the *cryomancy mystic sphere*, the target is **fatigued** as a **condition**.

7th – **Spell:** You learn a spell from the *cryomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

10th – **Potent Cryomancy:** You gain a +1 bonus to **power** with abilities from the *cryomancy mystic sphere*.

13th – **Greater Cold Resistance:** Your bonus from the *cold resistance* ability increases to twice your **power**.

13th – **Greater Lingering Chill:** The **fatigued** condition from your *lingering chill* ability is replaced with the **exhausted** condition.

16th – **Greater Cryomancy Focus:** The bonus from your *cryomancy focus* ability increases to +2.

19th – **Greater Potent Cryomancy:** The bonus from your *potent cryomancy* ability increases to +2.

Sphere Focus: Delusion [Casting, Magical]

Prerequisite: Access to the *Delusion mystic sphere*.

1st – **Delusion Focus:** You gain a +1 bonus to **accuracy** with abilities from the *delusion mystic sphere*.

4th – **Enchanting Presence:** You gain a +2 **magic bonus** to the Intimidate and Persuasion skills.

7th – **Spell:** You learn a spell from the *delusion mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Subtle Influence:** The DR to identify your **Emotion** abilities with Spellcraft, and to identify their effects with the Sense Motive skill, increases by 5.

13th – **Greater Enchanting Presence:** The bonuses from your *enchanting presence* ability increase to +4.

16th – **Greater Delusion Focus:** The bonus from your *delusion focus* ability increases to +2.

19th – **Greater Subtle Influence:** The DR increase from your *subtle influence* ability increases to +10.

Sphere Focus: Electromancy [Casting, Magical]

Prerequisite: Access to the *Electromancy mystic sphere*.

1st – **Electromancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *electromancy mystic sphere*.

4th – **Electricity Resistance:** You gain a **magic bonus** equal to your **power** to your damage reduction against electricity damage.

4th – **Lingering Shock:** When you get a **critical hit** against a target with a spell from the *electromancy mystic sphere*, the target is **dazed** as a **condition**.

7th – **Spell:** You learn a spell from the *electromancy*

mystic sphere. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

10th – **Potent Electromancy:** You gain a +1 bonus to **power** with abilities from the *electromancy mystic sphere*.

13th – **Greater Electricity Resistance:** Your bonus from the *electricity resistance* ability increases to twice your **power**.

13th – **Greater Lingering Shock:** Your *lingering shock* ability makes the target both **dazed** and **decerated** as part of the same **condition**.

16th – **Greater Electromancy Focus:** The bonus from your *electromancy focus* ability increases to +2.

19th – **Greater Potent Electromancy:** The bonus from your *potent electromancy* ability increases to +2.

Sphere Focus: Fabrication [Casting, Magical]

Prerequisite: Access to the *Fabrication mystic sphere*.

1st – **Fabrication Focus:** You gain a +1 bonus to **accuracy** with abilities from the *fabrication mystic sphere*.

4th – **Crafting Familiarity:** You gain a +2 bonus to all Craft skills. In addition, any objects you create with abilities from the *fabrication mystic sphere* gain additional hit points equal to your **power** with that ability.

7th – **Spell:** You learn a spell from the *fabrication mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

10th – **Greater Fabricate Trinket:** The maximum size of object you can create with the *fabricate trinket cantrip* increases to Small.

13th – **Greater Crafting Familiarity:** The Craft bonus from your *crafting familiarity* ability increases to +4. In addition, the hit point bonus increases to twice your **power**.

16th – **Greater Fabrication Focus:** The bonus from your *fabrication focus* ability increases to +2.

19th – **Supreme Fabricate Trinket:** The maximum size of object you can create with the *fabricate trinket cantrip* increases to Medium.

Sphere Focus: Glamer [Casting, Magical]

Prerequisite: Access to the *Glamer mystic sphere*.

1st – **Glamer Focus:** You gain a +1 bonus to **accuracy** with abilities from the *glamer mystic sphere*.

4th – **Reflexive Illusion:** You gain a +1 **magic bonus** to the Disguise, Sleight of Hand, and Stealth skills.

7th – **Spell:** You learn a spell from the *glamer mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that **mystic sphere**.

10th – **Muffled Glamer:** You do not need **verbal components** to cast spells from the *glamer mystic sphere*.

13th – **Greater Reflexive Illusion:** The bonus from your *reflexive illusion* ability increases to +2.

16th – **Greater Glamer Focus:** The bonus from your *glamer focus* ability increases to +2.

19th – **Hidden Glamer:** You do not need **somatic components** to cast spells from the *glamer mystic sphere*.

Sphere Focus: Photomancy [Casting, Magical]

Prerequisite: Access to the *Photomancy mystic sphere*.

1st – **Photomancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *photomancy mystic sphere*.

4th – **Augmented Vision:** You gain a +2 **magic bonus** to the Awareness skill. In addition, you gain the **low-light vision** ability, allowing you to treat sources of light as if they had double their normal illumination range.

7th – **Spell:** You learn a spell from the *photomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

10th – **Certain Sight:** You are immune to being **dazzled** and **blinded**.

13th – **Greater Augmented Vision:** The bonus from your *augmented vision* ability increases to +4. In addition, the benefit of your **low-light vision** ability doubles, allowing you to treat sources of light as if they had four times their normal illumination range.

16th – **Greater Photomancy Focus:** The bonus from your *photomancy focus* ability increases to +2.

19th – **Supreme Augmented Vision:** The bonus from your *augmented vision* ability increases to +6. In addition, you gain the **truesight** ability with a 50 foot range. If you already have the **truesight** ability, you increase its range by 50 feet.

Sphere Focus: Polymorph [Casting, Magical]

Prerequisite: Access to the *Polymorph mystic sphere*.

1st – **Polymorph Focus:** You gain a +1 bonus to **accuracy** with abilities from the *polymorph mystic sphere*.

4th – **Reshaper:** As a standard action, you can use the *alter self* ability. In addition, when you use the *alter object* cantrip, you can use your **power** in place of your Craft skill.

Alter Self

Make a Disguise check to alter your appearance (see Disguise Creature, page 80), except that you can use your **power** in place of your Disguise skill. You can only alter your physical body, not your clothes or equipment.

This ability lasts until you use it again.

Shaping

7th – **Spell:** You learn a spell from the *polymorph mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that **mystic sphere**.

10th – **Personal Regeneration:** At the end of each **action phase**, you heal hit points equal to half your **power**.

13th – **Greater Reshaper:** When you use the *alter object* cantrip, you can accomplish work that would take up to an hour with a normal Craft check. In addition, you can use the *alter poison* ability as a standard action.

Alter Poison**AP, Shaping, Sustain** (minor)

Make an attack vs. Fortitude against a creature within Close (30 ft.) range.

Hit: 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.

16th – **Greater Polymorph Focus:** The bonus from your *polymorph focus* ability increases to +2.

19th – **Greater Personal Regeneration:** The healing from your *personal regeneration* ability increases to be equal to your **power**.

Sphere Focus: Pyromancy [Casting, Magical]

Prerequisite: Access to the *Pyromancy mystic sphere*.

1st – **Pyromancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *pyromancy mystic sphere*.

4th – **Fire Resistance:** You gain a **magic bonus** equal to your **power** to your damage reduction against fire damage.

4th – **Lingering Flame:** Whenever you get a **critical hit** against a target with a spell from the *pyromancy mystic sphere*, the target is **ignited** as a **condition**. This condition can be removed if the target makes a **DR** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

7th – **Spell:** You learn a spell from the *pyromancy mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that **mystic sphere**.

10th – **Potent Pyromancy:** You gain a +1 bonus to **power** with abilities from the *pyromancy mystic sphere*.

13th – **Greater Fire Resistance:** Your bonus from the *fire resistance* ability increases to twice your **power**.

13th – **Greater Lingering Flame:** The **ignited** condition from your *lingering flame* ability cannot be removed by putting out the flames as a move action. In addition, it deals fire **standard damage** -2d instead of the normal 1d6 fire damage each round.

16th – **Greater Pyromancy Focus:** The bonus from your *pyromancy focus* ability increases to +2.

19th – **Greater Potent Pyromancy:** The bonus from your *potent pyromancy* ability increases to +2.

Sphere Focus: Revelation [Casting, Magical]

Prerequisite: Access to the *Revelation mystic sphere*.

1st – **Truthsense:** You gain a +2 **magic bonus** to all Knowledge skills and the Sense Motive skill.

4th – **Prophecy:** You can use the *prophecy* ability as a standard action.

Prophecy**AP**

When you use this ability, you must visualize an action that a creature (or group of creatures) could take within the next hour. This time period is called the *time of prophecy*.

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 for 24 hours.

7th – **Spell:** You learn a spell from the *revelation mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that **mystic sphere**.

10th – **Truesight:** You gain the **truesight** ability with a 50 foot range. If you already have the **truesight** ability, you increase its range by 50 feet.

13th – **Greater Truthsense:** The bonus from your *truthsense* ability increases to +4.

16th – **Greater Prophecy:** When you use your *prophecy* ability, you can increase the *time of prophecy* to eight hours.

19th – **Greater Truesight:** The range of your **truesight** ability increases by 100 feet.

Sphere Focus: Summon [Casting, Magical]

Prerequisite: Access to the *Summon mystic sphere*.

1st – **Guided Summons:** Creatures you create with the *summoning mystic sphere* gain a +1 bonus to **accuracy**.

4th – **Fortified Summons:** Creatures you create with abilities from the *summon* spell gain additional hit points equal to your **power**.

4th – **Resummon:** You can use the *resummon* ability as a **minor action**.

Resummon

Choose one creature or object that you summoned with an ability from the *summon mystic sphere*. You teleport the target into an unoccupied space on stable ground within Medium (100 ft.) range of you.

7th – **Spell:** You learn a spell from the *summon mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

10th – **Augmented Summons:** Creatures you create with abilities from the *summon* spell gain a reserve **action point**.

13th – **Greater Fortified Summons:** The bonus from your *fortified summoning* ability increases to be equal to twice your **power**.

13th – **Greater Resummon:** The range of your *resummon* ability increases to Long (300 ft.). In addition, you can choose up to two creatures to teleport instead of only one. Each target

can be teleported to a different location within range.

16th – **Greater Guided Summons:** The bonus from your *guided summons* ability increases to +2.

19th – **Greater Augmented Summons:** The number of reserve action points granted by your *augmented summons* ability increases to two.

Sphere Focus: Telekinesis [Casting, Magical]

Prerequisite: Access to the *Telekinesis mystic sphere*.

1st – **Telekinesis Focus:** You gain a +1 bonus to **accuracy** with abilities from the *telekinesis mystic sphere*.

4th – **Rapid Distant Hand:** You can use the *distant hand cantrip* as a **minor action**, and you can **sustain** it as a **minor action**.

4th – **Telekinetic Strike:** You can use the *telekinetic strike* ability as a standard action.

Telekinetic Strike

Make a strike with a weapon you are controlling using the *distant hand* cantrip. You use your **power** to determine your damage in place of your Strength.

7th – **Spell:** You learn a spell from the *telekinesis mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Personal Levitation:** You gain a +4 **magic bonus** to the Jump skill. In addition, as a **free action**, you can slow your fall while falling. If you do, you fall at a rate of 50 feet per round, preventing you from taking falling damage when you hit the ground.

13th – **Greater Distant Hand:** Your range with the *distant hand* cantrip increases to Medium (100 ft.). In addition, the distance you can move the target each round increases to 30 feet.

13th – **Greater Telekinetic Strike:** You gain a +1d bonus to damage with your *telekinetic strike* ability.

16th – **Greater Telekinesis Focus:** The bonus from your *telekinesis focus* ability increases to +2.

19th – **Greater Personal Levitation:** As long as you are within 50 feet above a surface that could support your weight, you can choose to float in midair, unaffected by gravity. As a **minor action**, you can move yourself up to ten feet in any direction.

Sphere Focus: Terramancy [Casting, Magical]

Prerequisite: Access to the *Terramancy mystic sphere*.

1st – **Terramancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *terramancy mystic sphere*.

7th – **Spell:** You learn a spell from the *terramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

16th – **Greater Terramancy Focus:** The bonus from your *terramancy focus* ability increases to +2.

Sphere Focus: Thaumaturgy [Casting, Magical]

Prerequisite: Access to the *Thaumaturgy mystic sphere*.

1st – **Thaumaturgy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *thaumaturgy mystic sphere*.

4th – **Counterspell:** You can use the *counterspell* ability as a standard action.

Counterspell

Swift

Choose a creature within Medium (100 ft.) range of you. If the target is casting a spell or begins casting a spell this round, you can spend an **action point**. When you do, if your maximum spell level is at least as high as the target's maximum spell level, their spell has no effect when it resolves. Otherwise, make a contested **power** check against the target, using your power with this ability against the target's power with the spell it is casting. If you win, the target's spell has no effect when it resolves.

7th – **Spell:** You learn a spell from the *thaumaturgy mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Magic Tolerance:** You gain a +2 bonus to **defenses** against **magical** abilities.

13th – **Improvised Counterspell:** At the start of the **delayed action phase**, if you are casting a spell other than a *cantrip*, you can use your *counterspell* ability without taking an action. If you do, your spell has no effect when it resolves, and you regain the action point spent to cast it (if any).

16th – **Greater Thaumaturgy Focus:** The bonus from your *thaumaturgy focus* ability increases to +2.

19th – **Greater Magic Tolerance:** The bonus from your *magic tolerance* ability increases to +4.

Sphere Focus: Verdamancy [Casting, Magical]

Prerequisite: Access to the *Verdamancy mystic sphere*.

1st – **Verdamancy Focus:** You gain a +1 bonus to **accuracy** with abilities from the *verdnamancy mystic sphere*.

4th – **Verdant Allies:** Your speed is not reduced when moving in light or heavy **undergrowth**. In addition, you can ignore **concealment** from plants when attacking.

7th – **Spell:** You learn a spell from the *verdnamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

10th – **Creative Genesis:** You gain the Creative Genesis **augment**. If you increase the spell's level by one level, you can cast the spell as if non-arable ground of any kind was arable earth. You can only apply this augment to spells from the *verdnamancy mystic sphere*.

13th – **Greater Verdant Allies:** You can ignore all **cover** and **concealment** from plants whenever doing so would be beneficial to you. For example, creatures cannot use plants to hide from you.

16th – **Greater Verdnamancy Focus:** The bonus from your *verdnamancy focus* ability increases to +2.

19th – **Supreme Verdant Allies:** The movement penalties from **undergrowth** are doubled for enemies within a Huge (100 ft.) radius emanation from you.

Sphere Focus: Vital Surge [Casting, Magical]

Prerequisite: Access to the *Vital surge mystic sphere*.

1st – **Vital Surge Focus:** You gain a +1 bonus to **accuracy** with abilities from the *vital surge mystic sphere*.

4th – **Reciprocal Healing:** When you heal a creature other than yourself with a spell from the *vital surge mystic sphere*, you also heal hit points equal to your **power** with that spell. You can only gain this healing once per time you cast the spell.

7th – **Spell:** You learn a spell from the *vital surge mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Personal Vitality:** At the end of each **action phase**, you heal hit points equal to half your **power**.

13th – **Reciprocal Healing:** The healing from your *reciprocal healing* ability increases to twice your **power** with the spell.

16th – **Greater Vital Surge Focus:** The bonus from your *vital surge focus* ability increases to +2.

19th – **Greater Personal Vitality:** The healing from your *personal vitality* ability increases to be equal to your **power**.

Sphere Focus: Weaponcraft [Casting, Magical]

Prerequisite: Access to the *Weaponcraft mystic sphere*.

1st – **Guided Weaponcraft:** Creatures you create with the *weaponcraft mystic sphere* gain a +1 bonus to **accuracy**.

4th – **Disable Weapon:** You can use the *disable weapon* ability as a **minor action**.

Disable Weapon

Swift

Choose a weapon you created with an ability from the *weaponcraft mystic sphere*. The weapon takes no actions until the end of the round. Since this ability has the **Swift** tag, you can use this ability to prevent the weapon from attacking you or your allies in the current phase.

7th – **Spell:** You learn a spell from the *weaponcraft mystic sphere*. When you gain access to new spell levels, you can change which spell you know from that *mystic sphere*.

10th – **Greater Personal Weapon:** When attacking with a weapon created with the *personal weapon cantrip*, you gain a +1 **magic bonus** to **accuracy** and a +2 **magic bonus** to **power**.

13th – **Greater Disable Weapon:** You can use your *disable weapon* ability as a **free action**.

16th – **Greater Guided Weaponcraft:** The bonus from your *guided weaponcraft* ability increases to +2.

19th – **Supreme Personal Weapon:** The accuracy bonus from your *greater personal weapon* increases to +2, and the power bonus increases to +4.

Stealth Specialization [Skill]

Prerequisite: Stealth as a mastered skill.

1st – **Specialization:** You gain a +2 bonus to the Stealth skill.

4th – **Ambush the Unwary:** You gain a +2 bonus to **power** against **unaware** creatures.

7th – **Movement Tolerance:** Your penalties for moving while hiding are reduced by 5. This allows you to move at half speed

without penalty.

10th – **Greater Specialization:** The bonus from your *specialization* ability increases to +4.

13th – **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.

16th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +6.

19th – **Greater Movement Tolerance:** The penalty reduction from your *movement tolerance* ability increases to 10. This allows you to move at full speed without penalty.

Survival Specialization [Skill]

Prerequisite: Survival as a mastered skill.

1st – **Specialization:** You gain a +2 bonus to the Survival skill.

4th – **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.

7th – **Rapid Tracker:** While following trails with the *track* ability, you can move at your normal speed while following tracks without taking the normal –5 penalty. In addition, you can use the ability as a **minor action** by taking a –10 penalty to the check. This can allow you to move twice in the same round.

10th – **Greater Specialization:** The bonus from your *specialization* ability increases to +4.

13th – **Planar Tolerance (Magical):** You are immune to harmful effects imposed by being on other planes.

16th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +6.

19th – **Find the Path (Magical):** You can use the *find the path* ability as a standard action.

Find the Path

Attune (self), Knowledge

When you use this ability, you must unambiguously specify a location on the same plane as you. You know exactly what direction you must travel to reach your chosen destination by the most direct physical route. You are not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, this ability will direct you around the obstacle, rather than through it.

The guidance provided by this ability adjusts to match whatever your 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. It also does not consider hostile creatures, traps, and other passable dangers which may endanger or slow progress.

Swift [General]

Prerequisite: Starting Dexterity of 1.

1st – **Rapid Movement:** You gain a +10 foot bonus to your **base speed**.

4th – **Sprinter**: When you use the *sprint* ability, you move at triple your movement speed.

7th – **Wall Runner**: You gain a +5 bonus to checks with the *wallrun* ability (see Wallrun, page 74). In addition, you can make a Dexterity check in place of a Climb check to use that ability.

10th – **Water Runner**: When you use the *sprint* ability, you can move on water and similar liquids as if they were solid ground.

13th – **Greater Rapid Movement**: The speed bonus from your *rapid movement* ability increases to +20 feet.

16th – **Greater Sprinter**: When you use the *sprint* ability, you move at quadruple your movement speed.

19th – **Cloud Runner**: When you use the *sprint* ability, you can move on dense fog and similar gaseous substances as if they were solid ground.

Swim Specialization [Skill]

Prerequisite: Swim as a mastered skill.

1st – **Specialization**: You gain a +2 bonus to the Swim skill.

4th – **Underwater Tolerance**: You reduce your penalties for fighting underwater by 2, except for penalties to physical ranged attacks (see Underwater Combat, page 28).

7th – **Swim Speed**: You gain a **swim speed** equal to your **base speed**. A successful Swim check to move allows you to move a distance equal to your swim speed.

10th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

13th – **Greater Underwater Tolerance**: You do not suffer penalties for fighting underwater, except that you still suffer the normal penalties to physical ranged attacks.

16th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

19th – **Earth Swimmer**: You can swim through loose earth and dirt as if it were water. Your swim speed is halved while moving in this way.

20th – **Greater Swim Speed**: You gain a +30 foot bonus to your swim speed, up to a maximum swim speed equal to twice your **base speed**.

Toughness [General]

Prerequisite: Starting Constitution of 1.

1st – **Durability**: You gain a +2 bonus to Fortitude defense. In addition, you gain additional hit points equal to your Constitution.

4th – **Injury Tolerance**: You reduce your penalties for being **bloodied** by 2.

7th – **Ailment Tolerance**: You are immune to being **sickened** and **fatigued**. This allows you to sleep while you have **encumbrance** without penalty.

10th – **Greater Durability**: The bonus hit points from your *durability* ability increase to twice your Constitution.

13th – **Greater Injury Tolerance**: You do not take penalties for being **bloodied**.

16th – **Greater Ailment Tolerance**: You are immune to being

nauseated and **exhausted**. 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.

19th – **Supreme Durability**: The defense bonus from your *durability* ability increases to +4.

Two-Weapon Fighting [Combat]

Prerequisite: Starting Dexterity of 2.

1st – **Two-Weapon Defense**: While wielding two melee weapons, you gain a +1 bonus to Armor defense. This bonus is considered to come from a shield, and does not stack with the benefits of using a physical shield.

4th – **Rend**: You can use the *rend* ability as a standard action.

Rend

AP

Make a melee **strike** with two different weapons you wield. Both strikes must target the same creature. Each strike is made independently, so you roll for accuracy and damage once for each weapon. If both strikes hit, you gain a +1d bonus to damage with both strikes.

7th – **Dual Feint**: When you use the *feint* ability while wielding two weapons, you can feint with one weapon and make the strike with the other. When you do, you suffer no penalty to damage with the delayed strike.

10th – **Greater Rend**: You gain a +1 bonus to **accuracy** with your *rend* ability.

10th – **Overwhelming Flurry**: You can use the *overwhelming flurry* ability as a **minor action**.

Overwhelming Flurry

-NoValue-

You begin attacking and feinting with incredible speed, dazzling your foes. You gain a +1 bonus to **overwhelm value** (see Overwhelm Value, page 15).

13th – **Dual Precision**: While wielding two melee weapons, your **attack rolls** with melee **strikes explode** on either a 9 or a 10.

16th – **Supreme Rend**: The accuracy bonus from your *greater rend* ability increases to +2.

16th – **Greater Two-Weapon Defense**: The bonus from your *two-weapon defense* ability increases to +2.

19th – **Greater Overwhelming Flurry**: The bonus from your *overwhelming flurry* ability increases to +2.

Whirlwind Warrior [Combat]

Prerequisites: Starting Dexterity of 2, starting Perception of 1.

1st – **Eye of the Storm**: You gain a +1 bonus to **overwhelm resistance**.

4th – **Whirlwind Spin**: You can use the *whirlwind spin* ability as a standard action.

Whirlwind Spin

AP

Make a melee **strike** with a slashing weapon. The strike targets all creatures you **threaten**. You take a -2 penalty to **accuracy** with the strike.

7th – **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.

10th – **Greater Whirlwind Spin:** You gain a +1d bonus to damage with the strike from your *whirlwind spin* ability.

13th – **Greater Eye of the Storm:** The bonus from your *eye of the storm* ability increases to +2.

16th – **Supreme Whirlwind Spin:** The damage bonus from your *greater whirlwind spin* ability increases to +2d.

19th – **Greater Unfettered Movement:** Using your *unfettered movement* ability does not cause you to move at half speed while in the creature's space.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.

Appendix F

Monsters

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This chapter describes the rules for monsters, and the combat statistics for a variety of monsters.

Monster Mechanics

Like player characters, monsters have levels, attributes, and abilities. However, they do not have classes, legacy items, or many other elements of characters. This section defines how monsters function.

Level

Each monster has a level that indicates its approximate strength. This has all of the same effects as the level for a player character, except that monsters do not gain any of the benefits described in Table 1.9: Character Advancement (page 29).

Challenge Rating

Each monster has a **challenge rating** that indicates its approximate strength within its level. A monster's challenge rating ranges from 1/2 to 4. This has several effects on the monster's statistics, and is a guideline to how many of that monster should typically be present in an encounter (see Encounter Balancing, page 224).

Hit Points: A monster's base hit points are multiplied by its challenge rating to calculate its total hit points.

Action Points: A monster has a number of **action points** equal to its challenge rating + 1 (rounded down).

Cleanse: When a monster uses the *cleanse* ability, it removes a number of conditions equal to its **challenge rating** (minimum 1).

Bonuses: For each challenge rating a monster has above 1, it gains a +1 bonus to **accuracy** and **defenses**.

Attributes

Each of a monster's starting attributes can range from -9 to 3, as appropriate for the type of monster. A monster's attributes scale with level in the same way as character attributes. A monster can also have up to two attributes starting at 4 or 5. In general, a

monster with higher starting attributes will be slightly stronger, but not all monsters need to start with the same starting attribute total.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting monsters of the same level with a combined challenge rating equal to the number of PCs. Fighting monsters of a lower level, or monsters whose combined challenge rating is less than the number of PCs, will yield an easier encounter. Fighting monsters of a higher level, or fighting monsters whose combined challenge rating is greater than the number of PCs, will yield an easier encounter.

It is generally not a good idea for PCs to fight monsters more than three levels higher or lower than their own. They may find that their attacks never miss, or always hit, and other aspects of the encounter may be similarly imbalanced in ways that are not easily remedied by simply changing the number of enemies.

Aberrations

Aboleth

Level 12 [CR 4]

Huge aberration

HP 384; Bloodied 192;	AP 5/5
Armor 21; Fort 22; Ref 15; Ment 30	
Strike Tentacle +17 (4d10)	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	
Awareness +6	
Speed 50 ft. swim ft.; Space 15 ft.; Reach 15 ft.	
Attributes: Str 17, Dex 0, Con 14, Int 15, Per 14, Wil 16	

Aboleth Abilities

Mind Crush**Compulsion**

The aboleth makes a +17 vs. Mental attack against a creature in Long (300 ft.) range.

Hit: The target takes 10d10 psionic damage and is **stunned** as a **condition**.

Critical Hit: The aboleth can spend an action point. If it does, the target is **dominated** by the aboleth for as long as the aboleth **attunes** to this ability. Otherwise, the target takes double the damage of a non-critical hit.

Psionic Blast**Compulsion**

The aboleth makes a +17 vs. Mental attack against enemies in a Large cone.

Hit: Each target takes 8d10 psionic damage and is **stunned** as a **condition**.

Rituals: The aboleth can learn and perform arcane rituals of up to 6th level.

Animates

Elemental, Air

Level 10 [CR 1]

Large animate

HP 70; **Bloodied** 35; **AP** 2/0

Armor 19; **Fort** 19; **Ref** 23; **Ment** 12

Strike Slam +12 (4d6)

Behavior Attack highest threat

Awareness +6

Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.

Attributes: Str 13, Dex 15, Con 11, Int 0, Per 12, Wil 0

Animus, Ram

Level 6 [CR 4]

Huge animate

HP 216; **Bloodied** 108; **AP** 4/0

Armor 16; **Fort** 22; **Ref** 12; **Ment** 11

Strike Slam +10 (4d6) or hoof +10 (2d10)

Actions One in action phase, one in delayed action phase

Behavior Attack highest threat

Awareness +6

Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.

Attributes: Str 13, Dex 7, Con 9, Int 0, Per 7, Wil 0

Animus Abilities

Forceful Smash

The ram makes a slam strike. In addition to the strike's normal effects, compare the attack result against the target's Fortitude defense.

Hit: The target moves up to 10 feet in a direction of the ram's choice, as the *shove* ability (see *Shove*, page 25). The ram does not have to move with the target to push it back.

Earth Elemental, Elder

Level 12 [CR 3]

Huge animate

HP 360; **Bloodied** 180; **AP** 4/3

Armor 20; **Fort** 29; **Ref** 14; **Ment** 21

Strike Slam +16 (5d10)

Actions One in action phase, one in delayed action phase

Behavior Attack highest threat

Awareness +6

Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.

Attributes: Str 19, Dex 0, Con 16, Int 7, Per 14, Wil 14

Animals

Bear, Black

Level 2 [CR 2]

Medium animal

HP 36; **Bloodied** 18; **AP** 2/0

Armor 7; **Fort** 16; **Ref** 8; **Ment** 5

Strike Bite +3 (1d10) or claw +3 (1d8)

Immune staggered

Behavior Attack highest threat

Awareness +6

Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.

Attributes: Str 5, Dex 2, Con 5, Int -7, Per 2, Wil 0

Bear Abilities

Rend

The bear makes a claw strike against two targets within reach.

Bear, Brown

Level 4 [CR 2]

Large animal

HP 72; **Bloodied** 36; **AP** 2/0

Armor 9; **Fort** 18; **Ref** 8; **Ment** 7

Strike Bite +5 (2d8) or claw +5 (2d6)

Immune staggered

Behavior Attack highest threat

Awareness +6

Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.

Attributes: Str 9, Dex 3, Con 7, Int -7, Per 3, Wil 0

Bear Abilities

Rend

The bear makes a claw strike against two targets within reach.

Beetle, Dire

Level 7 [CR 2]

Large animal

HP 126; Bloodied 63;	AP 3/0
Armor 14; Fort 21; Ref 10; Ment 10	
Strike Bite +9 (4d6)	
Behavior Attack highest threat	
Awareness +6	
Speed 40 ft.; Space 10 ft.; Reach 10 ft.	
Attributes: Str 12, Dex 0, Con 10, Int -9, Per 8, Wil 0	

Centipede, Huge**Level 8 [CR 3]**
Huge animal

HP 240; Bloodied 120;	AP 4/0
Armor 16; Fort 25; Ref 11; Ment 12	
Strike Bite +11 (4d8)	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	
Awareness +6	
Speed 50 ft.; Space 15 ft.; Reach 15 ft.	
Attributes: Str 15, Dex 5, Con 12, Int -9, Per 9, Wil 0	

Dire Wolf**Level 5 [CR 2]**
Large animal

HP 70; Bloodied 35;	AP 2/0
Armor 12; Fort 15; Ref 13; Ment 8	
Strike Bite +8 (2d8)	
Behavior Attack highest threat	
Awareness +6	
Speed 40 ft.; Space 10 ft.; Reach 10 ft.	
Attributes: Str 9, Dex 7, Con 6, Int -6, Per 7, Wil 0	

Dire Wolf Abilities

Pounce
The dire wolf moves up to its movement speed. If it uses this ability during the action phase, it can make a bite strike during the delayed action phase.

Eel**Level 6 [CR 2]**
Large animal

HP 84; Bloodied 42;	AP 2/0
Armor 15; Fort 16; Ref 14; Ment 9	
Strike Bite +9 (2d8)	
Behavior Attack highest threat	
Awareness +6	
Speed 40 ft.; Space 10 ft.; Reach 10 ft.	
Attributes: Str 9, Dex 8, Con 7, Int -8, Per 8, Wil 0	

Ferret**Level 1 [CR 1]**
Tiny animal

HP 1; Bloodied 0;	AP 1/-2
Armor 6; Fort 3; Ref 16; Ment 1	
Strike Bite +1 (1d6)	
Behavior Attack highest threat	
Awareness +6	
Speed 20 ft.; Space 2.5 ft.; Reach 2.5 ft.	
Attributes: Str -10, Dex 4, Con -4, Int -7, Per 1, Wil -2	

Ichor Bear, Black**Level 2 [CR 2]**
Medium animal

HP 36; Bloodied 18;	AP 2/0
Armor 7; Fort 16; Ref 8; Ment 9	
Strike Bite +3 (1d10) or claw +3 (1d8)	
Immune staggered	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 5, Dex 2, Con 5, Int -7, Per 2, Wil 0	

Ichor Bear Abilities

Rend
The bear makes a claw strike against two targets within reach.

Ichor Healing: The ichor bear heals 2 hit points at the end of each round.

Pony**Level 2 [CR 1]**
Medium animal

HP 16; Bloodied 8;	AP 1/0
Armor 6; Fort 13; Ref 7; Ment 4	
Strike Bite +2 (1d8)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 2, Dex 2, Con 4, Int -7, Per 2, Wil 0	

Raven**Level 1 [CR 1]**
Tiny animal

HP 1; Bloodied 0;	AP 1/0
Armor 5; Fort 3; Ref 14; Ment 3	
Strike Talon +3 (1d4)	
Behavior Attack highest threat	
Awareness +6	
Speed 20 ft.; Space 2.5 ft.; Reach 2.5 ft.	
Attributes: Str -13, Dex 3, Con -4, Int -6, Per 2, Wil 0	

Roc**Level 9 [CR 4]**
Gargantuan animal

HP 252; **Bloodied** 126; **AP** 5/0
Armor 19; **Fort** 21; **Ref** 13; **Ment** 14
Strike Talon +14 (5d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 80 ft. fly ft.; **Space** 20 ft.; **Reach** 20 ft.
Attributes: Str 20, Dex 10, Con 10, Int -7, Per 11, Wil 0

Roc Abilities

Flyby Attack
 The roc flies up to its flying movement speed. It can make a talon strike or use the *grapple* ability at any point during this movement.

Spider, Colossal**Level 12 [CR 3]**
Colossal animal

HP 216; **Bloodied** 108; **AP** 4/0
Armor 23; **Fort** 21; **Ref** 17; **Ment** 16
Strike Bite +16 (7d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 70 ft.; **Space** 30 ft.; **Reach** 30 ft.
Attributes: Str 23, Dex 15, Con 7, Int -9, Per 14, Wil 0

Spider Abilities

Web Spit
 The spider makes a +16 vs. Reflex attack against one creature within Long (300 ft.) range.
Hit: The target is **immobilized** as a **condition**.

Spider, Gargantuan**Level 9 [CR 3]**
Gargantuan animal

HP 162; **Bloodied** 81; **AP** 4/0
Armor 20; **Fort** 18; **Ref** 16; **Ment** 13
Strike Bite +13 (4d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Attributes: Str 17, Dex 12, Con 5, Int -9, Per 11, Wil 0

Spider Abilities

Web Spit
 The spider makes a +13 vs. Reflex attack against one creature within Long (300 ft.) range.
Hit: The target is **immobilized** as a **condition**.

Wasp, Giant**Level 6 [CR 1]**
Large animal

HP 30; **Bloodied** 15; **AP** 1/-1
Armor 14; **Fort** 12; **Ref** 13; **Ment** 7
Strike Bite +7 (2d6)
Behavior Attack highest threat
Awareness +6
Speed 50 ft. fly (good) ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 6, Dex 8, Con 0, Int -8, Per 7, Wil -1

Wolf**Level 1 [CR 1]**
Medium animal

HP 6; **Bloodied** 3; **AP** 1/0
Armor 6; **Fort** 8; **Ref** 10; **Ment** 3
Strike Bite +2 (1d6)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 1, Dex 3, Con 1, Int -6, Per 2, Wil 0

Humanoids**Cultist****Level 1 [CR 1]**
Medium humanoid

HP 5; **Bloodied** 2; **AP** 1/3
Armor 4; **Fort** 5; **Ref** 5; **Ment** 10
Strike Club +1 (1d4)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 0, Con 0, Int -1, Per 1, Wil 3

Cultist Abilities*Hex*

The cultist makes a +1 vs. Fortitude attack against one creature in Medium range.

Hit: The target takes 1d8 life damage and is **sickened** as a **condition**.”

HP 120; Bloodied 60; AP 3/3

Armor 11; Fort 16; Ref 14; Ment 16

Strike Greataxe +8 (4d6)

Actions One in action phase, one in delayed action phase

Behavior Attack highest threat

Awareness +6

Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.

Attributes: Str 10, Dex 6, Con 7, Int 0, Per 6, Wil 7

Goblin Shouter**Level 2 [CR 2]**

Small humanoid

HP 24; Bloodied 12; AP 2/3

Armor 6; Fort 8; Ref 12; Ment 12

Strike Club +4 (1d6) or sling +4 (1d6)

Behavior Attack lowest threat

Awareness +6

Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.

Attributes: Str 0, Dex 3, Con 2, Int -2, Per 3, Wil 4

Orc Chieftain Abilities*Hit Everyone Else*

Sustain (standard)

The chieftain chooses any number of willing creatures other than itself who can hear it. Each target gains a +2 bonus to **accuracy** with **strikes**.

Hit Hardest

The chieftain makes a greataxe strike. The strike deals 4d10 damage.

Hit Fast

The chieftain makes a greataxe strike. Its accuracy is increased to 10.

Goblin Shouter Abilities*Shout of Running*

Sustain (standard)

The shouter chooses any number of willing creatures other than itself who can hear it. Each target does not have to spend **action points** to use the *sprint* ability.

Shout of Stabbing

Sustain (standard)

The shouter chooses any number of willing creatures other than itself who can hear it. Each target gains a +1d bonus to damage with **strikes**.

Orc Grunt**Level 2 [CR 1]**

Medium humanoid

HP 12; Bloodied 6; AP 1/0

Armor 5; Fort 7; Ref 6; Ment 6

Strike Greataxe +2 (2d8)

Behavior Attack highest threat

Awareness +6

Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.

Attributes: Str 6, Dex 0, Con 2, Int -1, Per 0, Wil 0

Orc Grunt Abilities*Hit Harder*

The grunt makes a greataxe strike. Its accuracy is reduced to 0, but the strike deals 4d6 damage.

Goblin Stabber**Level 1 [CR 1]**

Small humanoid

HP 4; Bloodied 2; AP 1/0

Armor 5; Fort 4; Ref 12; Ment 5

Strike Shortsword +3 (1d4) or sling +2 (1d4)

Behavior Attack lowest threat

Awareness +6

Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.

Attributes: Str -2, Dex 3, Con -1, Int -2, Per 2, Wil 0

Goblin Stabber Abilities*Sneaky Stab*

The stabber makes a shortsword strike. If the target is defenseless, overwhelmed, or unaware, the damage becomes 1d8.

Orc Chieftain**Level 5 [CR 3]**

Medium humanoid

Orc Loudmouth**Level 3 [CR 2]**
Medium humanoid

HP 36; **Bloodied** 18; **AP** 2/2
Armor 8; **Fort** 9; **Ref** 11; **Ment** 11
Strike Greataxe +5 (2d8)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 6, Dex 4, Con 2, Int -1, Per 4, Wil 4

Orc Loudmouth Abilities*Hit Harder*

The loudmouth makes a greataxe strike. Its accuracy is reduced to 3, but the strike deals 4d6 damage.

*Hit That One Over There***Sustain** (standard)

The loudmouth chooses any number of willing creatures other than itself who can hear it. In addition, it chooses an enemy within Long range. Each target gains a +2 bonus to accuracy with strikes against the chosen enemy.

Orc Shaman**Level 3 [CR 2]**
Medium humanoid

HP 42; **Bloodied** 21; **AP** 2/3
Armor 8; **Fort** 11; **Ref** 11; **Ment** 13
Strike Greatstaff +4 (2d6)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 6, Dex 4, Con 4, Int -1, Per 0, Wil 5

Orc Shaman Abilities*Hit Worse*

The shaman makes a +4 vs. Mental attack against one creature in Close range.

Hit: The target takes a -3 penalty to accuracy with strikes as a **condition**.

Critical Hit: As above, except that the penalty is increased to -6.

Hurt Less

One other willing creature in Close range heals 4d6 hit points.

Orc Savage**Level 4 [CR 1]**
Medium humanoid

HP 24; **Bloodied** 12; **AP** 1/0
Armor 8; **Fort** 9; **Ref** 11; **Ment** 8
Strike Greataxe +4 (2d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 9, Dex 5, Con 3, Int -1, Per 0, Wil 0

Orc Savage Abilities*Hit Fast*

The savage makes a greataxe strike. Its accuracy is 6.

Magical Beasts**Dragon, Large Red****Level 6 [CR 4]**
Large magical beast

HP 192; **Bloodied** 96; **AP** 4/3
Armor 16; **Fort** 18; **Ref** 11; **Ment** 18
Strike Bite +11 (2d8)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 9, Dex 0, Con 8, Int 8, Per 8, Wil 8

Wyvern**Level 5 [CR 3]**
Large magical beast

HP 120; **Bloodied** 60; **AP** 3/0
Armor 13; **Fort** 16; **Ref** 10; **Ment** 11
Strike Sting +8 (4d6) or bite +8 (2d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 10, Dex 3, Con 7, Int -7, Per 6, Wil 0

Ankheg**Level 7 [CR 2]**
Large magical beast

HP 112; **Bloodied** 56; **AP** 3/0
Armor 14; **Fort** 17; **Ref** 11; **Ment** 12
Strike Bite +9 (4d6)
Behavior Attack highest threat
Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 12, Dex 4, Con 9, Int -7, Per 8, Wil 0

Ankheg Abilities*Drag Prey*

This ability functions like the *shove* ability (see *Shove*, page 25), except that the ankheg's accuracy is +14. In addition, the ankheg can move with the target up to a maximum distance equal to its **base speed**.

Spit Acid

The ankheg makes a +9 vs. Armor attack against everything in a 5 ft. wide Medium line.

Hit: Each target takes 4d8 acid damage, and creatures are **sickened** as a **condition**.

Aranea**Level 5 [CR 2]**
Medium magical beast

HP 60; **Bloodied** 30; **AP** 2/3
Armor 11; **Fort** 11; **Ref** 13; **Ment** 15
Strike Bite +8 (1d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 3, Dex 6, Con 3, Int 6, Per 7, Wil 7

Aranea Abilities*Shapeshift*

The aranea makes a Disguise check to change its appearance. It ignores all penalties for differences between its natural appearance and its intended appearance.

Basilisk**Level 5 [CR 2]**
Medium magical beast

HP 80; **Bloodied** 40; **AP** 2/0
Armor 12; **Fort** 15; **Ref** 9; **Ment** 10
Strike Bite +8 (2d6)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 6, Dex -1, Con 7, Int -6, Per 7, Wil 0

Basilisk Abilities*Petrifying Gaze*

The basilisk makes a +8 vs. Fortitude attack against one creature in Medium range.

Hit: The target is **nauseated** as a **condition**.

Critical Hit: As above, and as an additional condition, the target takes 2d6 physical damage at the end of each action phase. If it takes vital damage in this way, it is petrified permanently.

Behir**Level 8 [CR 3]**
Huge magical beast

HP 216; **Bloodied** 108; **AP** 4/0
Armor 16; **Fort** 21; **Ref** 11; **Ment** 14
Strike Bite +10 (4d10) or claw +10 (4d8)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 16, Dex 5, Con 11, Int -3, Per 5, Wil 0

Behir Abilities*Electric Breath*

The behir makes a +10 vs. Armor attack against everything in a Medium (20 ft.) cone.

Hit: Each target takes 7d10 electricity damage, and is **dazed** as a **condition**.

Natural Grab

The behir makes a bite **strike**. In addition to the effects of the strike, it also makes a +14 vs. Fortitude and Reflex attack against the same target.

Hit: The target is **grappled** by the behir.

*Rake***AP**

The behir makes four claw **strikes** against a target that is **grappled** by it.

Blink Dog**Level 3 [CR 1]**
Medium magical beast

HP 15; Bloodied 7; AP 1/0
Armor 9; Fort 7; Ref 12; Ment 7
Strike Bite +4 (1d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 4, Dex 5, Con 0, Int 0, Per 4, Wil 0

Blink Dog Abilities*Blink*

As a **move action**, the blink dog can use this ability. If it does, it teleports to an unoccupied location within Medium range.

Centaur**Level 3 [CR 2]**
Large magical beast

HP 42; Bloodied 21; AP 2/1
Armor 9; Fort 11; Ref 9; Ment 9
Strike Longsword +5 (1d10) or longbow +5 (1d10) or hoof +5 (1d8)
Behavior Attack highest threat
Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 4, Dex 4, Con 4, Int 0, Per 4, Wil 2

Cockatrice**Level 3 [CR 1]**
Small magical beast

HP 15; Bloodied 7; AP 1/2
Armor 9; Fort 7; Ref 14; Ment 10
Strike Bite +4 (1d8)
Behavior Attack highest threat
Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str -4, Dex 5, Con 0, Int -8, Per 4, Wil 4

Cockatrice Abilities*Petrifying Bite*

The cockatrice makes a bite **strike**. In addition to the strike's normal effects, the cockatrice also makes a +4 vs. Fortitude attack against the target.

Hit: If the strike also hit, the target is **nauseated** as a **condition**.

Critical Hit: As above, and as an additional condition, the target takes 1d6 physical damage at the end of each action phase. If it takes vital damage in this way, it is petrified permanently.

Darkmantle**Level 1 [CR 1]**
Small magical beast

HP 6; Bloodied 3; AP 1/0
Armor 5; Fort 6; Ref 7; Ment 5
Strike Slam +1 (1d6)
Behavior Attack highest threat
Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 1, Dex 0, Con 1, Int -8, Per 0, Wil 0

Darkmantle Abilities*Natural Grab*

The darkmantle makes a slam **strike**. In addition to the effects of the strike, it also makes a +1 vs. Fortitude and Reflex attack against the same target.

Hit: The target is **grappled** by the darkmantle.

Frost Worm**Level 12 [CR 3]**
Gargantuan magical beast

HP 360; **Bloodied** 180; **AP** 4/0
Armor 20; **Fort** 27; **Ref** 12; **Ment** 18
Strike Bite +15 (7d10) or slam +15 (7d10)
Immune cold
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Attributes: Str 22, Dex 0, Con 16, Int -8, Per 13, Wil 0

Frost Worm Abilities

Frost Breath **Cold**
The frost worm makes a +15 vs. Fortitude attack against everything in a Large (50 ft.) cone from it.
Hit: Each target takes 11d10 cold damage.

Trill **AP, Compulsion**
The frost worm emits a piercing noise that compels prey to stay still. It makes a +15 vs. Mental attack against creatures in a Huge (100 ft.) radius from it. This area can pass through solid objects, including the ground, but every 5 feet of solid obstacle counts as 20 feet of distance.
Hit: Each target is **dazed** and **immobilized** as two separate **conditions**.
Critical Hit: Each target is **stunned** and **immobilized** as two separate **conditions**.

Bitter Cold: The frost worm's bite and slam strikes deal cold damage in addition to their other damage types.

Death Throes: When a frost worm is killed, its corpse turns to ice and shatters in a violent explosion. It makes a +15 vs. Fortitude attack against everything in a Huge (100 ft.) radius from it.

Hit: Each target takes 13d10 cold and piercing damage.

Girallon**Level 5 [CR 2]**
Large magical beast

HP 60; **Bloodied** 30; **AP** 2/-1
Armor 13; **Fort** 11; **Ref** 15; **Ment** 9
Strike Claw +9 (2d6)
Behavior Attack highest threat
Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 9, Dex 8, Con 3, Int -8, Per 6, Wil -1

Griffon**Level 4 [CR 2]**
Large magical beast

HP 48; **Bloodied** 24; **AP** 2/0
Armor 12; **Fort** 10; **Ref** 14; **Ment** 9
Strike Talon +8 (1d10)
Behavior Attack highest threat
Awareness +6
Speed 80 ft. fly ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 7, Dex 7, Con 3, Int -4, Per 5, Wil 0

Griffon Abilities

Flyby Attack
The griffon flies up to its flying movement speed. It can make a talon strike at any point during this movement.

Hydra, 5 Headed**Level 5 [CR 4]**
Huge magical beast

HP 180; **Bloodied** 90; **AP** 4/0
Armor 12; **Fort** 19; **Ref** 8; **Ment** 12
Strike Bite +9 (4d6)
Actions Five in action phase
Behavior Attack highest threat
Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 12, Dex 0, Con 8, Int -8, Per 6, Wil 0

Hydra, 5 Headed Abilities

Multi-Headed: A hydra can take a number of actions in each **action phase** equal to the number of heads it has active. At the end of each action phase, if the hydra took at least 35 damage during that phase, it loses one of its heads. Severed heads leave behind a stump that can quickly grow new heads.

At the end of each delayed action phase, if the hydra has a severed stump, the stump is either sealed or it grows two new heads. If the hydra took 15 acid, cold, or fire damage during that phase, the stump is sealed, and will stop growing new heads. Otherwise, the hydra grows two new heads from the stump. This grants it additional actions during the action phase as normal.

A hydra cannot sustain too many excess heads for a prolonged period of time. At the end of each round, if the hydra has more heads than twice its normal head count, it loses an action point. If it has no action points remaining, the hydra collapses unconscious for 8 hours. During that time, the excess heads shrivel and die, and any sealed stumps heal, restoring the hydra to its normal head count.

Hydra, 6 Headed**Level 6 [CR 4]**
Huge magical beast

HP 216; Bloodied 108; Armor 13; Fort 20; Ref 9; Ment 13 Strike Bite +10 (4d6) Actions Six in action phase Behavior Attack highest threat	AP 4/0
Awareness +6 Speed 50 ft.; Space 15 ft.; Reach 15 ft. Attributes: Str 13, Dex 0, Con 9, Int -8, Per 7, Wil 0	

Hydra, 6 Headed Abilities

Multi-Headed: A hydra can take a number of actions in each **action phase** equal to the number of heads it has active. At the end of each action phase, if the hydra took at least 40 damage during that phase, it loses one of its heads. Severed heads leave behind a stump that can quickly grow new heads.

At the end of each delayed action phase, if the hydra has a severed stump, the stump is either sealed or it grows two new heads. If the hydra took 20 acid, cold, or fire damage during that phase, the stump is sealed, and will stop growing new heads. Otherwise, the hydra grows two new heads from the stump. This grants it additional actions during the action phase as normal.

A hydra cannot sustain too many excess heads for a prolonged period of time. At the end of each round, if the hydra has more heads than twice its normal head count, it loses an action point. If it has no action points remaining, the hydra collapses unconscious for 8 hours. During that time, the excess heads shrivel and die, and any sealed stumps heal, restoring the hydra to its normal head count.

HP 15; Bloodied 7; Armor 11; Fort 7; Ref 14; Ment 7 Strike Bite +3 (1d8) Behavior Attack highest threat that has a source of magic; if no sources of magic exist, attack highest threat	AP 1/0
Awareness +6 Speed 25 ft.; Space 5 ft.; Reach 5 ft. Attributes: Str 2, Dex 5, Con 0, Int -7, Per 0, Wil 0	

Thaumavore Abilities

Consume Magic: The thaumavore gains a +4 bonus to **defenses** against **magical** abilities. Whenever it resists a **magical** attack, it heals hit points equal to twice the **power** of the effect.

Sense Magic: The thaumavore can sense the location of all sources of magic within 100 feet of it. This includes magic items, attuned magical abilities, and so on.

Banehound

Level 5 [CR 4]

Huge magical beast

HP 100; Bloodied 50; Armor 17; Fort 12; Ref 15; Ment 12 Strike Bite +10 (2d10) Actions One in action phase, one in delayed action phase Behavior Attack highest threat	AP 4/0
Awareness +6 Speed 50 ft.; Space 15 ft.; Reach 15 ft. Attributes: Str 10, Dex 8, Con 0, Int 3, Per 7, Wil 0	

Minotaur

Level 4 [CR 1]

Large magical beast

HP 24; Bloodied 12; Armor 8; Fort 9; Ref 7; Ment 8 Strike Greataxe +5 (2d10) or gore +5 (2d8) Behavior Attack highest threat	AP 1/0
Awareness +6 Speed 40 ft.; Space 10 ft.; Reach 10 ft. Attributes: Str 8, Dex 3, Con 3, Int -2, Per 5, Wil 0	

Minotaur Abilities

Impaling Charge

The minotaur moves up to its speed in a single straight line. If it uses this ability during the **action phase**, it can make a **gore strike** from its new location during the **delayed action phase**.

Labyrinth Dweller: The minotaur never gets lost or loses track of its current location.

Fleshfeeder

Level 4 [CR 1]

Medium magical beast

HP 28; Bloodied 14; Armor 10; Fort 11; Ref 13; Ment 8 Strike Bite +5 (1d10) Behavior Attack highest threat	AP 1/0
Awareness +6 Speed 30 ft.; Space 5 ft.; Reach 5 ft. Attributes: Str 5, Dex 6, Con 5, Int 0, Per 5, Wil 0	

Monstrous Humanoids

Banshee

Level 3 [CR 2]

Medium monstrous humanoid

HP 30; Bloodied 15; Armor 9; Fort 8; Ref 11; Ment 15 Strike Claw +5 (1d8) Behavior Attack highest threat	AP 2/4
Awareness +6 Speed 30 ft.; Space 5 ft.; Reach 5 ft. Attributes: Str 4, Dex 4, Con 0, Int 0, Per 4, Wil 6	

Thaumavore

Level 3 [CR 1]

Small magical beast

Banshee Abilities*Wail*

The banshee makes a +5 vs. Fortitude attack against everything in a Large radius.

Hit: Each target takes 2d6 sonic damage, and creatures are sickened as a condition.

Lightning Javelin

The storm giant makes a +16 vs. Fortitude attack against everything in a 10 ft. wide Large line.

Hit: Each target takes 10d10 electricity damage.

Thunderstrike

The storm giant makes a greatsword strike against a target. If its attack result beats the target's Fortitude defense, the target also takes 8d10 sonic damage and is deafened as a condition.

Giant, Hill**Level 6 [CR 1]**

Large monstrous humanoid

HP 42; Bloodied 21;	AP 1/0
Armor 11; Fort 13; Ref 7; Ment 10	
Strike Greatclub +6 (4d6) or boulder +6 (2d10)	
Behavior Attack highest threat	
Awareness +6	
Speed 40 ft.; Space 10 ft.; Reach 10 ft.	
Attributes: Str 11, Dex -1, Con 7, Int -2, Per 0, Wil 0	

Giant Abilities*Boulder Toss*

The giant makes a ranged boulder strike, treating it as a thrown weapon with a 100 ft. range increment.

Giant, Stone**Level 9 [CR 1]**

Huge monstrous humanoid

HP 63; Bloodied 31;	AP 2/0
Armor 16; Fort 16; Ref 8; Ment 13	
Strike Greatclub +9 (5d10) or boulder +9 (4d10)	
Behavior Attack highest threat	
Awareness +6	
Speed 50 ft.; Space 15 ft.; Reach 15 ft.	
Attributes: Str 16, Dex -1, Con 10, Int -1, Per 5, Wil 0	

Giant Abilities*Boulder Toss*

The giant makes a ranged boulder strike, treating it as a thrown weapon with a 100 ft. range increment.

Giant, Storm**Level 15 [CR 1]**

Gargantuan monstrous humanoid

HP 105; Bloodied 52;	AP 3/2
Armor 22; Fort 22; Ref 13; Ment 22	
Strike Greatsword +16 (9d10)	
Immune deafened	
Behavior Attack highest threat	
Awareness +6	
Speed 60 ft.; Space 20 ft.; Reach 20 ft.	
Attributes: Str 25, Dex 0, Con 16, Int 8, Per 16, Wil 16	

Giant Abilities**Hag, Green****Level 5 [CR 2]**

Medium monstrous humanoid

HP 70; Bloodied 35;	AP 2/2
Armor 11; Fort 13; Ref 13; Ment 13	
Strike Claw +8 (1d8)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 0, Dex 6, Con 6, Int 6, Per 7, Wil 6	

Hag Abilities*Vital Surge*

The hag makes a +8 vs. Fortitude attack against one creature within Medium range.

Hit: The target takes 2d10 life damage.

Green Hag's Curse

The hag makes a +8 vs. Mental attack against one creature within Medium range.

Hit: As a condition, the target is either dazed, fatigued, or sickened, as the hag chooses.

Critical Hit: As three separate conditions, the target is dazed, fatigued, and sickened.

Coven Rituals: When three or more hags work together, they form a coven. All members of the coven gain the ability to perform nature rituals as long as they work together. Hags of any type can form a coven together.

Medusa**Level 7 [CR 2]**

Medium monstrous humanoid

HP 70; Bloodied 35;	AP 3/2
Armor 12; Fort 12; Ref 13; Ment 15	
Strike Longbow +10 (2d6) or snakes +10 (1d10)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 0, Dex 4, Con 0, Int 4, Per 9, Wil 8	

Medusa Abilities*Petrifying Gaze*

The medusa makes a +10 vs. Fortitude attack against one creature in Medium range.

Hit: The target is **nauseated** as a **condition**.

Critical Hit: As above, and as an additional condition, the target takes 2d6 physical damage at the end of each action phase. If it takes vital damage in this way, it is petrified permanently.

Harpy, Harpy Archer**Level 12 [CR 1]**

Medium monstrous humanoid

HP 72; Bloodied 36;	AP 2/3
Armor 21; Fort 17; Ref 23; Ment 21	
Strike Longbow +15 (4d6)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 13, Dex 15, Con 7, Int 7, Per 15, Wil 14	

Outsiders**Angel, Astral Deva****Level 14 [CR 2]**

Medium outsider

HP 224; Bloodied 112;	AP 4/3
Armor 25; Fort 22; Ref 24; Ment 26	
Strike Mace +17 (4d10)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 16, Dex 16, Con 16, Int 16, Per 16, Wil 16	

Angel Abilities*Smite*

The angel makes a mace strike. If its target is evil, it gains a +2 bonus to accuracy and a +2d bonus to damage on the strike.

Angel's Grace

One willing creature within reach heals 8d10 hit points.

Arrowhawk**Level 3 [CR 1]**

Medium outsider

HP 12; Bloodied 6;	AP 1/0
Armor 10; Fort 4; Ref 14; Ment 9	
Strike Bite +4 (1d8)	
Behavior Attack lowest threat	
Awareness +6	
Speed 60 ft. fly (good) ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 2, Dex 6, Con -1, Int 0, Per 4, Wil 0	

Arrowhawk Abilities*Electrobolt*

The arrowhawk makes a +4 vs. Fortitude attack against one creature or object in Medium range.

Hit: The target takes 2d6 electricity damage.

Demon, Bebelith**Level 11 [CR 3]**

Huge outsider

HP 231; Bloodied 115;	AP 4/0
Armor 21; Fort 18; Ref 18; Ment 19	
Strike Bite +14 (4d10)	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	
Awareness +6	
Speed 50 ft.; Space 15 ft.; Reach 15 ft.	
Attributes: Str 16, Dex 13, Con 12, Int 0, Per 12, Wil 0	

Demon Abilities*Venomous Bite*

The bebelith makes a bite strike. If it hits, and the attack result beats the target's Fortitude defense, the target is also poisoned as a condition. If the target is poisoned, it takes 6d10 poison damage at the end of each action phase after the first round.

Hell Hound**Level 4 [CR 1]**

Medium outsider

HP 20; Bloodied 10;	AP 1/0
Armor 10; Fort 6; Ref 13; Ment 10	
Strike Bite +5 (1d10)	
Immune fire damage	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 3, Dex 6, Con 0, Int -3, Per 5, Wil 0	

Hell Hound Abilities

Fire Breath

The hell hound makes a +5 vs. Armor attack against everything in a Medium cone.

Hit: Each target takes 2d6 fire damage.

Salamander, Flame-brother

Level 4 [CR 1]

Medium outsider

HP 20; **Bloodied** 10; **AP** 1/0
Armor 11; **Fort** 6; **Ref** 11; **Ment** 10
Strike Spear +4 (2d6) or tail slam +4 (2d6)
Immune fire damage
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 7, Dex 5, Con 0, Int 3, Per 3, Wil 0

Salamander Abilities

Flame Aura

AP, Sustain (standard)

The salamander intensifies its natural body heat, creating a burning aura around it. At the end of each action phase, the salamander makes a +4 vs. Armor attack against everything within a Medium radius emanation of it.

Hit: Each target takes 2d6 fire damage.

Natural Grab

The salamander makes a tail slam **strike**. In addition to the effects of the strike, it also makes a +4 vs. Fortitude and Reflex attack against the same target.

Hit: The target is **grappled** by the salamander.

Janni

Level 7 [CR 1]

Medium outsider

HP 35; **Bloodied** 17; **AP** 2/1
Armor 17; **Fort** 9; **Ref** 16; **Ment** 14
Strike Shortsword +9 (2d6)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 8, Dex 9, Con 0, Int 4, Per 8, Wil 4

Salamander, Battlemaster

Level 5 [CR 3]

Medium outsider

HP 75; **Bloodied** 37; **AP** 3/1
Armor 14; **Fort** 9; **Ref** 14; **Ment** 14
Strike Spear +8 (2d8) or tail slam +8 (2d8)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 8, Dex 6, Con 0, Int 3, Per 6, Wil 3

Salamander Abilities

Flame Aura

AP, Sustain (standard)

The salamander intensifies its natural body heat, creating a burning aura around it. At the end of each action phase, the salamander makes a +4 vs. Armor attack against everything within a Medium radius emanation of it.

Hit: Each target takes 2d6 fire damage.

Natural Grab

The salamander makes a tail slam **strike**. In addition to the effects of the strike, it also makes a +8 vs. Fortitude and Reflex attack against the same target.

Hit: The target is **grappled** by the salamander.

Undead

Allip

Level 4 [CR 1]

Medium undead

HP 20; **Bloodied** 10; **AP** 1/3
Armor 10; **Fort** 6; **Ref** 13; **Ment** 15
Strike Draining touch +6 vs. Reflex (2d6)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 6, Con 0, Int 0, Per 0, Wil 6

Spectre

Level 7 [CR 2]

Medium undead

HP 70; **Bloodied** 35; **AP** 3/4
Armor 15; **Fort** 10; **Ref** 19; **Ment** 21
Strike Draining touch +11 vs. Reflex (2d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 10, Con 0, Int 0, Per 8, Wil 10

Dirgewalker**Level 4 [CR 3]**
Medium undead

HP 60; **Bloodied** 30; **AP** 3/3
Armor 15; **Fort** 8; **Ref** 17; **Ment** 17
Strike Claw +9 (1d8)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 7, Con 0, Int 3, Per 6, Wil 6

Dirgewalker Abilities

Animating Caper **Attune** (self)
 One corpse within Close range is animated as a skeleton under the dirgewalker's control.

Mournful Dirge
 The dirgewalker makes a +8 vs. Mental attack against all creatures in a Medium radius.
Hit: Each target is dazed as a condition.
Critical Hit: Each target is stunned as a condition.

Skeleton**Level 1 [CR 1]**
Medium undead

HP 5; **Bloodied** 2; **AP** 1/0
Armor 7; **Fort** 3; **Ref** 8; **Ment** 7
Strike Claw +2 (1d6)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 2, Dex 2, Con 0, Int 0, Per 0, Wil 0

Skeleton Abilities

Hard Bones: The skeleton has **damage reduction** 1 against piercing and slashing damage.

Skeleton, Warrior**Level 4 [CR 1]**
Medium undead

HP 20; **Bloodied** 10; **AP** 1/0
Armor 11; **Fort** 6; **Ref** 13; **Ment** 10
Strike Longsword +4 (1d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 5, Dex 6, Con 0, Int 0, Per 0, Wil 0

Skeleton Abilities

Hard Bones: The skeleton has **damage reduction** 1 against piercing and slashing damage.

Skeleton, Mage**Level 4 [CR 1]**
Medium undead

HP 20; **Bloodied** 10; **AP** 1/3
Armor 11; **Fort** 6; **Ref** 13; **Ment** 15
Strike Claw +6 (1d8)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 6, Con 0, Int 0, Per 0, Wil 6

Skeleton Abilities

Drain Life **Life**
 The skeleton mage makes a +4 vs. Fortitude attack against a creature in Medium (100 ft.) range.
Hit: The target takes 2d6 life damage. In addition, the skeleton mage heals 6 hit points.

Terror **Life**
 The skeleton mage makes a +4 vs. Mental attack against a creature in Medium (100 ft.) range.
Hit: The target is **frightened** by you as a **condition**.
Critical Hit: The target is **panicked** by you as a **condition**.

Hard Bones: The skeleton has **damage reduction** 1 against piercing and slashing damage.

Skeleton, Warrior**Level 4 [CR 3]**
Large undead

HP 72; **Bloodied** 36; **AP** 3/0
Armor 14; **Fort** 9; **Ref** 15; **Ment** 12
Strike Greatsword +6 (2d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 8, Dex 7, Con 3, Int 0, Per 0, Wil 0

Skeleton Abilities

Hard Bones: The skeleton has **damage reduction** 1 against piercing and slashing damage.

Zombie**Level 1 [CR 1]**
Medium undead

HP 8; Bloodied 4;	AP 1/0
Armor 4; Fort 8; Ref 5; Ment 7	
Strike Slam +1 (1d6)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 1, Dex 0, Con 3, Int 0, Per 0, Wil 0	

Zombie Abilities

Slow: The zombie does not act during the **action phase**. Instead, it acts during the **delayed action phase**.

Soft Flesh: The zombie has **damage reduction** 3 against piercing and bludgeoning damage.

Zombie, Warrior**Level 2 [CR 2]**
Medium undead

HP 36; Bloodied 18;	AP 2/0
Armor 6; Fort 12; Ref 7; Ment 9	
Strike Slam +3 (1d10)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 4, Dex 0, Con 5, Int 0, Per 0, Wil 0	

Zombie Abilities

Slow: The zombie does not act during the **action phase**. Instead, it acts during the **delayed action phase**.

Soft Flesh: The zombie has **damage reduction** 5 against piercing and bludgeoning damage.

Zombie, Hulking**Level 3 [CR 2]**
Large undead

HP 54; Bloodied 27;	AP 2/0
Armor 8; Fort 13; Ref 6; Ment 10	
Strike Slam +4 (2d6)	
Behavior Attack highest threat	
Awareness +6	
Speed 40 ft.; Space 10 ft.; Reach 10 ft.	
Attributes: Str 6, Dex 0, Con 6, Int 0, Per 0, Wil 0	

Zombie Abilities

Slow: The zombie does not act during the **action phase**. Instead, it acts during the **delayed action phase**.

Soft Flesh: The zombie has **damage reduction** 6 against piercing and bludgeoning damage.

Zombie, Captain**Level 3 [CR 3]**
Medium undead

HP 81; Bloodied 40;	AP 3/0
Armor 8; Fort 14; Ref 9; Ment 11	
Strike Slam +5 (2d6)	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 6, Dex 0, Con 6, Int 0, Per 0, Wil 0	

Zombie Abilities

Slow: The zombie does not act during the **action phase**. Instead, it acts during the **delayed action phase**.

Soft Flesh: The zombie has **damage reduction** 6 against piercing and bludgeoning damage.

Zombie, Elite**Level 4 [CR 1]**
Medium undead

HP 40; Bloodied 20;	AP 1/0
Armor 8; Fort 15; Ref 8; Ment 10	
Strike Slam +4 (2d6)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 6, Dex 0, Con 8, Int 0, Per 0, Wil 0	

Zombie Abilities

Slow: The zombie does not act during the **action phase**. Instead, it acts during the **delayed action phase**.

Soft Flesh: The zombie has **damage reduction** 8 against piercing and bludgeoning damage.

Unliving Mother**Level 2 [CR 2]**
Medium undead

HP 32; Bloodied 16;	AP 2/2
Armor 6; Fort 10; Ref 7; Ment 12	
Strike Bite +3 (1d10)	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 4, Dex 0, Con 4, Int 0, Per 0, Wil 3	

Unliving Mother**Level 2 [CR 3]**
Medium undead

HP 48; Bloodied 24;	AP 3/0
Armor 9; Fort 11; Ref 11; Ment 10	
Strike Bite +6 (1d10)	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 4, Dex 3, Con 4, Int 0, Per 4, Wil 0	

Corrupted, Mage**Level 4 [CR 3]**

Medium undead

HP 96; Bloodied 48;	AP 3/4
Armor 10; Fort 13; Ref 10; Ment 19	
Strike Slam +8 (1d10)	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	
Awareness +6	
Speed 30 ft.; Space 5 ft.; Reach 5 ft.	
Attributes: Str 5, Dex 0, Con 6, Int 0, Per 6, Wil 7	

Corrupted Abilities*Cone of Cold*

The mage makes a 8 vs. Fortitude attack against everything in a Medium (20 ft.) cone from it.

Hit: Each target takes 2d10 cold damage.

Frost Bombs

The mage creates three orbs of cold energy at locations of its choice within Medium (100 ft.) range. At the end of the next round's **action phase**, the mage makes a 8 vs. Fortitude attack against everything in a Small (10 ft.) radius burst around each orb. If a target is in the area of multiple orbs, it is only affected once.

Hit: Each target takes 4d6 cold damage.

Telekinetic Crush

The mage makes a 8 vs. Mental attack against one creature or object within Medium (100 ft.) range of it.

Hit: The target takes 4d8 bludgeoning damage.