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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 48).

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 important.

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

Principles of Rise

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

Rule of Drama

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

Checks without Rolls

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

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

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

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

Narrative Time

In most cases, the exact time of day and exactly how long an action takes is not very important. No one really cares whether the orc horde broke through the town gates at the crack of dawn,

or at 6:55 AM. Likewise, travelling from a tavern in a city to the blacksmith probably takes a few minutes, depending on the size of the city, but it’s not usually important.

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

Character Creation

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

Character Concept

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

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

Personality

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

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

Motivation

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

Alignment

Your character's alignment reflects her moral character: is she more inclined to good or to evil, to order or chaos? Alignments are described in more detail at [Alignment](#), page 81.

Attributes

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

Race

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

Class

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

Background

Appearance

Equipment

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

Other Rules

Rounding

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

Multipliers

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

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

Chapter 1

Core Mechanics

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

Attacks and Checks

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

Attack Rolls

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

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

Exploding Attacks

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

Critical Hit

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

Critical Miss

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

Checks

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

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

Table 1.1: Difficulty Ratings

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

Critical Success

If your check result is at least 10 higher than the DR, your check is a **critical success**. Many checks have a special effect on a critical success. For example, a critical success while climbing means you move twice as quickly (see Climb, page 48).

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 48).

Combat Overview

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

Combat Time

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

The Movement Phase

Almost all creatures have a **speed** measured in feet. For example, a typical human has a speed of thirty feet. During the movement phase, you can move a maximum distance equal to your speed. You can sprint to temporarily increase your speed (see Sprint, page 59). Some creatures have special forms of movement, such as the ability to fly. A creature has a listed speed for any special form of movement it has.

At the start of the movement phase, all creatures designate a location they attempt to move to, or some other type of movement they attempt to make (see Movement and Positioning, page ??). Once everyone has chosen their actions, those actions are **initiated**, and begin resolving. Normally, you will simply arrive in the destination you are trying to reach. For details about resolving conflicting movements, see Resolving Actions, page 10.

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

The Action Phase

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

The Delayed Action Phase

Some abilities cause creatures to take **delayed actions**, which are initiated and resolved after other actions in the round. For example, spellcasting is a **dual action**, which has a component in both the action phase and the delayed action phase. Any creature can also take the Delay action (see Delay, page 12), which causes them to act during the delayed action phase instead of the action phase. If there are no delayed actions, this phase is skipped.

Movement and Positioning

Measuring Movement

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

worth the complexity.

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

Taking up Space

A typical human takes up a 5-ft. by 5-ft. space in combat. For convenience, this is often called a **square**. Differently sized creatures can take up more or less space, as indicated on Table 1.7: Size in Combat (page 18). Normally, other creatures can't be in any squares you occupy.

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

Moving Near Foes

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

Movement Impediments

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

Obstacles: An obstacle is anything that gets in your way. Enemies and large solid objects like walls are blocking obstacles: they completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a **check** to bypass, such as an Acrobatics check (see Acrobatics, page 45).

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 physical accuracy, physical checks, and physical defenses. You can squeeze into tighter spaces with the Escape Artist skill.

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

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

Special Movement Modes

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

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

behind a usable tunnel for other creatures.

Climbing: A creature with a **climb speed** can move a distance equal to its climb speed with a successful Climb check (see Climb, page 48). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying: A creature with a fly speed can fly through the air at the indicated speed. It must be **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*) (see Encumbrance, page 95). If a creature with a fly speed is encumbered, it is treated as having a glide speed instead (see Gliding, page 10), which it can use to glide even though it is encumbered.

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

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

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

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

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

Gliding: A creature with a glide speed can glide through the air at the indicated speed. It must be unencumbered (see Encumbrance, page 95).

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

Action Types

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

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

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

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

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

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

Resolving Actions

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

1. *Choose swift actions.*
2. Choose standard actions.
3. All actions are **initiated**.
4. Determine targets affected by actions.
5. Check action success. Example: Making attack rolls.
6. Determine action results. Example: Making damage rolls.
7. Apply action results. Examples: Reducing hit points, moving character locations, and applying penalties. Effects that trigger when damage is dealt, such as Concentration checks (see Concentration, page 105), are resolved now.

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

Conflicting Actions

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

Mutually Exclusive Actions: Sometimes, actions that should take place at the same time directly conflict with each other. This most commonly happens when two creatures move to the same place. In this case, each involved character rolls **initiative** (see Initiative, page 15). The creature with the highest initiative result succeeds. All other creatures come as close as possible to complet-

ing their intended action.

Special Actions

Universal Abilities

All creatures can use the following abilities.

Strikes

A **strike** is the most common type of attack. There are two kinds of strikes: a single strike, with a single weapon, and a dual strike, with two weapons. Many abilities allow you to make one or more strikes. Whenever you make a strike, you can choose which kind of strike to make. All strikes are **physical**, **mundane** abilities.

Single Strike:

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

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

Attack: Physical vs. Armor

Success: The target takes **strike damage** from the chosen weapon (see Strike Damage, page 15).

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

Dual Strike: You can only make a **dual strike** if you are wielding two weapons at once.

Special: Choose two weapons you wield.

Target: One creature or object **Range:** As weapons

Attack: Physical vs. Armor

Special: You roll this attack roll twice, once for each weapon. Roll any miss chances or failure chances independently for each weapon. You take a -1 penalty to accuracy on both attack rolls for each non-light weapon you choose when you use this ability.

Success: The target takes **strike damage** from one weapon you hit with (see Strike Damage, page 15). If you hit with both weapons, you choose which weapon to deal damage from.

Critical Success: The target takes **strike damage** from both weapons. There is no advantage to getting a **critical hit** with both weapons, rather than just one.

Combat Maneuvers

A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. Unless otherwise noted, combat maneuvers do not deal damage.

Table 1.2: Combat Maneuvers

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

Maneuver Descriptions

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

free hand to use this ability.

Target: One creature

Range: Adjacent

Attack: Physical vs. Special

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

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

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

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

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

Target: One object

Range: As weapon

Attack: Physical vs. Special

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

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

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

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

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

Target: One creature

Range: As weapon

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

Attack: Physical vs. Reflex

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

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

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

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

Target: One creature

Range: Adjacent

Attack: Strength vs. Fortitude and Reflex

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

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

Target: One creature

Range: Adjacent

Attack: Strength vs. Fortitude

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

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

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

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

Target: One creature

Range: Adjacent

Attack: Physical vs. Reflex

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

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

Effect: At the end of the round, if you did not take damage this round, you may remove one **condition** affecting you.

Recover: As a standard action, you can spend an **action point** to use this ability.

Effect: You heal 1d4 damage + 1d per two levels. In addition, you may remove one **condition** affecting you.

Total Defense: As a standard action, you can focus entirely on defense, granting you a +2 bonus to your defenses until the end of the round. If you take the total defense action, you increase your defenses even against other attacks that occur simultaneously. This is an exception to the normal way actions resolve (see Resolving Actions, page 10).

Special Movements

Struggle: As a standard action action, you can move five feet, regardless of movement penalties. This does not allow you to pass obstacles unrelated to movement speed penalties, such as walls. You can only use this action with a land speed, and not with any other type of speed (see Special Movement Modes, page 9).

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

Special Combat Actions

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

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

Delay: During the action phase, you can delay your action instead of acting immediately. If you delay, you do nothing until after the actions of all other creatures have been resolved. At that point, you can declare and resolve your actions for the action phase, as described in Resolving Actions, page 10. You cannot delay during the movement phase.

Some abilities cause actions to be delayed, such as charging (see Charge, page 12). If you use an ability that causes actions to be delayed after you have already delayed, any actions which would be delayed are ignored. For example, if you charge after delaying, you would not be able to attack after the charge, making it generally pointless.

Desperate Recovery: As a standard action, if you have no action points remaining, you can use this ability. Creatures without action points can also use this ability.

Reactive Movements

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

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

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

Following: You can designate a target creature or object to follow, and the maximum distance you want to follow at. When you do,

you automatically move such that your distance to the target is no greater than your desired follow distance. For the rest of the round, whenever that creature or object moves, you move with it to stay within that follow distance.

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

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

Attributes

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

Attribute Descriptions

Strength (Str)

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

- Strength determines how much a character can carry (see Table 8.1: Weight Limits (page 95)).
- Strength affects Strength-based skills: Climb, Jump, Sprint, and Swim (see Skills, page 43).
- If your Strength is negative, you take a penalty to all Strength-based skills equal to your Strength.
- If your Strength is negative, you take a penalty to damage with **strikes** equal to half your Strength in **die increments**.

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

- Your damage with **strikes** (see Strike Damage, page 15).
- Your Fortitude defense (see Defenses, page 15).

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 43).
- 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 your Dexterity is negative, you take a penalty to Reflex and Armor defense equal to half your Dexterity.

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

- Your **accuracy** with **strikes** using melee and thrown weapons (see Physical Accuracy, page 14).
- Your Armor and Reflex defenses (see Defenses, page 15).

Constitution (Con)

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

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

If you have a high Constitution, you can use it to determine your Armor and Fortitude defenses (see Defenses, page 15).

Intelligence (Int)

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

- You gain bonus languages equal to your starting Intelligence (see Languages, page 83).
- You gain extra skill points equal to twice your starting Intelligence (see Skill Points, page 43).
- Your Intelligence affects Intelligence-based skills: Craft, Disguise, Heal, Knowledge, and Linguistics (see Skills, page 43).
- If your starting Intelligence is negative, you lose skill points equal to twice your starting Intelligence.
- If your Intelligence is negative, you take a penalty to all Intelligence-based skills equal to your Intelligence.

If you have a high Intelligence, you can use it to determine your Mental defense (see Defenses, page 15).

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

Perception (Per)

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

- Your Perception affects Perception-based skills: Awareness, Creature Handling, Sense Motive, Spellcraft, and Survival (see Skills, page 43).
- 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 several statistics:

- Your **accuracy** with **strikes** (see Physical Accuracy, page 14).
- Your Reflex defense (see Defenses, page 15).

Willpower (Wil)

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

- You gain additional **action points** equal to your starting Willpower.
- You gain a bonus (or penalty) to your Mental defense equal to your starting Willpower.
- If your starting Willpower is negative, you lose action points equal to your starting Willpower.

If you have a high Willpower, you can use it to determine your Mental defense (see Defenses, page 15).

Using Attributes

Choosing Attributes to Use

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

Determining Attributes

There are several options for how to determine attribute scores.

Predefined Attribute Scores

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

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, 1, 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 an additional **skill point** (see Skills, page 43).

Increasing Attributes

As your level increases, your attributes increase as well, as shown on Table 1.3: Increasing Attributes with Level.

Table 1.3: Increasing Attributes with Level

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

Point Buy

With this method, you can fully control your character's attribute scores to match what you want your character to be. All your character's attribute scores start at 0. You get seven points to distribute among your character's attributes. Attributes can be bought according to the costs on Table 1.4: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed starting attribute. A starting character is 1st level, which adds appropriately to the character's total attribute score.

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

Character Statistics

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

Table 1.4: Attribute Score Point Costs

Starting Attribute Score	Total Score	Attribute	Cumulative Point Cost
-2 ¹	-2		0 ²
-1 ¹	-1		0 ³
0	0		0
1	Level		1
2	1 + level		2
3	2 + level		3
4	3 + level		5

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

2 You gain four **skill points**.

3 You gain two skill points.

Accuracy

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

Physical Accuracy

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

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

Damage

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

Die Increments

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

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

- 4d8
- 4d10
- 5d10
- 6d10

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

Strike Damage

The damage you deal with a single **strike** from a weapon is called your **strike damage**. Your **strike damage** with a weapon is equal to the weapon's base damage die +1d for every 2 levels or Strength you have, whichever is higher. For example, if you have a Strength of 4, your damage dice with a strike using a longsword, which has a 1d8 damage die, would be 2d6. Some abilities other than **strikes** deal damage based on your **strike damage**.

Creature Size and Damage: Larger creatures deal more damage with their weapons. Each creature size above Medium grants a +2d bonus to damage with strikes. Likewise, each creature size below Medium imposes a -1d penalty to damage with strikes. This is described in Table 1.7: Size in Combat (page 18).

Ability Damage

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

Standard Damage

Many abilities deal **standard damage** based on your level, an attribute, or some other statistic. Standard damage is equal to 1d8 + 1d per two points in the statistic. This is summarized in Table 1.5: Standard Damage.

Table 1.5: Standard Damage

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

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

Defenses

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

defenses and two non-physical defenses.

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

Defense Values

Each of your defenses is calculated in the following way:

Level or defense attribute + racial defense bonus + class defense bonus + other bonuses and penalties

The attributes and relevant bonuses which apply to each defense are described in Table 1.6: Defense Calculations.

Class and Racial Bonuses: Each class and race 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 bonus to Fortitude defense and a penalty to Reflex defense and Stealth. For details, see Table 1.7: Size in Combat (page 18).

Initiative

Your initiative check is calculated as follows:

Dexterity or Perception + other bonuses and penalties

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

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

Reach

Normally, you can make melee attacks against anyone within five feet of you. The range at which you can make melee attacks is called your **reach**, and the area that you can attack into is called your **threatened area**. Reach for larger and smaller creatures is determined by size, as shown on Table 1.7: Size in Combat.

Table 1.6: Defense Calculations

Defense Name	Attributes	Starting Attribute Modifier	Body Armor Modifier	Shield Modifier	Size Modifier
Armor defense	Dex or Con	—	Yes	Yes	No
Fortitude defense	Con or Str	Con	No	No	Yes
Reflex defense	Dex or Per	Dex	No	Yes	Yes
Mental defense	Wil or Int	Wil	No	No	No

Circumstances, Bonuses, and Penalties

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

Arbitrary Modifiers

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

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

Overwhelm

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

A creature's overwhelm penalties cannot exceed –5.

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

Range Increments

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

Cover

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

Active Cover: Active cover is provided by mobile obstacles between you and your target, such as creatures or tree branches blowing in the wind. Physical attacks against creatures with active

cover suffer a 20% miss chance. If an attack misses due to active cover, the attack is made against the intervening obstacle rather than being negated like normal for miss chances. The obstacle takes any damage from a successful attack normally.

Passive Cover: Passive cover is provided by immobile obstacles between you and your target, such as trees and walls. Creatures with passive cover gain a +2 bonus to **physical defenses**. In addition, creatures with passive cover can hide (see Stealth, page 60).

Measuring Cover:

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

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

Second, draw a line from the **points of origin** of your attack to the center of your attack's target square. If any such line touches a square with an obstacle that grants active or passive cover, even at an edge or corner, the target has the appropriate cover from you. Otherwise, if the line is uninterrupted, the target does not have cover from you.

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

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

Concealment

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

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

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

Helpless Defenders

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

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

Delivering a coup de grace requires focused concentration and methodical action. This leaves you **defenseless** (-5 *defense vs. melee*). If you take damage in excess of your Fortitude defense while delivering a coup de grace, your attempt fails. If your target stops being helpless during your coup de grace attempt for any reason, the attempt fails. You can't deliver a coup de grace against a creature that is immune to critical hits.

Invisibility

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

Surprise Attacks

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

Size in Combat

Size affects your space and reach in combat. In addition, your Fortitude and Reflex defenses are affected by your size modifier. These effects are shown on Table 1.7: Size in Combat.

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

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

Very Small Creatures

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

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

If a creature without a natural reach uses a reach weapon, it gains no benefits or penalties (see Reach Weapon, page 89).

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

Very Large Creatures

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

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

Creatures with a large natural reach using reach weapons can strike at up to double their natural reach but can't strike at their natural reach or less, just like Medium sized creatures.

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

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

Stacking Rules

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

Special Exceptions:

- Effects from the same source do not stack. Any spell or ability with the same name has the same source.
- **Sizing** effects do not stack. If multiple effects both increase and decrease size, size increases offset size decreases on a one-for-one basis to determine the creature's final size.
- Effects that grant extra **strikes** (such as the *haste* spell with the Empowered augment) do not stack.

Table 1.7: Size in Combat

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

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

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

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

- Temporary hit points do not stack.
- If a character has two separate abilities which let them add the same attribute to a given roll or statistic, the attribute is still only added once.

Maximum Bonuses

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

Doubling

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

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

Changing Statistics

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

Numerical Modifiers: Changes to numerical modifiers always take effect immediately. For example, if a barbarian enters a rage, his damage and defenses are all adjusted immediately.

Ability Prerequisites: Changes to prerequisites for abilities always take effect immediately. For example, if a paladin's Strength is reduced to 0 by a ghost, she immediately loses the benefits of all

feats she has that require a high Strength, such as Power Attack (see Power Attack, page ??).

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

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

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

Injury, Death, and Healing

Hit Points

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

Your hit points are calculated as follows:

$$\text{Fortitude or Mental defense} + \text{Constitution} + 5 \times \text{level}$$

What Hit Points Represent: Hit points represent a combination of durability, luck, divine providence, and sheer determination,

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

Vital Damage

When you take damage while you are disabled (see Disabled, page 19), that damage represents serious physical injury to your body. This is called **vital damage**. You suffer a penalty to accuracy, checks, and defenses equal to the amount of vital damage you have.

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

Overkill Damage

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

Stages of Injury

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

Bloodied: When you drop to half your hit points or below, you are **bloodied** (*half hit points*). The first time you become **bloodied** in an encounter, you become **staggered** until the end of the next round. Some abilities have effects based on your **bloodied value**, which is equal to half your maximum hit points. If you take additional damage, you can become disabled (see Disabled, below).

Staggered: While **staggered**, you take a –5 penalty to attacks, checks, and defenses. These penalties replace the penalties for being **bloodied**. You become staggered briefly the first time you become **bloodied** in an encounter. In addition, you are **staggered** if you have no hit points remaining.

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

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

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

resist the attack once, you fall unconscious. If you fail to resist the attack three times, you die. If you resist the attack three times, you stabilize.

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

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

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

Healing

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

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

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

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

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

Nonlethal Damage

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

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

Temporary Hit Points

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

Daily Resources

Action Points

Action points allow you to perform special actions that your character has access to. You have four action points at 1st level. At 3rd level, and every 4 levels thereafter, you gain an additional action point. You can gain additional action points from your class, from your Willpower, and from some special abilities.

After a **short rest**, you regain all action points you spent since your last rest, up to a maximum equal to half of your maximum action points. After a **long rest**, you recover all spent action points.

Legend Points

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

Using Legend Points

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

Using a legend point is not an action, and can be done at any time. You can decide to use a legend point after you learn whether the original roll succeeded or failed. You can even use a legend point after you learn what the effects of a successful attack or check would be, if that is information you could normally learn if it succeeded. However, you must use the legend point before the effects have completely resolved.

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

Gaining Legend Points

You gain legend points as you gain levels, as described in Character Advancement, page 20. In addition, some abilities can grant additional legend points.

Restoring Legend Points

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

Legendary Foes

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

Character Advancement

As your character accomplishes challenges and defeats foes, they gain experience. If your character has enough experience, they gain a level. When you gain a level, you may gain new abilities from your class and the feats you have chosen. You also gain some abilities at specific levels, as described in Table 1.8: Character Advancement.

- A character that increases in level gains additional benefits.
- At 1st, 3rd, 6th, and 10th level, you gain a feat (see Feats, page 62).
 - At 3rd level, and every 4 levels thereafter, you gain an **action point**.
 - At 4th level, and every 4 levels thereafter, you gain a **legend point**.

Table 1.8: Character Advancement

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

1. All races also grant a bonus feat at 1st level. The feat must be chosen from a specific list of racial bonus feats (see Races, page 23).

Special Rules

Grappling

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

Being In A Grapple

While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act nor-

mally. You can also take certain actions in a grapple, as described in Grapple Actions, page 21

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

Grapple Actions

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

Bind Foe: As a standard action, you can make a grapple attack to bind your foe with ropes or other restraints. You must have the restraints in hand (in addition to the free hand required to grapple). Apply the result against the Fortitude and Reflex defenses of a creature grappling you. Success against both defenses means the creature is bound, rendering it helpless and effectively paralyzed. The only physical actions a bound creature can take are to escape or break the bindings. Escaping the bindings requires a grapple attack or Escape Artist check which beats the grapple attack made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature. If you have the time, you can **take 10** on your grapple attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.

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

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

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

Unarmed Combat

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

An unarmed attack is a type of natural weapon. Spells and abilities that affect natural weapons can affect your unarmed attack. Gauntlets can also be worn to increase the power of an unarmed attack (see Unarmed Weapons, page 88).

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

Mounted Combat

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

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

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

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

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

If your mount moves more than its normal speed when charging, you also take the physical defense penalty associated with a charge. If you make an attack at the end of such a charge, you receive the bonus gained from the charge. When charging on horse-back, you deal double damage with a lance (see Charge, page 12).

You can use ranged weapons while your mount is moving in the same phase, but at a -2 penalty to accuracy. If your mount is also sprinting (see Sprint, page 59), this penalty increases to -4.

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

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

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

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.

Ability Timing

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

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

Chapter 2

Races

Each character has a race.

Racial Traits

Racial Bonus Feats

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

Race and Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. For each point of Intelligence a character has at 1st level, they also know one additional language of their choice. See Linguistics, page 55, for details about languages.

Small Characters

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

- -2 penalty to Fortitude defense.
- +2 bonus to Reflex defense.
- +4 bonus to Stealth.
- Weight limits are three-quarters that of a Medium character (see Encumbrance, page 95).

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

Race Descriptions

Humans

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

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

Racial Defense Bonus: +2 Fortitude, Reflex, and Mental.

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

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

Racial Defense Bonus: +3 Fortitude, +2 Mental, +1 Reflex.

Racial Bonus Feat: Any from the following list: [Blindfighter](#), [Craft Specialization](#), [Iron Will](#), [Toughness](#).

Automatic Languages: Common, Dwarven.

Elves

Size: Medium.

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

Speed: 30 feet.

Special Abilities:

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

Racial Defense Bonus: +3 Reflex, +2 Mental, +1 Fortitude.

Racial Bonus Feat: Any from the following list: Any Spell feat (see Spell Feats, page 63), [Agility](#), [Awareness Specialization](#), [Sniper](#).

Automatic Languages: Common, Elven.

Gnomes

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

Attributes: +1 Constitution.

Speed: 25 feet.

Special Abilities:

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

Racial Defense Bonus:: +3 Fortitude, +2 Mental, +1 Reflex.

Racial Bonus Feat: Any Spell feat (see Spell Feats, page 63), or any from the following list: [Blindfighter](#), [Craft Specialization](#), [Stealth Specialization](#), [Toughness](#).

Automatic Languages: Common, Gnome.

Half-Elves

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

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

Racial Defense Bonus:: +2 Fortitude, Reflex, Mental.

Racial Bonus Feat: Any Skill feat (see Skill Feats, page 63).

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

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

Speed: 30 feet.

Special Abilities:

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

Racial Defense Bonus:: +3 Fortitude, +2 Reflex, +1 Mental.

Racial Bonus Feat: Any Combat feat (see Combat Feats, page 64), or [Toughness](#).

Automatic Languages: Common, Orc.

Halflings

Size: Small.

Attributes: +1 Dexterity.

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

Special Abilities:

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

Racial Defense Bonus:: +3 Reflex, +2 Fortitude, +1 Mental.

Racial Bonus Feat: Any from the following list: [Agility](#), [Climb Specialization](#), [Iron Will](#), [Jump Specialization](#), [Stealth Specialization](#).

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

Archetypes

Each class has three **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, a member of a class has all three archetypes associated with that class. Characters with the Class Versatility feat can gain archetypes from two different classes (see Class Versatility, page 68).

Class Introductions

There are eleven classes in Rise.

- Barbarians are mighty warriors who can enter a deadly battlerage.
- Clerics are divine spellcasters who draw power from their veneration of a deity or ideal.
- Druids are nature spellcasters who draw power from their veneration of the natural world.
- Fighters are highly disciplined warriors who excel in physical combat of any variety.
- 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.

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 they get at each level.

Alignment: Some classes require specific alignments (see Alignment, page 81). Most classes allow characters of any alignment.

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

Class Skills: These are skills that members of this class are typically good at (see Skills, page 43).

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 cleric's *divine power*.

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

Barbarian

Table 3.1: Barbarian Progression

Level	Abilities
1st	Athletic prowess, rage
2nd	Battle-scarred
3rd	Improvised combat
4th	Uncontrollable rage
5th	Uncanny dodge
6th	Titanic might
7th	Unstoppable rage
8th	Deep scars
9th	Athletic prowess
10th	Mindless rage
11th	Greater uncanny dodge
12th	Greater improvised combat
13th	Mighty rage
14th	Rapid recovery
15th	Athletic champion
16th	Endless rage
17th	Soulscarred
18th	Greater titanic might
19th	Blood frenzy
20th	Deathless rage, fury of the storm

Alignment: Any nonlawful.

Class Abilities

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

Skill Points: 6.

Class Skills:

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

Defenses: +3 Fortitude, +2 Reflex, +1 Mental.

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

Battlerager

Rage: As a **free action**, you can spend an **action point** to use this ability.

Effect: You have the following benefits and drawbacks:

- You gain a +1d bonus to **strike damage**.
- You are unable to take any action that requires patience or concentration, such as casting spells.
- At the end of each round if you did not attack a creature or object, you take **nonlethal damage** equal to your level. This damage ignores your damage reduction from this ability.

Special: When this ability ends, you become *fatigued* (*move at half speed, unable to sprint or charge*) and unable to use it again until you take a **short rest**.

Duration: Attunement

4th – **Uncontrollable Rage:** You are immune to **Compulsion** effects while raging.

7th – **Unstoppable Rage:** You are immune to being **staggered** while raging.

10th – **Senseless Rage:** You are immune to **Mind conditions** while raging.

13th – **Mighty Rage:** Your damage bonus from the *rage* ability increases to +2d.

16th – **Mindless Rage:** You are immune to all hostile **Mind** effects while raging.

19th – **Blood Frenzy:** You are immune to being **bloodied** while raging.

20th – **Deathless Rage:** While raging, the you ignore all penalties from **vital damage**. However, if your vital damage exceeds your maximum hit points, you immediately die.

Primal Warrior

Athletic Prowess: You gain two additional skill points that must be spent on Strength or Dexterity-based barbarian class skills.

3rd – **Improvised Combat:** You gain a +1 bonus to accuracy with **combat maneuvers**.

6th – **Titanic Might:** You gain a +1d bonus to **strike damage**.

9th – **Athletic Prowess:** You gain two additional skill points that must be spent on Strength or Dexterity-based barbarian class skills.

12th – **Greater Improvised Combat:** The accuracy bonus from your *improvised combat* ability increases to +2.

15th – **Athletic Champion:** You gain a +1 bonus to all Strength and Dexterity-based skills.

18th – **Greater Titanic Might:** The damage bonus from your *titanic might* ability increases to +2d.

Battleforged Resilience

2nd – **Battle-Scarred:** You gain **damage reduction** against physical damage equal to your level.

5th – **Uncanny Dodge:** You can react to danger before your senses would normally allow you to do so. You reduce your **overwhelm penalties** by 1. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed. In addition, you are not **unaware** (*critically hit on every attack*) when attacked by surprise.

8th – **Deep Scars:** Your **damage reduction** from your *battle-scarred* ability applies against all damage, not just physical damage.

11th – **Greater Uncanny Dodge:** Your reduction of **overwhelm penalties** from the *uncanny dodge* ability increases to 2.

14th – **Rapid Recovery:** At the end of each round, you heal hit points equal to your level.

17th – **Soulscarred:** Your **damage reduction** from your *battle-scarred* ability increases to twice your level.

20th – **Fury of the Storm:** You gain a +1d bonus to **strike damage** against all creatures who **threaten** you. In addition, your reduction of overwhelm penalties from the *uncanny dodge* ability increases to 4.

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

Table 3.2: Cleric Progression

Level	Spells	Subspells	Abilities
1st	2	—	Domain gift, rituals, spells
2nd	2	—	Spell point
3rd	3	—	Domain gift, spell knowledge
4th	3	2	—
5th	3	2	Domain aspect
6th	3	3	Augment
7th	3	3	Domain aspect
8th	4	4	—
9th	4	4	Cleansing prayer
10th	4	5	Augment
11th	4	5	Domain essence
12th	4	6	—
13th	4	6	Domain essence
14th	4	7	Augment
15th	4	7	Domain mastery
16th	4	8	Spell point
17th	4	8	Domain mastery
18th	4	9	Augment
19th	4	9	Greater cleansing prayer
20th	4	10	Miracle

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).

Class Abilities

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

Skill Points: 4.

Class Skills:

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

Perception: Awareness, Sense Motive, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Defenses: +3 Mental, +2 Fortitude, +1 Reflex.

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

Divine Power: The **power** of many cleric spells and abilities is determined by your *divine power*. Your *divine power* is equal to your level or your Willpower, whichever is higher.

Deity: You must worship a specific deity to be a cleric. Deities and their associated **domains** are listed in Table 3.3: Deities.

Spellcasting

Divine Spells: Your deity grants you the ability to cast divine spells. You learn two divine spells from the divine **spell list** (see Divine Spells, page 116). Your **spellpower** with divine spells is equal to your **divine power**.

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

You can't cast spells of an alignment opposed to your own or your deity's. Spells associated with particular alignments are indicated by the **Chaos**, **Good**, **Evil**, and **Law** tags in their spell descriptions.

Rituals: You can perform divine rituals to create unique magical effects (see Rituals, page 112). You have a ritual book containing two divine rituals of your choice (see Divine Rituals, page ??).

6th – Augment: Choose an **augment** (see Augments, page 106). You can apply that augment to divine spells you cast. At 10th level, and every four levels thereafter, you learn an additional augment.

8th – Spell Knowledge: You learn an additional divine spell (see Divine Spells, page 116).

16th – Spell Point: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

Domain Influence

All *domain influence* abilities are **Magical**.

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

Domain Gift: Each domain has a corresponding *domain gift*. You gain the *domain gift* for one of your domains (see Domain Gifts, page ??).

3rd – Domain Gift: You gain the *domain gift* for another one of your domains.

5th – Domain Aspect: Each domain has a corresponding *domain aspect*. You gain the *domain aspect* for one of your domains (see Domain Gifts, page ??).

7th – Domain Aspect: You gain the *domain aspect* for another one of your domains.

9th – Cleansing Prayer: When you use the *recover* ability, you heal +1d hit points. In addition, instead of removing a condition, you can remove any **sustained** effect on you.

11th – Domain Essence: Each domain has a corresponding *domain essence*. You gain the *domain essence* for one of your domains (see Domain Gifts, page ??).

13th – Domain Essence: You gain the *domain essence* for another one of your domains.

15th – Domain Mastery: Each domain has a corresponding *domain mastery*. You gain the *domain mastery* for one of your domains (see Domain Gifts, page ??).

17th – Domain Mastery: You gain the *domain mastery* for another one of your domains.

19th – Greater Cleansing Prayer: The bonus to hit point recovery from the *cleansing prayer* ability increases to +2d. In addition, when you use the *recover* ability, you can remove any number of **sustained** effects on you instead of removing a condition.

20th – Miracle: 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.

Divine Spell Mastery

You must have the ability to cast divine spells to gain these abilities.

2nd – Spell Point: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

3rd – Spell Knowledge: You learn an additional divine spell (see Divine Spells, page 116).

4th – Subspells: Choose two **subspells** for divine spells you know. You can use those subspell when you cast those spell (see Subspells, page 106). At 6th level, and every two levels thereafter, you learn an additional subspell for a divine spell you know.

Table 3.3: Deities

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

Cleric Domain Abilities

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

Air

Gift: You add the Jump skill to your class skill list and gain a +5 bonus to Jump checks (see Jump, page 54).

Aspect: You gain a **glide speed** equal to your land speed (see Gliding, page 10).

Essence: As a standard action, you can spend an **action point** to use this ability.

Range: Long (300 ft.)

Effect: You can speak with and command air within range. You can ask the air simple questions and understand its responses. If you command the air to perform a task, it will do so to the best of its ability until this effect ends. You cannot compel the air to move faster than 50 mph.

Duration: Sustain (swift)

Special: 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** with **good maneuverability** equal to your land speed (see Flying, page 10).

Chaos

Gift: Whenever you roll a 10 on a check on your first attempt, you gain a +5 bonus to the check.

Aspect: If you roll a 1 on an attack roll, it explodes (see Exploding Attacks, page 8). This does not affect additional dice rolled if the attack roll explodes.

Essence: As a standard action, you can spend an **action point** to use this ability.

Range: Long (300 ft.)

Effect: An improbable event occurs. 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.

Special: After using this ability, you cannot use it again for an hour.

Mastery: Whenever you make an attack roll, if it misses, you can reroll. You must accept the second result.

Death

Gift: Whenever you deal damage to a creature with no hit points remaining, it immediately dies. This is a **Death** effect.

Aspect: Whenever you deal damage to a creature, any of your damage in excess of that creature’s hit points is dealt as **vital damage**. In addition, you are immune to **Death** effects.

Essence: As a standard action, you can spend an **action point** to use this ability.

Target: One living creature **Range:** Medium (100 ft.)

Special: When you use this ability, you choose whether to summon the essence of Death or banish it.

Effect: If you summoned the essence of Death, the target draws closer to the brink. If it takes **vital damage**, it immediately dies.

If you banished the essence of Death, the target draws closer to life. It is immune to **Death** effects and gains a bonus to **stabilization rolls** equal to your *divine power*.

Duration: Attunement

Tags: **Death**

Mastery: You constantly radiate an emanation of death, described below.

Area: Huge (100 ft.) radius emanation from you

Targets: All living enemies in the area

Effect: If the target takes **vital damage**, it immediately dies.

Destruction

Gift: You gain a +1d bonus to **strike damage**.

Aspect: Your attacks ignore an amount of **hardness** and **damage reduction** equal to your *divine power*.

Essence: As a standard action, you can spend an **action point** to use this ability.

Area: Large (50 ft.) radius burst

Targets: All unattended objects in the area

Special: You may freely exclude any number of 5-ft-cubes from the area, as long as the resulting area is still contiguous.

Attack: Divine power vs. Fortitude

Special: Nonmagical objects do not have a Fortitude defense, so this attack automatically succeeds against such objects.

Success: The target crumbles into a fine powder and is irreparably **broken**.

Mastery: Whenever you deal damage to a creature or object, its damage reduction and hardness (if any) are reduced by an amount equal to your *divine power*. In addition, Fortitude defense is reduced by 2. This is a **condition**, and lasts until it is removed. This effect stacks with itself, but can only be applied to a target once per round.

Earth

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

Aspect: You gain **damage reduction** against physical damage equal to your *divine power*.

Essence: As a standard action, you can spend an **action point** to use this ability.

Range: Long (300 ft.)

Effect: You can speak with and command earth within range. You can ask the earth simple questions and understand its responses. If you command the earth to perform a task, it will do so do the best of its ability until this effect ends. You cannot compel the earth to move faster than 10 feet per round.

Duration: Sustain (swift)

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

Mastery: You gain the **earth glide** ability, as an earth elemental. This allows you to glide through stone, dirt, or almost any other sort of earth as if it were air. You can walk or climb at any angle in the earth. However, you cannot breathe, speak, or hear while gliding in this way. While gliding, you can remain partially within the earth, granting you cover.

Evil

Gift: Whenever you take damage, you may choose an adjacent willing creature. If you do, that creature takes half of that damage (rounded down) instead of you. Any abilities it has that would make the attack miss or fail have no effect, but its abilities that allow it to reduce or ignore the attack's effects work normally. You take the remaining half of the damage, and suffer any non-damaging effects of the attack normally.

You may learn which attacks hit you in the current phase before deciding which attacks to redirect damage from, but not how much damage they would do (or any other effects they might have).

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

Essence: As a standard action, you can spend an **action point** to use this ability.

Target: One creature

Range: Medium (100 ft.)

Attack: Divine power vs. Mental

Special: Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this attack.

Success: 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.

Tags: **Compulsion, Mind**

Mastery: Whenever you take damage, you may use this ability as an **immediate action**. If you do, you can use this domain's domain gift to redirect damage to an unwilling creature within Medium (100 ft.) range.

Fire

Gift: All of your **Fire** spells and abilities do not deal damage to your allies.

Aspect: Whenever you would take fire damage, you heal that many hit points instead. This applies damage reduction, damage immunity, and similar effects.

Essence: As a standard action, you can spend an **action point** to use this ability.

Range: Long (300 ft.)

Effect: You can speak with and command fire within range. You can ask the fire simple questions and understand its responses. If you command the fire to perform a task, it will do so do 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.

Duration: Sustain (swift)

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

Mastery: Whenever you deal fire damage to a creature, that creature becomes **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish). This is a **condition**, and lasts until removed.

Good

Gift: Whenever an adjacent creature takes damage, you may use this ability. If you do, you take half of that damage (rounded down) instead of the creature. Any abilities you have that would make the attack miss or fail have no effect, but your abilities that allow you to reduce or ignore its effects work normally. The protected creature takes the remaining half of the damage, and suffers any non-damaging effects of the attack normally.

You may learn which attacks hit you and your allies in the current phase before deciding which attacks to redirect damage from, but not how much damage they would do (or any other effects they might have).

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

Essence: As a standard action, you can spend an **action point** to use this ability.

Target: One creature

Range: Medium (100 ft.)

Attack: Divine power vs. Mental

Special: Creatures who have strict codes prohibiting them from taking good actions, such as paladins devoted to Evil, are immune to this attack.

Success: 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.

Tags: **Compulsion, Mind**

Mastery: Whenever you redirect damage with this domain's domain gift, you can redirect all effects of the attack to you instead of only half the damage.

Knowledge

Gift: You add all Knowledge skills to your cleric class skill list. In addition, you gain two skill points which must be spent on Knowledge skills.

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

Essence: As a standard action, you can spend an **action point** to use this ability.

Area: Large (50 ft.) radius burst

Targets: All willing creatures in the area

Effect: You make a Knowledge check of any kind. You gain a bonus to the Knowledge check equal to your *divine power*. The target also learns the results of your check. It believes the information gained in this way to be true as if it had seen it with its 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: Whenever you roll a 1 on an **attack roll**, it is treated as if you had rolled a 6.

Essence: As a standard action, you can spend an **action point** to use this ability.

Area: Large (50 ft.) radius burst

Targets: All creatures in the area

Attack: Divine power vs. Mental

Special: This attack automatically succeeds against you.

Success: The 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 the cleric or any other creature know those laws. In areas under ambiguous or nonexistent government, this ability may have unexpected effects, or it may have no effect at all.

Duration: Condition

Tags: **Compulsion, Mind**

Mastery: Whenever 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 **divine power**.

Aspect: All of your healing spells and abilities can cure

vital damage as easily as they cure hit points.

Essence: As a standard action, you can spend all of your remaining **action points** (minimum 1) to use this ability.

Target: One dead creature

Range: Adjacent

Effect: If the target was dead for no more than 5 minutes, it is restored to life, as the *resurrection* ritual.

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

Magic

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

Aspect: The maximum spell level you can cast is increased by 1.

Essence: You gain **magic resistance** equal to 5 + your *divine power*. If you already have **magic resistance**, you can instead increase it by 2.

Mastery: You gain a +2 bonus to your **magic resistance**. If you resist an ability with your magic resistance, you heal hit points equal to your *divine power*.

Strength

Gift: You add Climb, Jump, Sprint, and Swim to your cleric class skill list. In addition, you gain two skill points which must be spent on any combination of those skills.

Aspect: You may use your Strength to determine your *divine power* in place of your Willpower.

Essence: As a standard action, you can spend an **action point** to use this ability.

Effect: You gain a +2d bonus to **strike damage**. In addition, you gain a +5 bonus to Strength for the purpose of checks and determining your carrying capacity.

Duration: Sustain (swift)

Mastery: You gain a +2 bonus to Strength.

Travel

Gift: You add Knowledge (geography), Sprint, and Survival to your cleric class skill list. In addition, you gain two skill points which must be spent on any combination of those skills.

Aspect: You gain a +30 foot bonus to your speed in all movement modes, up to a maximum of double your normal speed.

Essence: As a standard action, you can spend an **action point** to use this ability.

Effect: You teleport yourself 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: Whenever 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.

Trickery

Gift: You add Bluff, Disguise, and Stealth to your cleric class skill list. In addition, you gain two skill points which must be spent on any combination of those skills.

Aspect: You gain a +2 bonus to Bluff, Disguise, and Stealth.

Essence: As a standard action, you can spend an **action point** to use this ability.

Target: One creature

Range: Medium (100 ft.)

Special: Choose a belief 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.

Attack: Divine power vs. Mental

Success: 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.

Duration: Sustain (Swift)

Tags: Delusion, Mind

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, tower shields, and an additional weapon group of your choice.

Aspect: You gain a +1d bonus to **strike damage**.

Essence: Whenever you cast a spell, you can use this ability as an **immediate action** by spending an **action point**. If you do, the spell gains one of the following effects:

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

Mastery: You and all allies within a Large (50 ft.) radius emanation of you gain a +1d bonus to **strike damage**.

Water

Gift: You add Swim to your cleric class skill list and gain a +5 bonus to Swim checks.

Aspect: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater. You also gain a **swim speed** equal to your land speed.

Essence: As a standard action, you can spend an **action point** to use this ability.

Range: Long (300 ft.)

Effect: You can speak with and command water within range. 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.

Duration: Sustain (swift)

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

Mastery: Whenever 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 creatures or threatened by blocking 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

Gift: You add Creature Handling, Knowledge (nature), and Survival to your cleric class skill list. In addition, you gain two skill points which must be spent on any combination of those skills.

Aspect: When you gain this ability, you choose one wild aspect ability, as if you were a druid of a level equal to your cleric level (see Wild Aspect, page 32). As a standard action, you can spend an **action point** to embody that wild aspect for 1 hour.

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 (see the *atonement* ritual).

Druid

Table 3.4: Druid Progression

Level	Spells	Subspells	Abilities
1st	2	—	Rituals, spells, wild speech
2nd	2	—	Natural lore, spell point
3rd	2	—	Spell knowledge, wild aspect
4th	2	2	—
5th	3	2	Natural vigor
6th	3	3	Augment
7th	3	3	Wild aspect
8th	4	4	—
9th	4	4	Natural lore
10th	4	5	Augment
11th	4	5	Wild aspect
12th	4	6	—
13th	4	6	Natural vigor
14th	4	7	Augment
15th	4	7	Wild aspect
16th	4	8	Spell point
17th	4	8	Nature’s champion
18th	4	9	Augment
19th	4	9	Wild aspect
20th	4	10	Avatar of nature

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

Class Abilities

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

Skill Points: 6.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Ride, Stealth.

Intelligence: Heal, Knowledge (geography, nature).

Perception: Awareness, Creature Handling, Survival.

Other: Bluff, Intimidate, Persuasion.

Defenses: +3 Fortitude, +2 Mental, +1 Reflex.

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

Druidic Language: 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.

Nature Power: The **power** of many druid spells and abilities is determined by your *nature power*. Your *nature power* is equal to your level or your Perception, whichever is higher.

Spellcasting

Nature Spells: Your worship of nature grants you the ability to cast nature spells. You learn two nature spells from the **nature spell list** (see Nature Spells, page 116). Your **spellpower** with nature spells is equal to your **nature power**.

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

You can't cast spells of an alignment opposed to your own or your deity's. Spells associated with particular alignments are indicated by the **Chaos**, **Good**, **Evil**, and **Law** tags in their spell descriptions.

Rituals: You can perform nature rituals to create unique magical effects (see Rituals, page 112). You have a ritual book containing two nature rituals of your choice (see Nature Rituals, page ??).

6th – **Augment:** Choose an **augment** (see Augments, page 106). You can apply that augment to nature spells you cast. At 10th level, and every four levels thereafter, you learn an additional augment.

8th – **Spell Knowledge:** You learn an additional nature spell (see Nature Spells, page 116).

16th – **Spell Point:** You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

Natural Influence

Wild Speech (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One animal **Range:** Medium (100 ft.)

Effect: You can speak to and understand the speech of the target animal, and any other animals of the same species. This ability doesn't 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.

Duration: Sustain (swift)

2nd – **Natural Lore:** You gain two extra skill points which must be spent on the Creature Handling, Heal, Knowledge (geography), Knowledge (nature), Ride, or Survival skills.

3rd – **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. Many wild aspects have a minimum level prerequisite, as indicated in the title of the ability. That ability is normally active. You may suppress or resume the effects of any number of *wild aspects* you have as a **swift action**.

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 gain unusually large eyes when embodying the low-light vision aspect, while another might change their irises into slits, like a cat, 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 85, for details about natural weapons. At 7th level, and every four levels thereafter, you gain an additional wild aspect.

Animal Affinity: You gain a +2 bonus to Creature Handling and Ride checks.

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

Gore: Your head transforms, allowing you to perform a gore attack. The attack deals 1d8 damage for a Medium druid. In addition, you gain a +2 bonus to accuracy with shove attacks (see Shove, page 11).

Monkey Climb: You gain a **climb speed** equal to your land speed.

Senses: You gain low-light vision. You 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. In addition, you gain **darkvision** out to 50 feet, allowing you to see in complete darkness. If you already have darkvision, you increase its range by 50 feet.

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

7th – **A Thousand Faces:** You may use your spellpower in place of your Disguise skill when making Disguise checks to alter your own appearance.

7th – **Constrict:** Your body transforms, improving your grappling abilities. You gain a +2 bonus to accuracy with grapple attacks (see Grapple, page 11). In addition, you gain a constrict attack. This

attack deals 1d10 damage for a Medium druid, but it can only be used against a foe you are grappling with.

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

7th – Lope: You gain the ability to move on all four limbs. When doing so, you gain a +30 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.

7th – Scent: You gain the **scent** ability.

7th – Shrink: You shrink by one size category (see Size in Combat, page 17). This is a **Sizing** effect.

7th – Slither: You gain a **climb speed** equal to your land speed. You do not need to use your hands to climb in this way. In addition, you gain a bite attack that deals 1d8 damage for a Medium druid.

11th – Beetle’s Carapace: You gain a +1 bonus to Armor defense.

11th – Fluid Motion: You are immune to effects that restrict your mobility, and you suffer no penalties for acting underwater. In addition, you gain a +10 bonus to Reflex defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

11th – Grow: You increase in size by one size category (see Size in Combat, page 17). This is a **Sizing** effect.

11th – Natural Grab: If you hit with a natural attack, you may attempt to grapple your foe as an immediate action.

11th – Natural Trip: If you hit with a natural attack, you may attempt to trip your foe as an immediate action.

11th – Wolfpack: Overwhelmed foes you threaten increase their **overwhelm penalties** by 1.

11th – Venom: If you hit with a natural attack, you may inject poison into your foe as an immediate action. This is a **condition**, and lasts until removed. At the end of each round, you make a *nature power* vs. Fortitude attack against all creatures you have poisoned. The effects of the poison are described below.

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

In addition, you gain a bite attack that deals 1d8 damage for a Medium druid.

15th – Earth Glide: You gain the earth glide ability, as an earth elemental. This allows you to glide through stone, dirt, or almost any other sort of earth as if it were air. You can walk or climb at any angle in the earth. However, you cannot breathe, speak, or hear while gliding in this way. While gliding, you can remain partially within the earth, granting you cover.

15th – Natural Renewal: At the end of each round, you heal hit points equal to your *nature power*.

15th – Wings: You grow wings, granting you a **fly speed** equal to your land speed. While **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), you can fly (see Flying, page

10).

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

5th – Natural Vigor: At the end of each round, you heal hit points equal to half your *nature power*.

9th – Natural Lore: You gain two extra skill points which must be spent on the Creature Handling, Heal, Knowledge (geography), Knowledge (nature), Ride, or Survival skills.

13th – Greater Natural Vigor: Your healing from the *natural vigor* ability increases to be equal to your *nature power*.

17th – Nature’s Champion: You gain a +2 bonus to the Creature Handling, Heal, Knowledge (geography), Knowledge (nature), Ride, and Survival skills.

20th – 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 or somatic components to cast your spells in this form, but are unable to cast spells or perform rituals that require material components or focus objects.

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 *reincarnate* ritual, except that you can choose your race from among the races listed (not including the “Other” race).

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 Spell Mastery

You must have the ability to cast nature spells to gain these abilities.

2nd – Spell Point: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

3rd – Spell Knowledge: You learn an additional nature spell (see Nature Spells, page 116).

4th – Subspells: Choose two **subspells** for nature spells you know. You can use those subspells when you cast those spells (see Subspells, page 106). At 6th level, and every two levels thereafter, you learn an additional subspell for a nature spell you know.

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 (see the *atonement* ritual).

Fighter

Table 3.5: Fighter Progression

Level	Abilities
1st	Consummate warrior, weapon adaptation
2nd	Armored agility
3rd	Discipline
4th	Daunting strike
5th	Weapon focus
6th	Focused recovery
7th	Twinstrike
8th	Greater armored agility
9th	Swift warrior
10th	Superior strike
11th	Weapon master
12th	Greater discipline
13th	Heartseeking strike
14th	Supreme armored agility
15th	Greater focused recovery
16th	Greater daunting strike
17th	Greater weapon focus
18th	Supreme discipline
19th	Warrior of legend
20th	Armored juggernaut, legendary discipline

Alignment: Any.

Class Abilities

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

Skill Points: 6.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride.

Perception: Awareness.

Other: Bluff, Intimidate, Persuasion.

Defenses: +3 Fortitude, +2 Mental, +1 Reflex.

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

Martial Supremacy

Consummate Warrior: You gain a +1d bonus to **strike damage**.

4th – Daunting Strike: As a standard action, you can use this ability.

Effect: You make a **strike** against one creature. If that strike deals damage, the target suffers a –2 penalty to **accuracy** on strikes against you. This effect does not stack with itself.

Duration: Condition

7th – Superior Strike: As a standard action, you can use this ability.

Effect: You make a **strike** against one creature. You gain a +1d bonus to **strike damage** with the strike.

10th – Twinstrike: As a standard action, you can use this ability.

Effect: You make a **strike** against up to two different creatures. Both strikes must be made with the same weapon or weapons.

13th – Heartseeking Strike: As a standard action, you can use this ability.

Effect: You make a **strike** against one creature. Your attack roll **explodes** on an 8, 9, or 10 (see Exploding Attacks, page 8). This does not affect additional dice rolled if the attack roll explodes.

16th – Greater Daunting Strike: When you deal damage to a creature with your *daunting strike* ability, the target also suffers a –2 penalty to defenses against **strikes** you make.

19th – Warrior of Legend: The damage bonus from your *consummate warrior* ability increases to +2d.

Equipment Training

Weapon Adaptation: If you spend an hour training with a weapon, you become proficient with that weapon's weapon group. You can only be proficient with one additional weapon group in this way at a time.

2nd – Armored Agility: You treat body armor you wear as less encumbering. You reduce its **encumbrance penalty** by 2, and its arcane spell failure by 10%.

5th – Weapon Focus: When you use your *weapon adaptation* ability to gain proficiency with a weapon group, you gain a +1 bonus to **accuracy** with attacks using weapons from that group. You can train with a weapon from a weapon group you are already proficient with to apply this ability to weapons from that group.

8th – Greater Armored Agility: The reduction of body armor's encumbrance penalty from your *armored agility* ability increases to 4, and your reduction of its arcane spell failure increases to 20%. In addition, you treat it were one encumbrance category lighter than normal whenever doing so would be beneficial for you.

11th – Weapon Master: You gain a +1d bonus to **strike damage**.

14th – Supreme Armored Expertise: The reduction of body armor's encumbrance penalty from your *armored agility* ability increases to 6, and your reduction of its arcane spell failure increases to 30%. In addition, you treat it as if it were an additional encumbrance category lighter than normal whenever doing so would be beneficial for you.

17th – Greater Weapon Focus: Your bonus to accuracy from your *weapon focus* ability increases to +2.

20th – Armored Juggernaut: You gain a +1 bonus to all defenses while you are wearing body armor.

Combat Discipline

3rd – Discipline: As a **swift action**, you can spend an **action point** to use this ability.

Effect: Remove one **condition** affecting you.

6th – Focused Recovery: When you use the *recover* action, you heal +1d hit points. In addition, instead of removing a condition, you can remove any **sustained** effect on you.

9th – Swift Warrior: If you use only **mundane** abilities

in a given round, you can take an additional **swift action** or **immediate action** that round. After using this ability in a round, you are unable to use any **magical** abilities until the next round.

12th – **Greater Discipline**: When you use the *discipline* ability, you can remove any number of conditions.

15th – **Greater Focused Recovery**: The bonus to hit point recovery from the *focused recovery* ability increases to +2d. In addition, when you use the *recover* ability, you can remove any number of **sustained** effects on you instead of removing a condition.

18th – **Endless Discipline**: You do not need to spend an action point to use the *discipline* ability.

20th – **Legendary Discipline**: You are immune to all **conditions**.

Mage

Table 3.6: Mage Progression

Level	Spells	Subspells	Abilities
1st	2	—	Arcane essence, rituals, spells
2nd	3	—	Spell knowledge, spell point
3rd	4	—	Arcane insight, spell knowledge
4th	4	2	—
5th	4	2	Lesser essence lore
6th	4	3	Augment
7th	4	3	Arcane insight
8th	4	4	—
9th	5	4	Spell knowledge
10th	5	5	Augment
11th	5	5	Arcane insight
12th	5	6	—
13th	5	6	Essence lore
14th	5	7	Augment
15th	5	7	Arcane insight
16th	5	8	Spell point
17th	5	8	Greater essence lore
18th	5	9	Augment
19th	5	9	Arcane insight
20th	5	10	Archmage

Alignment: Any.

Class Abilities

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

Skill Points: 4.

Class Skills:

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

Perception: Awareness, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Defenses: +3 Mental, +2 Reflex, +1 Fortitude.

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

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 mage.

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

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

Spellcasting

Arcane Spells: You can cast arcane spells. You learn two arcane spells from the arcane **spell list** (see Arcane Spells, page 116).

Sorcerer: Your spellpower with arcane spells is equal to your character level or your Willpower, whichever is higher. The maximum spell level you can cast is equal to half your mage level (minimum 1).

Wizard: Your spellpower with arcane spells is equal to your character level or your Intelligence, whichever is higher. The maximum spell level you can cast is equal to half your mage level (minimum 1) or your Intelligence, whichever is lower.

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

Rituals:

Sorcerer: You cannot perform arcane rituals.

Wizard: You can perform arcane rituals to create unique magical effects (see Rituals, page 112). You have a ritual book containing two arcane rituals of your choice (see Arcane Rituals, page ??).

6th – **Augment**: Choose an **augments** (see Augments, page 106). You can apply that augment to arcane spells you cast. At 10th level, and every four levels thereafter, you learn an additional augment.

16th – **Spell Point**: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

Arcane Lore

You must have the ability to cast arcane spells to gain these abilities.

2nd – **Spell Knowledge**: You learn an additional spell from the arcane **spell list** (see Arcane Spells, page 116).

3rd – **Arcane Insight**: You gain a greater understanding of magic. You choose one of the following insights. Each insight can be chosen multiple times. At 7th level, and every four levels thereafter, you gain an additional arcane insight.

- **Innate Spell**: Choose a spell you know. You no longer need verbal or somatic components to cast that spell.

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

- **Personal Spell**: Choose a spell you know. You cannot miscast that spell (see Miscasting, page 105). If you would miscast it, the spell simply fails without effect. In addition, you automatically succeeds at all Concentration checks you make to cast the spell.

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

- **Specialization**: Choose a school of magic. You learn an additional spell from that school of magic. In exchange, you must ban two other schools of magic. You can never learn or cast spells or rituals from your banned schools. If you know spells from a banned school, you must immediately learn different spells from unbanned schools in their place.

If you choose this insight multiple times, you must choose to specialize in the same school each time.

Sorcerer: You may also choose the Expanded Spell Knowledge insight. You choose a single spell from the divine spell list or nature spell list and add it to your arcane spell list. This does not grant you the spell as a spell known, but you may exchange one of your spells known to learn that new spell.

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

Wizard: You may also choose the Ritual Spell insight. You scribe an arcane spell you know into your ritual book. The spell is treated as a ritual, and you can perform a one minute ritual to gain the spell's effect. Performing the ritual costs the normal amount of material components for a ritual of its level (see Ritual Costs, page 113). You can apply **augments** or **subspells** to the spell normally, increasing the ritual's level and material component cost appropriately.

5th – Lesser Essence Lore (Magical): You gain an ability based on your choice of arcane essence.

Sorcerer: You gain bonus hit points equal to your spellpower with arcane spells.

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

9th – Spell Knowledge: You learn an additional spell from the arcane **spell list** (see Arcane Spells, page 116).

13th – Essence Lore (Magical): You gain an ability based on your choice of arcane essence.

Sorcerer: You gain **magic resistance** equal to 5 + your spellpower with arcane spells.

Wizard: 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 with a casting time of a single standard action.

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 this casting time, 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 new spell.

17th – Greater Essence Lore (Magical): You gain an ability

based on your choice of arcane essence.

Sorcerer: Whenever you resist a spell with your **magic resistance**, you gain the ability to cast that spell once. The spell retains all augments, effects from feats and other abilities, and similar modifications from the original caster, and you cannot choose any other augments or apply effects from your own abilities. However, you make all other decisions required to cast the spell, and uses your spellpower to determine the spell's effects. 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 with your magic resistance before casting the previous spell you resisted, you choose which spell you gain the ability to cast.

Wizard: You may have two spells active with the Contingency augment, rather than only one. Whenever you cast a new spell with the Contingency augment, you choose which existing contingency to replace.

Only one contingency can trigger in a given round. If both would trigger simultaneously, only the first spell cast triggers. The second spell cast does not trigger that round.

20th – Archmage: You no longer need to spend action points to cast spells. If you have any spell points, you lose those spell points and gain the same number of legend points instead.

Arcane Spell Mastery

You must have the ability to cast arcane spells to gain these abilities.

2nd – Spell Point: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

3rd – Spell Knowledge: You learn an additional spell from the arcane **spell list** (see Arcane Spells, page 116).

4th – Subspells: Choose two **subspells** for arcane spells you know. You can use those subspells when you cast those spells (see Subspells, page 106). At 6th level, and every two levels thereafter, you learn an additional subspell for an arcane spell you know.

Monk

Alignment: Any nonchaotic.

Class Abilities

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

Skill Points: 6.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride, Stealth.

Intelligence: Heal.

Perception: Awareness, Spellcraft, Survival.

Other: Bluff, Intimidate, Perform, Persuasion.

Defenses: +3 Reflex, +2 Mental, +1 Fortitude.

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

Table 3.7: Monk Progression

Level	Abilities
1st	Manifest ki, Unarmed warrior, unfettered defense
2nd	Flurry of blows
3rd	Mental reserves
4th	Manifest ki
5th	Intuitive reaction
6th	Transcend frailty
7th	Manifest ki
8th	Stunning fist
9th	Serenity
10th	Manifest ki
11th	Greater intuitive reaction
12th	Transcend flesh
13th	Manifest ki
14th	Greater flurry of blows
15th	Inner peace
16th	Manifest ki
17th	Greater unfettered defense
18th	Transcend limits
19th	Manifest ki
20th	Transcend mortality

Ki

Ki Power: The **power** of your ki abilities is determined by your *ki power*. Your *ki power* is equal to your level or your Willpower, whichever is higher.

Manifest Ki: You gain the ability to channel your ki to temporarily enhance your abilities. Choose a single ki manifestation from the list below. Many ki manifestations have a minimum level prerequisite, as indicated in the title of the ability. At the start of each round, you can spend an **action point** to use a ki manifestation. This does not take an action, but you can only use one ki manifestation per round.

At 4th level, and every three levels thereafter, you gain an additional ki manifestation.

Elegant Whirl of Fluid Motion: You gain a +10 bonus to Acrobatics checks until the end of the round.

Leap of the Heavens: You gain a +10 bonus to Jump checks until the end of the round.

Scale the Highest Tower: You gain a +10 bonus to Climb checks until the end of the round.

4th – Dance of Falling Feathers: If you are in free-fall, your fall is dramatically slowed. You fall only 60 feet this round, and take no falling damage if you hit the ground.

4th – Fists of Distant Force: You empower your unarmed attacks with *ki*, allowing you to attack distant foes. Until the end of the round, you gain an additional ten feet of **reach** with your unarmed attacks, extending your *threatened area*.

7th – Burst of Blinding Speed: You gain a +30 foot bonus to your land speed, up to a maximum of double your original speed, until the end of the round. In addition, you cannot be followed until the end of the round (see Follow, page ??).

7th – See the Flow of Life: You gain the ability to see the *ki* of living creatures until the end of the round. You can “see” any living creatures and their equipment within 50 feet perfectly, regardless of lighting conditions, invisibility, or any other means of concealment.

This cannot detect living creatures through solid walls, however.

7th – Surpass the Mortal Limits: Until the end of the round, you may use your *ki power* in place of your Strength, Dexterity, and Constitution when making checks.

11th – Diamond Fists: You gain a +2d bonus to damage with your unarmed attacks until the end of the round. In addition, you treat your unarmed attack as if it were an adamantite weapon for the purpose of overcoming damage reduction and hardness.

11th – Flash Step: Until the end of the round, whenever you move, you teleport directly to your destination instead. This does not change the total distance you can move, but you can teleport in any direction, even vertically. If your **line of effect** to your destination is blocked, or if this would somehow place you inside a solid object, your movement is cancelled and you remain where you are. You can teleport in multiple steps within the same movement to get around obstacles you see.

17th – Flash Burst: This ability functions like this *flash step* ability, except that your movement speed is also increased tenfold.

Unfettered Warrior

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 21.

Unfettered Defense (Magical): When not wearing armor or encumbered by weight (see Encumbrance, page 95), you gain a +2 bonus to Armor defense. You lose this bonus when you are **helpless** (*physical defenses are 10, vulnerable to coup de grace*).

2nd – Flurry of Blows: As a standard action, you can use this ability.

Effect: Make an unarmed **strike**. You may roll the attack roll twice and take the result you prefer.

5th – Intuitive Reaction: You can react to danger before your senses would normally allow you to do so. You reduce your **overwhelm penalties** by 1. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed. In addition, you are not **unaware** (*critically hit on every attack*) when attacked by surprise.

8th – Stunning Fist: As a standard action, you can spend an **action point** to use this ability.

Effect: Make an unarmed **strike** against a creature. If you deal damage to the creature, it is **dazed** (*unable to act in movement phase*). If you deal damage with a **critical hit**, the target is **stunned** (*unable to take actions*) instead.

Duration: Condition

11th – Greater Intuitive Reaction: Your reduction of **overwhelm penalties** from the *intuitive reaction* ability increases to 2.

14th – Greater Flurry of Blows: When you use your *flurry of blows* ability, you may make the **strike** with any melee weapon you wield, rather than only your unarmed attack.

17th – Greater Unfettered Defense: Your bonus to Armor defense from your *unfettered defense* ability improves to +3.

Transcendent Sage

3rd – Mental Reserves: You gain an additional **action point**. As long as you have at least one action point remaining, you gain a +2

bonus to Mental defense.

6th – **Transcend Frailty**: You are immune to being **deafened**, **fatigued**, and **sickened**.

9th – **Serenity** (Magical): You gain a +2 bonus to Mental defense.

12th – **Transcend Flesh**: You are immune to being **blinded**, **exhausted**, and **nauseated**. 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.

15th – **Inner Peace**: The bonus to Mental defense from the *serenity* ability increases to +4.

18th – **Transcend Limits**: Whenever you spend your last **action point**, you regain a spent action point at the end of the next round.

20th – **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 24 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 race. 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 herself this way, it takes 24 additional hours to reform the next time she “dies”. A monk with this ability can only be permanently killed by the direct intervention of a deity.

Ex-Monks

If you become chaotic, you lose all of your **magical** monk abilities. If you stop being chaotic, you regain your magical monk abilities.

Paladin

Table 3.8: Paladin Progression

Level	Spells	Abilities
1st	2	Smite, spells
2nd	2	Spell point
3rd	2	Enduring smite
4th	2	Lay on hands
5th	2	Aligned aura
6th	2	Augment
7th	2	Unfaltering zeal
8th	3	Unbending devotion
9th	3	Expanded aura
10th	3	Augment
11th	3	Pass judgment
12th	3	Greater lay on hands
13th	3	Greater aligned aura
14th	3	Augment
15th	3	Greater enduring smite
16th	3	Spell point
17th	3	Greater unbending devotion
18th	3	Augment
19th	3	Greater unfaltering zeal
20th	3	Aligned soul

Alignment: Any other than true neutral.

Class Abilities

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

Skill Points: 4.

Class Skills:

Dexterity: Ride.

Intelligence: Heal, Knowledge (local, religion).

Perception: Awareness, Intimidate, Sense Motive.

Other: Bluff, Intimidate, Persuasion.

Defenses: +3 Fortitude, +2 Mental, +1 Reflex.

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

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.

Devotion Power: The **power** of many paladin spells and abilities is determined by your *devotion power*. Your *devotion power* is equal to your level or your Willpower, whichever is higher.

Devoted Paragon

2nd – **Spell Point**: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

4th – **Lay on Hands** (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One willing creature

Range: Adjacent

Effect: The target is healed for 1d8 damage + 1d per two *devotion power*. In addition, you may remove one **condition** from the target.

5th – **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 an Medium (20 ft.) radius **emanation** from you. The effect of the aura depends on your devoted alignment, as described below. You can suppress or resume the aura as a **swift action**.

Chaos: Whenever you or an ally in the area rolls a 1 on an attack roll when making a **strike**, the attack roll explodes (see Exploding Attacks, page 8). This does not affect additional dice rolled if the attack roll explodes.

Evil: All other creatures in the area suffer a –1 penalty to all defenses.

Good: Whenever a creature in the area takes damage, you may take half that damage (rounded down) instead. Any abilities you have that would make the attack miss or fail have no effect, but your abilities that allow you to reduce or ignore its effects work normally. The protected creature takes the remaining half of the damage, and suffers any non-damaging effects of the attack normally.

Law: Whenever you or an ally in the area rolls a 1 on an attack roll when making a **strike**, the attack roll is treated as a 6.

8th – **Unbending Devotion** (Magical): You are immune to **Mind conditions**.

9th – **Expanded Aura**: The area of your *aligned aura* becomes a Large (50 ft.) radius **emanation** from you.

12th – **Greater Lay on Hands**: You gain a +1d bonus to the

healing from your *lay on hands* ability. In addition, you can remove any number of conditions with that ability, rather than only one.

13th – Greater Aligned Aura (Magical): The effect of your *aligned aura* becomes stronger based on your devoted alignment.

Chaos: Whenever an enemy in the area rolls a 10 on an attack roll when making a **strike**, it is forced to reroll the attack roll and take the second result.

Evil: The penalty imposed by the aura increases to -2.

Good: When you redirect damage from an ally with this aura, you can redirect all effects of the attack to you instead of only half the damage.

Law: Whenever an enemy in the area rolls a 10 on an attack roll when making a **strike**, the attack roll is treated as a 6.

17th – Greater Unbending Devotion: You are immune to all hostile **Mind** effects.

20th – 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.

Spellcasting

Divine Spells: Your devotion to your alignment grants you the ability to cast divine spells. You learn two divine spells from the divine **spell list** (see Divine Spells, page 116). Your **spellpower** with divine spells is equal to your **devotion power**.

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

You can't cast spells of an alignment opposed to your own. Spells associated with particular alignments are indicated by the **Chaos**, **Good**, **Evil**, and **Law** tags in their spell descriptions.

6th – Augment: Choose an **augment** (see Augments, page 106). You can apply that augment to divine spells you cast. At 10th level, and every four levels thereafter, you learn an additional augment.

8th – Spell Knowledge: You learn an additional divine spell (see Divine Spells, page 116).

16th – Spell Point: You gain a spell point. A spell point can be spent to cast spells in place of an action point. You recover all spent spell points after a **short rest**.

Zealous Warrior

Smite (Magical): As a standard action, you can spend an **action point** to use this ability.

Effect: You make a **strike**. If your target shares your devoted alignment, the strike deals no damage. Otherwise, the strike gains a +1d bonus to **strike damage**, and you regain the action point spent to use this ability.

3rd – Zealous Offense (Magical): If you deal damage to a creature with your *smite* ability, you gain a +1d bonus to **strike damage** against that creature. This effect lasts until you take a **short rest**.

7th – Unfaltering Zeal: You gain a +1 bonus to Fortitude, Reflex, and Mental defense.

11th – Pass Judgment (Magical): As a **swift action**, you can spend an **action point** to use this ability.

Target: One creature **Range:** Medium (100 ft.)

Effect: For the purpose of all spells and effects, the target is treated as if it had the alignment opposed to your devoted alignment. 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. In addition, the target is treated as if you had smited it for the purpose of the *zealous offense* ability and similar effects.

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.

Duration: Attunement

15th – Greater Zealous Offense (Magical): The damage bonus from the *zealous offense* ability increases to +2d.

19th – Greater Unfaltering Zeal: The bonus to defenses from the *unfaltering zeal* ability increases to +2.

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

Table 3.9: Ranger Progression

Level	Abilities
1st	Keen vision, quarry
2nd	Learned perception, tracker
3rd	Wilderness lore
4th	Hunting style
5th	Blindsense
6th	Survival of the fittest
7th	Learned pursuit
8th	Farsight
9th	Wilderness lore
10th	Hunting style
11th	Blindsight
12th	
13th	Lethal quarry
14th	Greater farsight
15th	
16th	Hunting style
17th	Truesight
18th	
19th	
20th	

Alignment: Any.

Class Abilities

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

Skill Points: 8.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Ride, Stealth.

Intelligence: Heal, Knowledge (dungeoneering, geography, nature).

Perception: Awareness, Creature Handling, Survival.

Other: Bluff, Intimidate, Persuasion.

Defenses: +3 Reflex, +2 Fortitude, +1 Mental.

Weapon and Armor Proficiency: A ranger is proficient with simple weapons, any two weapon groups, light and medium armor, and shields. You are also proficient with your choice of bows, crossbows, or thrown weapons.

Keen Senses

Keen Vision: Your sight improves, allowing you to see more easily. 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, he double its benefit, allowing you to treat sources of light as if they had four times their normal illumination range.

In addition, you gain **darkvision** out to 50 feet, allowing you to see in complete darkness. If you already have darkvision, you increase its range by 50 feet.

2nd – Learned Perception: You gain two skill points that must be spent on Perception-based ranger class skills.

5th – Blindsense: Your perceptions are so finely honed that you can sense your enemies without seeing them. You gain the **blindsense** 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.

8th – Farsight: You increase the range of your **darkvision** by 150 feet, and your **blindsense** by 50 feet. In addition, you reduce your **range increment penalties** for attacking at long range by 2.

11th – 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.

14th – Greater Farsight: You increase the range of your **darkvision** by 500 feet, your **blindsense** by 200 feet, and your **blindsight** by 50 feet. In addition, the penalty reduction for **range increment penalties** from your *farsight* ability increases to 5.

17th – Truesight: 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

3rd – Wilderness Lore: You gain two extra skill points which must be spent on the Creature Handling, Heal, Knowledge (geography), Knowledge (nature), Ride, or Survival skills.

6th – Survival of the Fittest: You gain a +1d bonus to **strike damage**.

9th – Wilderness Lore: You gain two extra skill points which must be spent on the Creature Handling, Heal, Knowledge (geogra-

phy), Knowledge (nature), Ride, or Survival skills.

12th – :

Focused Hunter

Quarry: As a **swift action**, you can use this ability.

Target: One creature

Range: Long (300 ft.)

Effect: You gain a +2 bonus to checks made to follow the target’s tracks, and a +1d bonus to damage on **strike damage** against the target. This ability lasts the target is **defeated**, or until you use this ability again.

2nd – Tracker: You gain a +5 bonus to checks made to follow tracks. In addition, you may use your level in place of the Survival skill to follow tracks (see Survival, page 60).

4th – Hunting Style: You learn specific hunting styles to defeat particular quarries. Choose two hunting styles from the list below. Many hunting styles have a minimum level prerequisite, as indicated in the title of the ability. Whenever you use your *quarry* ability, you can also gain the benefit of one hunting style you know.

Executioner: Whenever you deal damage to your quarry, any damage in excess of its remaining hit points is dealt as **vital damage**.

Fearsome: Your quarry is **shaken** (20% failure near its fear) by you as long as it remains your quarry. This is a **Delusion, Mind** effect.

Goading: Your quarry is **goaded** (20% failure on attacks not against goading creature) by you as long as it remains your quarry. This is a **Delusion, Mind** effect.

Inescapable: Whenever you deal damage to your quarry, its movement speed is halved until the end of the next round.

Persistent: Your quarry remains your quarry even after you use the *quarry* ability again. It remains your quarry until you use this ability again.

10th – Anchored:[Magical] Whenever you deal damage to your quarry, it cannot travel extradimensionally until the end of the next round. This blocks teleportation and all planar travel abilities except planar rifts.

10th – Leeching: Whenever you deal damage to your quarry, you heal hit points equal to your level.

10th – Punishing:[Magical] At the end of each round, if your quarry is within Long (300 ft.) range of you, it takes life damage equal to your level.

10th – Unerring: You ignore all miss chances and failure chances that would affect attacks and checks you make against your quarry.

10th – Wolfpack: If your quarry is **overwhelmed**, it increases its **overwhelm penalties** by 1.

16th – Greater Anchored:[Magical] Your quarry cannot travel extradimensionally. This blocks teleportation and all planar travel abilities except planar rifts.

16th – Master of the Hunt: Your quarry takes a -2 penalty to defenses against attacks from creatures other than you.

16th – Taunting: Your quarry is **taunted** (50% failure on attacks not against taunting creature) by you as long as it remains your quarry. This is a **Delusion, Mind** effect.

16th – Terrifying: Your quarry is **frightened** (50% failure near its fear) by you as long as it remains your quarry. This is a **Delusion, Mind** effect.

7th – Learned Pursuit: You gain two extra skill points which must be spent on Strength or Dexterity-based ranger class skills.

10th – **Hunting Style:** You learn an additional *hunting style*.

13th – **Lethal Quarry:** Your damage bonus from the *quarry* ability increases to +2d.

16th – **Hunting Style:** You learn an additional *hunting style*.

Rogue

Table 3.10: Rogue Progression

Level	Abilities
1st	Skill lore, sneak attack
2nd	Stealth lore
3rd	Combat trick
4th	Skill exemplar
5th	Uncanny dodge
6th	Ambush attack
7th	Skill lore
8th	Assassinate
9th	Lucky slip
10th	Greater skill exemplar
11th	Greater uncanny dodge
12th	Combat trick
13th	Lucky break
14th	Greater sneak attack
15th	Twist of fate
16th	Supreme skill exemplar
17th	
18th	Greater ambush attack
19th	
20th	

Alignment: Any.

Class Abilities

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

Skill Points: 8.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Acrobatics, Escape Artist, Sleight of Hand, Stealth.

Intelligence: Devices, Disguise, Knowledge (dungeoneering, local), Linguistics.

Perception: Awareness, Sense Motive.

Other: Bluff, Intimidate, Perform, Persuasion.

Defenses: +3 Reflex, +2 Mental, +1 Fortitude.

Weapon and Armor Proficiency: Rogues are proficient with simple weapons, any two weapon groups, light armor, and bucklers. They are also proficient with saps.

Assassin

Sneak Attack: You gain a +1d bonus to **strike damage** against creatures who are unable to defend themselves effectively. This applies against creatures who are **unaware** (*critically hit on every attack*), **defenseless** (*–5 defense vs. melee*), or **overwhelmed**.

You must be within Close (30 ft.) range of a creature to gain this damage bonus. In addition, 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.

2nd – **Stealth Lore:** You gain two extra skill points which must be spent on the Acrobatics, Awareness, Disguise, Sleight of Hand,

or Stealth skills.

5th – **Uncanny Dodge:** You can react to danger before your senses would normally allow you to do so. You reduce your **overwhelm penalties** by 1. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed. In addition, you are not **unaware** (*critically hit on every attack*) when attacked by surprise.

8th – **Assassinate:** As a standard action, you can use this ability.

Target: One creature **Range:** Medium (100 ft.)
Effect: You study the target, finding weak points you can take advantage of. Until the end of the next round, if you make a melee *sneak attack* against the target while it is **unaware** (*critically hit on every attack*), your attack deals maximum damage.

11th – **Greater Uncanny Dodge:** Your reduction of **overwhelm penalties** from the *uncanny dodge* ability increases to 2.

14th – **Greater Sneak Attack:** The damage bonus from your *sneak attack* ability increases to +2d.

17th – :

Jack of All Trades

Skill Lore: You gain three extra skill points which must be spent on rogue class skills.

4th – **Skill Exemplar:** You gain a +1 bonus to all skills.

7th – **Skill Lore:** You gain three extra skill points which must be spent on rogue class skills.

10th – **Greater Skill Exemplar:** The skill bonus from your *skill exemplar* ability increases to +2.

13th – **Lucky Break:** Once per round, when you make a **check**, you can spend an **action point** to use this ability. If you do, you treat your roll as a 10.

16th – **Supreme Skill Exemplar:** The skill bonus from your *skill exemplar* ability increases to +3.

Scoundrel

3rd – **Combat Trick:** You learn how to confuse and confound your foes in combat. Choose a two combat tricks from the list below. Many combat tricks have a minimum level prerequisite, as indicated in the title of the ability.

Bewildering Blow: As a standard action, you can spend an **action point** to use this ability.

Effect: Make a **strike** against a creature. If you deal damage to the creature, it is **disoriented** (*moves randomly*). If you deal damage with a **critical hit**, the creature is **stunned** (*unable to take actions*) instead.

Duration: Condition

Distant Precision: If you have the *sneak attack* ability, the maximum range at which you can use that ability increases to Long (300 ft.).

Distracting Blow: As a standard action, you can use this ability.

Effect: Make a **strike** against a creature. If you deal damage to the creature, it automatically fails any Concentration checks it makes until the end of the round (see Concentration, page 105).

Hamstring: As a standard action, you can use this ability.

Effect: Make a **strike** against a creature. If you deal damage to the creature, it moves at half speed. If you deal damage with a **critical hit**, the creature is **immobilized** (*Unable to leave its location*) instead.

Duration: Condition

Merciful: You take no penalties when using weapons to deal **nonlethal damage**.

Tricky Maneuvers: You gain a +1 bonus to **accuracy** with **combat maneuvers**.

6th – **Ambush Attack:** You gain a +1d bonus to **strike damage** against creatures who did not **threaten** you at the start of the round. The target does not have to be **unaware** (*critically hit on every attack*) of your attack.

9th – **Lucky Slip:** Once per round, when you are hit by a **strike**, you can spend an **action point** to use this ability. If you do, the attacking creature rerolls the attack roll.

12th – **Combat Trick:** You learn an additional *combat trick*.

15th – **Twist of Fate:** You can use your *lucky slip* ability against any successful attack, not just a **strike**.

18th – **Greater Ambush Attack:** The damage bonus from your *ambush attack* ability increases to +2d.

Chapter 4

Skills

A character's skills describe the myriad of talents that people have.

Acquiring Skills

Skill Points

At 1st level, you gain a certain number of skill points. Skill points can be spent to improve your abilities with particular skills (see Skill Training, page 43).

Class Skill Points

You get a base allotment of 4, 6, or 8 skill points, depending on your character's class. These skill points can only be spent on the **class skills** associated with your class.

Other Skill Points

You gain additional skill points equal to twice your starting Intelligence. If your Intelligence is negative, you instead lose skill points equal to your Intelligence, starting with normal skill points before removing class skill points. Some other abilities, such as the Skill Savant feat (see Skill Savant, page ??), can also grant additional skill points. Unless otherwise noted, all skill points other than skill points from your class can be spent on any skills.

Skill Training

You can spend one skill point to become trained in a skill, or two skill points to master a skill. Your training determines your base modifier for attacks and checks using that skill, as described below. This is called your **skill training modifier**.

- **Untrained** Becoming untrained in a skill costs no skill points. You are untrained in all skills by default. Your modifier with an untrained skill is equal to half the skill's **key attribute**. If the skill does not have a key attribute, your modifier is +0.
- **Trained** Becoming trained in a skill costs one skill point. Your modifier with a trained skill is equal to the skill's **key attribute** or half your level + 1, whichever is higher. If the skill does not have a key attribute, your modifier is equal to half your level.
- **Mastered** Mastering a skill costs two skill points. Your modifier with a mastered skill is equal to 3 + either the skill's key attribute or your level, whichever is higher. If the skill does not have a key attribute, your modifier is equal to your level + 2.

Class Skills

The class skills for each class are summarized on Table 4.1: Class Skills.

Using Skills

Most uses of skills are **checks** (see Checks, page ??). The consequences of success and failure on skill checks and attacks are defined in the individual descriptions of each skill.

Skill Bonus

Your bonus with a skill is calculated as follows:

Training modifier (see Skill Training, page 43) + other bonuses and penalties

Bonuses and Penalties: Miscellaneous modifiers include racial bonuses, armor check penalties, bonuses provided by feats, and more.

Trying Again

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

Skills that require a free action to use can never be used more than once for the same purpose within a round. For example, if you fail to notice a creature sneaking up on you, you can't keep making Awareness checks as a free action until you notice. You could try again in the next round, however.

Special Skill Checks

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher check modifier wins. If these scores are the same, roll again to break the tie. Typical opposed checks are described in Table 4.2: Example Opposed Checks

Table 4.1: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Climb	C	—	C	C	C	—	C	C	—	—	—	Str
Jump	C	—	C	C	C	—	C	C	—	—	—	Str
Sprint	C	—	C	C	C	—	C	C	—	—	—	Str
Swim	C	—	C	C	C	—	C	C	—	C	—	Str
Acrobatics	C	—	C	C	C	—	C	C	—	—	—	Dex
Escape Artist	—	—	—	C	C	—	—	C	—	—	—	Dex
Ride	—	—	—	C	—	C	—	—	—	C	—	Dex
Sleight of Hand	—	—	—	—	—	—	—	C	—	—	—	Dex
Stealth	—	—	—	—	C	—	C	C	—	—	—	Dex
Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Craft ¹	C	C	C	C	C	C	C	C	C	C	C	Int
Devices	—	—	—	—	—	—	—	C	—	—	—	Int
Disguise	—	—	—	—	—	—	—	C	—	—	—	Int
Heal	—	C	C	—	C	C	C	—	—	—	—	Int
Knowledge	—	C	—	—	C	—	—	—	C	C	C	Int
Linguistics	—	C	—	—	—	—	—	C	—	—	C	Int
Awareness	C	C	C	C	C	C	C	C	C	C	C	Per
Creature Handling	C	—	C	—	—	C	C	—	—	—	—	Per
Sense Motive	—	C	—	—	—	C	—	C	—	—	—	Per
Spellcraft	—	C	C	—	C	—	—	—	C	C	C	Per
Survival	C	—	C	—	C	—	C	—	—	—	—	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	—	Varies ²
Perform	—	—	—	—	C	—	—	C	—	—	—	Varies ²
Profession ¹	C	C	C	C	C	C	C	C	C	C	C	Varies ²
Bluff	C	C	C	C	C	C	C	C	C	C	—	— ³
Persuasion	C	C	C	C	C	C	C	C	C	C	—	— ³

C: class skill

1. Always treated as a class skill

2. Attribute varies depending on skill usage

3. No attribute applies

Group Skill Checks

When multiple characters are trying to use the same skill simultaneously, they may be able to work together. Most skills can be done as a group skill check, where the more skilled characters assist the less skilled characters and work together to find the best result. There are two kinds of group skill checks.

Collaborative Checks: When making a collaborative skill check, each member of the group gets their own result. Collaborative checks might include a group of scouts sneaking up on an enemy camp, a group of adventurers climbing a cliff, or a group of spies lying about their true allegiances.

When making a collaborative check, the group must choose a leader before making the check. Each member of the group can make the check using the higher of their skill modifier and half the leader's skill modifier. Other modifiers apply normally.

The group leader must remain in a position to help the other members of the group for the group members to gain this benefit. For example, if a group is making a collaborative check to leap across a chasm, the leader must jump last. If the group is making a collaborative Stealth check, the leader must remain adjacent to the other members of the group to prevent their mistakes quietly. The exact circumstances depend on the situation.

Collective Checks: The group works together to get a single result. Collective checks might include a group of diplomats persuading a noble to go to war, a group of medics tending to a dying warrior, or a group of scouts keeping watch for enemy attacks.

When making a collective check, the group simply uses the highest result from any character making the check.

Making Group Skill Checks: A group skill check is not always possible. If the whole group is leaping over a chasm at once to escape a dragon, there is not enough time to designate a leader and have them aid the others to make a collaborative check. In general, a group skill check is only possible if the group has at least five rounds to work together, though this time may vary widely depending on the situation and the skill being used.

Skill Description Format

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

Here is the format for skill descriptions.

Skill Name

Table 4.2: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Lie	Bluff (—)	Sense Motive (Per)
Create a forged artwork	Craft (Int)	Craft (Int) or Awareness (Per)
Create a false map	Craft (Int)	Craft (Int) or Knowledge (geography)
Make a bully back down	Intimidate (varies)	Special ¹
Make someone look like someone else	Disguise (Int)	Awareness (Per)
Sneak up on someone	Stealth (Dex)	Awareness (Per)
Steal a coin pouch	Sleight of Hand (Dex)	Awareness (Per)
Tie a prisoner securely	Devices (Int) ²	Escape Artist (Dex)

1 An Intimidate check can be opposed by the target’s Mental defense, not a skill check. See the Intimidate skill description for more information.
2 You can also tie a prisoner with a grapple attack. See Grapple, page 11.

In addition to the skill’s name, the line also indicates the attribute associated with the skill, if there is one. The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character (“you” in the skill description) can do with a successful skill check, and the check’s DR.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to repeated attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Tasks

A task is a particular way to use a skill. Each skill has a number of tasks listed. These tasks are simply examples, and do not list everything the skill can be used for. You should be creative with your skills, rather than only using the tasks written here.

Hidden Tasks

Some tasks are called **hidden tasks**, and are marked with a [Hidden] tag in the task name. These tasks rely on hidden information that your character should not have access to. For example, you can make a Sense Motive check to identify whether a creature is lying. If you are told to make a Sense Motive check when a creature talks, you can deduce that it is probably lying regardless of the success or failure of the check. To solve this issue, any checks for hidden tasks should be made secretly by the GM. Usually, you should not even know that your character made a check unless you learn a result from it.

If you are suspicious of a situation, you can ask the GM to make a relevant check for your character. This usually should not grant a bonus to the check, but it can ensure that the GM did not forget to make the check!

Acrobatics (Dex)

The Acrobatics skill represents your ability to balance, tumble, and perform similar feats of agility and poise.

Agile Charge

You can make a DR 10 Acrobatics check while **charging** to change directions while charging. Success means you can make a single turn of up to 90 degrees during the movement. Failure means you can’t change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall **prone** (*–4 to melee accuracy and defense, +4 defense vs ranged attacks*).

Balance

When you are on a slippery or narrow surface, you must make an Acrobatics check to move. Success means you move along the surface at half speed. Critical success means you move along the surface at full speed. Failure means your action is wasted, and you do not move. Critical failure means you fall prone. If you do not have enough room to fall prone, you may fall off of the edge you are balancing on.

The DR of Acrobatics checks to balance varies with the surface, as described in Table 4.3: Balancing DRs. In addition, if you are forcibly moved while on a slippery or narrow surface, you must make an Acrobatics check against the same DR. Success means you stay standing. Failure means you fall prone.

Table 4.3: Balancing DRs

Narrow Surface	DR
At least one foot wide	0
At least six inches wide	5
At least two inches wide	10
At least one inch wide	15
Less than than one inch wide	20
Surface Condition	DR Modifier
Water covered	+2
Slightly mobile (rope bridge)	+2
Ice or oil covered	+5
Very mobile (slack rope)	+5

Mitigate Fall

As you hit the ground after a fall, you can make an Acrobatics check to reduce falling damage. A DR 5 check allows you to treat a fall as if it were 10 feet shorter. For every 10 points by which you beat that DR, you can reduce the falling damage by 10 additional feet.

Rapid Stand

You can make a DR 10 Acrobatics check to stand up from a prone position more quickly. Success means you stand up as a

swift action. Critical success means you stand up as a **free action**. Failure means you must spend a move action to stand up. Critical failure means you spend a move action and are unable to stand up. You cannot attempt this check unless you can spend a move action to stand up.

Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to spot concealed things, to correctly identify sounds, or to smell the distinctive rotting flesh smell that accompanies undead.

Each creature has a variety of senses. The Awareness skill governs the use of every sense. It is most commonly used with sight, hearing, and smell, though other uses are possible. Often, bonuses or penalties will apply only to certain senses. For example, it is extremely difficult to see when there is no light, but that has no effect on how difficult it is for you to hear sounds. In such cases, you only roll one Awareness check, and you apply the modifiers separately for each sense.

While sleeping, you take a -10 penalty to Awareness.

Discern Illusion [Hidden]

Whenever you observe a **Figment** or **Glamour**, you can make an Awareness check to notice its unreal nature. The DR is specified in the description of the ability creating the illusion, but is usually equal to a check result made when using the ability. Success means you recognize the effect as an illusion, and can see through it as if it was almost entirely transparent. Failure means you don't notice anything amiss.

If the illusion is completely missing a sense that should logically be present, such as a *silent image* of people marching in heavy armor, the DR to interact with the illusion with that sense is lowered by 5.

You cannot retry this check until you gain meaningful new information that would help you identify the illusion.

Identify Disguise [Hidden]

Whenever you observe a disguised creature or object, you can make an Awareness check to identify the disguise. The DR is equal to the Disguise check result used to create the disguise (see Disguise, page 52). 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 49). Success means you correctly identify whether the item is a forgery or not. Failure means you don't notice anything indicating the item is a forgery.

You cannot retry this check until you gain meaningful new information that would help you identify the forgery.

Notice Creatures and Events

As a free action, you can notice creatures and events around you. The DR depends on the sense used and the obviousness of the event, as described on tables below. Success means you notice something, but you don't know any details – only its general direction. For every 5 points by which you beat the DR, you learn an additional piece of information, such as what caused the event or the location of the creature. Failure means you don't notice anything.

This can be used to determine the precise location of a creature or object, even if you can't see it. The DR to identify the location is equal to the DR to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

Read Lips

Whenever you see a creature speaking, you can make an sight-based Awareness check to read its lips. The DR is 10 for ordinary conversation, or up to 20 if the speaking creature makes an effort to avoid moving its lips. You must be able to understand the language spoken. Success means you can understand the general content of the message, but not the exact words. Critical success means you understand the exact words. Failure means you don't understand the message.

Search

As a standard action, you can make a Awareness check to notice things in a single 5-ft. square within 10 feet of you. If you do, you gain a +5 bonus to the check.

Senses

Sight: The DR to see something depends on the obviousness of the sight, as shown on Table 4.4: Sight-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

Table 4.4: Sight-based DRs

Situation	Base DR ¹
Creature or object	0
Creature trying to hide	Stealth check result ²
Hidden trap, secret door, or mechanism	Craft or Devices check result
Magic trap	15 + double level of spell used to create trap

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 47)

2 Don't add size-based DR modifiers to the Awareness check.

Sound: The DR to hear a sound depends on the intensity of the sound, as shown on Table 4.5: Sound-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

Scent: The DR to smell something depends on the intensity of the scent, as shown on Table 4.6: Scent-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

The DRs given are for a creature with an ordinary sense of smell, like a human.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a DR which is 5 lower. An unusually weak smell, such

Table 4.5: Sound-based DRs

Situation	Base DR ¹
Creature shouting	-5 ¹
Creature talking normally or fighting	0
Creature whispering	5
Creature standing still	10
Creature trying to be quiet	Stealth check result ²

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 47)

2 Don't add size-based DR modifiers.

as a creature who has just taken an unscented bath, has a DR which is 5 higher.

Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks.

Scent Ability: Some creatures have an unusually good sense of smell. Creatures with the scent ability gain a +5 bonus to scent-based Awareness checks.

Table 4.6: Scent-based DRs

Situation	Base DR ¹
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature	10

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 47)

Other Senses: Other senses can exist, and creatures can make Awareness checks to use those other senses appropriately.

Modifiers

All Awareness checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.7: Awareness DR Modifiers.

This table should not generally be consulted during a game. It is provided to make it easier to estimate a task's difficulty.

Table 4.7: Awareness DR Modifiers

Distance	DR Modifier ¹
Up to 20 feet away	+0
21–100 feet away	+2
101–500 feet away	+5
501–2500 feet away	+10
2500–10000 feet away	+15
Number	DR Modifier
1–4 creatures or objects	+0
5–20 creatures or objects	-2
21–100 creatures or objects	-5
101–500 creatures or objects	-10
501–2500 creatures or objects	-15
Background	DR Modifier
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

1 Doubled for scent-based Awareness checks.

Bluff (—)

The Bluff skill represents your ability to mislead people with your words. It is usually used when you are lying. Using a Bluff check is part of conversation or other actions, so it requires no special action to perform.

Blend In

You can make a Bluff check to blend in with a crowd. Your Bluff check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in a temple or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Distract

As a standard action, you can make a Bluff check to distract a creature you are interacting with. Your Bluff check is opposed by your target's Sense Motive check. Success means they take a -5 penalty to Awareness and Sense Motive checks against targets other than you for 1 round. Failure means they take no penalty, and realize you were trying to distract them.

Normally, distracting a creature requires both visible motion and sound. If you take a -5 penalty to the Bluff check, you can distract a creature without moving, or without making sound, but not without both. In addition, you can take a -5 penalty to your Bluff check to distract everyone who can see or hear you.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed (see Stealth, page 60, for details).

Impersonate

When you are pretending to be another creature, you can assume the mannerisms and speech patterns of the creature you are impersonating. To do so, you must make a Bluff check. Anyone observing you can oppose your check with a Sense Motive check to identify the impersonation (see Identify Impersonation, page ??). If you succeed, the observer thinks your impersonation is accurate. If you critically succeed, they also take a -5 penalty to any other check to see through your impersonation, such as to notice a flawed disguise. If they succeed, they notice inconsistencies or mistakes in your impersonation, and may realize you are not what you seem.

If you do not know how you are supposed to act, or are physically unable to perform necessary actions, impersonation is more difficult. You take a -2 penalty if you cannot replicate minor details of an impersonation, such as a deep voice beyond your vocal range. You take a -5 penalty if you cannot replicate significant details of an impersonation, such as the singing voice of a famous bard or the noble manners of a crown prince. You take a -10 or greater penalty if you cannot replicate fundamental aspects of the impersonation, such as the actions required to lead a complex ritual as an archmage. Observers who do not know your impersonation is inaccurate can

take similar penalties; see Identify Impersonation for details.

A creature may not believe your impersonation even if you make a successful Bluff check. For example, a halfling can impersonate an orc's voice perfectly with a Bluff check, but without a disguise anyone who sees the halfling will immediately realize it is not an orc (see Disguise, page 52).

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 56).

Secret Message

As part of normal speech, you can make a Bluff check to attempt to convey a hidden message to another character without others understanding it using codes, metaphors, and similar misdirection tools. The DR is 10 for simple messages and 15 for complex messages. If the message contains completely new information, the DR increases by 5. You can freely increase the DR to make the message more difficult to intercept, but doing so also makes it more difficult for the intended recipient to interpret.

Anyone witnessing the exchange may make a Sense Motive check against the same DR to identify the hidden message. Creatures who know your system for conveying hidden messages – normally, the intended recipient – receive a +10 bonus. Creatures who know in advance that a message will be conveyed also receive a +5 bonus on this check.

Climb (Str)

The Climb skill represents your ability to climb obstacles.

Climb

You can make a Climb check as a move action to move up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds). Success means you move a number of feet equal to the size of your space, as described on Table 4.8: Climb Speeds. Critical success means you move at twice that speed. Failure means your action is wasted and you do not move. Critical failure means you fall.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand.

The DR of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.9: Climb DRs and Table 4.10: Climb DR Modifiers.

Climbing Distractions: If you take damage while climbing, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you

Table 4.8: Climb Speeds

Size	Speed	Size	Speed
Medium	5 ft.		
Small	5 ft.	Large	10 ft.
Tiny	2-1/2 ft.	Huge	15 ft.
Diminutive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

must make another Climb check against the wall's DR to avoid falling.

Climb Speed: A creature with a climb speed can move a distance equal to its climb speed with a successful Climb check. However, it does not move double its speed if it gets a critical success on a Climb check.

Grab Edge

If you are next to the edge of a wall or cliff, you can grab it. Grabbing an edge is done as part of other movement, and does not take an action in itself. The DR of the check depends on the nature of the edge, but a typical stone or similarly solid edge has a DR of 5. You can pull yourself up from a grabbed edge as a move action that requires a Climb check against the edge's DR.

Your ability to grab an edge depends on your reach. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) The maximum vertical reach for an individual creature is usually given by the 1 and 1/2 times the creature's height. Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

If you can't reach an edge, you can jump to grab it (see Leap, page 54).

Stop Fall

It is possible, but difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a DR equal to the wall's DR + 10.

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The DR is 5 higher than normal for the wall, but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 5.

Wallrunning on a ceiling is impossible.

Creature Climb

As a standard action, you can make a Climb vs. Reflex attack against a creature adjacent to you. The creature must be three or more size categories larger than you. Success means you can climb the creature as if it were a solid object with a Climb DR equal to its Reflex defense. The creature takes a -4 penalty to accuracy on physical attacks against you, but is not otherwise encumbered by your presence unless it cannot support your weight. It can

Table 4.9: Climb DRs

Climb DR	Surface or Activity	Example
0	Steep slope	A hill too steep to walk up
5	Surface with large hand and foot holds	Knotted rope, Very rough rocks, ship's rigging
10	Surface with some hand and foot holds	Surface with pitons or carved holes, rough wall
10	Surface with only large hand holds	Pulling yourself up by your hands while dangling
15	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
15	Overhang or ceiling with large handholds	Tree limbs, butcher's ceiling with meat hooks
20	Rough surface with no holds	Weathered natural rock, well-made stone wall
30	Bracing between two opposite smooth surfaces	Parallel glass windows
35	Smooth surface	Glass window, <i>wall of force</i>

Table 4.10: Climb DR Modifiers

DR Modifier ¹	Description
-5	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
-2	Climbing a corner where you can brace against perpendicular walls
-2	Inclined surface (between 45 and 60 degrees)
-2	Climbing a free-hanging object, such as a rope, where you can brace against a nearby wall
+2	Surface is slightly slippery, such as damp stone
+5	Surface is very slippery, such as ice or oil-covered stone

¹ These modifiers are cumulative with modifiers of different kinds. Use any that apply (but not if one modifier is just a more extreme version of another).

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

attempt to remove you by attacking you, or with an appropriate **combat maneuver**, such as grappling or shoving.

Craft (Int)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with a separate degree of training. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison

- Stone
- Textiles (Cloth, fabric)
- Traps
- Wood

A Craft skill is specifically focused on physical objects. If nothing can be created by an endeavor, it probably falls under the heading of a Profession skill. Complex structures, such as buildings or siege engines, may require Knowledge (engineering) in addition to an appropriate Craft skill.

Craft Skill: Craft is always treated as a class skill, regardless of your classes.

Create Item

You can use the Craft skill to create an item by expending time and material components. Creating an item often requires multiple consecutive Craft checks. Success on a check means you make progress on completing the item. If you make enough progress, you complete the item. Failure means you failed to make progress, but can try again without penalty. Critical failure means you botched the item, and negating all progress and ruining half of the material components. You can start again from scratch with your remaining components.

Each item takes a certain amount of working time to craft, as shown on Table 4.11: Crafting Time (page 50), and the expenditure of one quarter of the item's price in raw materials. In order to craft an item, you must make a Craft check against the item's Craft DR, as shown on Table 4.12: Craft DRs. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending on the tools available and the item to be crafted. For example, crafting a bow with improvised wood-working tools would impose a -5 penalty, but cutting a diamond without specialized tools is impossible. Note that raw materials for some items, particularly alchemical items, may be hard to come by in some areas. A typical day's work consists of 8 hours of work.

To determine the time required to craft an item, consult the table below.

Table 4.11: Crafting Time

Item Price	Crafting Time
1gp or less	One hour
10gp or less	Eight hours
100gp or less	One week ¹
500gp or less	One month ¹
1000gp or less	Two months ¹

¹ Assuming 8 hours of work each day.

Table 4.12: Craft DRs

Item	Craft Skill	Craft DR
Acid	Alchemy	5
Alchemist's fire, smokestick, or tindertwig	Alchemy	10
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	15
Armor or shield	Metal or wood	5 + AD bonus
Longbow or shortbow	Wood	10
Crossbow	Wood	10
Simple melee or thrown weapon	Metal or wood	5
Martial or exotic melee or thrown weapon	Metal or wood	10
Mechanical trap	Traps	Varies ¹
Very simple item (wooden spoon)	Varies	2
Typical item (iron pot)	Varies	5
High-quality item (bell, average lock)	Varies	10
Complex or superior item (fine china, document with official seal)	Varies	15+

¹ Traps have their own rules for construction.

Appraise Item

You can make a Craft check to estimate the value of an item with 1 minute of careful study. The Craft skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer. This functions like crafting the item from scratch, except that the Craft DR is 5 lower than normal, and you use one-half the item's price to determine the price of raw

materials and the crafting time.

Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for use. A forgery can be detected with the Identify Forgery uses of the Craft and Awareness skills.

Identify Forgery

As a standard action, you can make a Craft check to evaluate whether an item is a forgery. The DR to identify a forgery is equal to the Craft check used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you randomly identify the item as genuine or forged. The check is made secretly, so you can't be sure how good the result is.

Repair Item

You can make a Craft check to repair a broken item. This functions like crafting the item from scratch, except that you use one-tenth of the item's price to determine the price of raw materials and the crafting time.

Other Tasks

You can use the Craft skill for various tasks related to the object of your craft. For example, you could use Craft (wood) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The DRs of such tasks, and what can be accomplished, can vary widely. In general, the more difficult the task, and the more loosely it is related to the skill, the higher the DR.

Creature Handling (Per)

The Creature Handling skill represents your ability to handle creatures without being able to speak with them. With it, you can convince them to do what you want or train them to follow commands. This skill can only be used with creatures with an Intelligence of -6 or lower.

Animals are easier to handle than other kinds of creatures. The DRs listed are for animals; the DRs to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions. Critical failure with these checks may make the target hostile, depending on the circumstances.

Pacify: As a standard action, you can use this ability.

Target: One creature

Range: Medium (100 ft.)

Attack: Creature Handling vs. Mental

Special: The target's defense is increased as normal for Creature Handling attacks and checks if it is not an animal. You take a -10 penalty to accuracy against an actively hostile target.

Success: The target takes no actions. If it is threatened or damaged, this effect is automatically broken.

Duration: Sustain (standard)

Tags: Compulsion, Mind

Perform Trained Action: As a free action, you can make a DR

5 check to convince a creature to perform an action it is trained to perform. Generally, wild animals are not trained in any actions, so this is not effective on them.

Push: As a standard action, you can make a DR 15 check to convince a willing creature to perform an action it is not trained to perform, but which it is physically capable of performing. This also covers making a creature perform a forced march and similar activities.

Training Creatures

You can use Creature Handling to train a creature. Success means the creature learns a trick or becomes domesticated. Failure means your time is wasted, and you must try again. Exceptional failure may indicate that the animal becomes unable to learn the trick, becomes hostile, or other consequences depending on the situation. Training a creature takes a week or more; this requires spending at least four hours each day with the creature. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If the training is interrupted for a week or more, the attempt automatically fails.

Teach a Trick: You can teach a creature a specific trick with one week of work and a successful Creature Handling check against the indicated DR. A creature can learn a number of tricks equal to its Intelligence + 10. Thus, a creature with an Intelligence of -9 can learn a single trick, while a creature with an Intelligence of -5 can learn five tricks. Possible tricks (and their associated DRs) include, but are not necessarily limited to, the following.

Attack (DR 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. Normally, a creature will attack only humanoids, monstrous humanoids, giants, or other creatures. Teaching a creature to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DR 5): The creature comes to you, even if it normally would not do so.

Defend (DR 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DR 5): The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DR 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DR 10): The creature stays in place and prevents others from approaching.

Heel (DR 5): The creature follows you closely, even to places where it normally wouldn't go.

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.

Devices (Int)

You can use the Devices skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The DR of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DR accordingly. DRs are listed on Table 4.13: Devices DRs.

Table 4.13: Devices DRs

Device Type	Base DR
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Challenging device (typical lock or trap)	15
Difficult device (good lock, complex trap)	20
Magic trap	15 + double spell level
Extraordinary device (extraordinary lock)	25

Special Circumstances:
You can attempt to leave no trace of your tampering while making a Devices check to activate or subvert a device. This increases the Devices DR by 5, but increases the Awareness DR to notice the tampering by 10.

Activate Device

As a standard action, you can make a Devices check to make a device perform a function it was designed to do, even if you lack the normal requirements. For example, you could tie or untie a knot,

apply a poison, lock or unlock a lock without its key, or activate a trap without using its normal triggering mechanism (hopefully without being in its line of fire).

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The DR is 10 lower than normal. Success grants you an insight into the device's mechanisms. For every 5 points by which you succeed, you glean additional information about the device, which can also help you estimate the device's true difficulty. Failure means you learn nothing about the device.

Break Device

As a standard action, you can make a Devices check to break a device. The DR is 5 lower than normal. This is generally not subtle, such as jamming a lock or breaking a trap while triggering it in the process. It cannot change the state of a device, but you can prevent it from being used normally; a locked door will remain locked, but you can prevent it from being unlocked with its key. Failure means the device continues to function. Critical failure may cause you to think that you successfully broke the device, while in fact it functions normally.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding, including binding a helpless foe. The DR to escape the binding is equal to your check result.

Improvise

You can construct ad-hoc devices from available materials. It takes five minutes to make a device of up to Tiny size. You can make a Small device in the time required to make two Tiny devices, a Medium device in the time required to make two Small devices, and so on. You make a Devices check against the DR required to craft the item normally. Success means you create a device that lasts long enough for a single use before breaking. For every 5 points by which you succeed, the device lasts for an additional use.

Normally, you must have materials at hand which are designed for the construction of the device. You can jury-rig devices together from inappropriate materials by increasing the DR by 10. The materials do not have to be well-suited to the device's construction, but they must be physically capable of performing any necessary actions. For example, you could construct a simple arrow-throwing trap from bent sticks or creatively strung rope, but not from sand. Especially appropriate or inappropriate materials may decrease or further increase the DR.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DR is 5 higher than normal. This could allow you to sabotage a hinge or lock so it breaks once it is used, disable a trap without triggering it, or disable a lock so it is perpetually closed or open. Failure means you were unsuccessful, and your action was wasted. Critical failure means you break the device immediately, think you sabotaged the device when you did not, or activate the trap, depending on the circumstances.

Once you have disabled a device, you can attempt to recover it for later use if you can carry it. This requires a separate Devices check to subvert the device. The DR is 5 higher than normal, as usual for a check to subvert a device.

Disguise (Int)

The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects. This skill does not help you act appropriately while disguised; see Perform (acting) and Bluff.

Conceal Object

As a standard action, you can make a Disguise check to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Disguise check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Disguise Creature

You can make a Disguise check to change the appearance of a creature using makeup, costumes, and so forth. An observer can perceive the presence of a disguise with a Disguise or Awareness check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you're attempting to change the creature's appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

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 1 round.

Characteristic	Disguise Check Modifier
Different gender	-2
Different race or subtype	-2
Different age category	-2 ¹
Different creature type	-5
Additional limb	-5 ²
Different size category	— ³

¹ Per step of difference between your actual age category and your disguised age category. The steps are: young, adulthood, middle age, old, and venerable.

² Per limb. You must have suitable disguise materials available.

³ You cannot disguise yourself as a different size category without the Disguise Specialization feat (see page 69).

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like the *disguise creature* ability, but the result of your Disguise check can't exceed the result of a Awareness check you have made to

observe the creature. People viewing the disguise who know what that person looks like get a +5 bonus on their checks to identify the disguise.

Identify Disguise [Hidden]

Whenever you observe a disguised creature or object, you can make an Disguise check to identify the disguise. The DR is equal to the Disguise check result used to create the disguise. Success means you know that the creature or object is disguised. Critical success means you can also discern its true appearance beneath the disguise. Failure means you don’t notice anything unusual.

You cannot retry this check until you gain meaningful new 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 grapple attack result
<i>Entangle</i> and similar spells	Spellcaster’s attack result

Squeeze

As a standard action, you can make an Escape Artist check to move one foot forward in a space too small to normally fit you. A DR 15 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. A DR 20 check allows you to move in a space that can fit your head, but not your shoulders. Success means you make progress through the space, while failure means your action is wasted.

While using Escape Artist to squeeze into otherwise impossible spaces, you cannot take any physical actions other than squeezing until you escape. If you are squeezing in a space that can only fit your head and shoulders, the normal penalty to physical defenses for squeezing is doubled to -4. You are treated as *helpless* (*physical defenses are 10, vulnerable to coup de grace*) while squeezing in a space that cannot fit your shoulders.

If you take a -10 penalty to your Escape Artist check, you can squeeze as a move action, rather than as a standard action.

Heal (Int)

The Heal skill allows you to tend the wounds of others. In order to heal a creature, you must be able to see and touch it.

Accelerate Recovery

If you spend a minute tending to a character, you can make a DR 10 Heal check to accelerate its recovery. Success means it recovers a quarter of its hit points, as if it had rested for half an hour. For every 5 points by which you beat the DR, you increase the effective rest time by half an hour, to a maximum of two hours of rest at DR 25. A character can only be treated in this way once until it rests for half an hour.

To accelerate a creature’s recovery, you need a few items and supplies (bandages, salves, and so on) that are easy to come by in civilized areas.

First Aid

As a standard action, you can make a DR Heal check to stabilize a dying character (see Dying, page 19). The target can use your Heal check in place of its Fortitude defense to avoid dying. In addition, if your check result is at least 10, the target is partially stabilized, causing it to only make stabilization rolls once per minute. For details, see Dying, page 19.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. To resist the next attack by the poison or disease, it can use your Heal check or its Fortitude defense, whichever is higher. Treating a poison takes a standard action. Treating a disease takes five minutes of work.

Treat Wound

As a standard action, you can make a Heal check to treat some specific wounds, such as from a caltrop. Success usually means the wound is gone, as indicated by the effect’s description.

Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Check Modifiers: You gain a bonus of up to +10 on Intimidate checks if the target thinks you or your group is stronger than it is, or that it is otherwise in some real danger from you. Likewise, you take a penalty of up to -10 if the target thinks you or your group is weaker than it is, or that there is otherwise no chance that you could cause it harm.

Choosing an Attribute: Depending on how you are trying to intimidate creatures, you can use any attribute as a key attribute for Intimidate. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can use Strength to make the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can use Willpower to make the Intimidate check.

Coercion

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you do not apply a relationship modifier. In addition, the DR is up to 10 lower if the group thinks your group is significantly stronger than them, or up to 10 higher if

the group thinks your group is significantly weaker.

Demoralize

As a standard action, you can use this ability.

Target: One creature **Range:** Medium (100 ft.)

Attack: Intimidate vs. Mental

Success: The target is *shaken* (20% failure near its fear) by you.

Duration: Condition

Tags: Delusion, Mind

Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform. Distance moved with Jump checks is counted against your normal maximum movement in a phase.

Several modifiers apply to all Jump checks, which are described below.

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult. If you make a Jump attack or check without a running start, you roll twice and take the lower result.

Hop Up

You can make a DR 5 Jump check while moving to jump up onto an object as tall as your waist, such as a table or small boulder. Doing so counts as 5 feet of movement. Success means you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. You do not need to get a running start to hop up.

Jump Down

You can make a DR 5 Jump check while moving to intentionally jump down from a height to reduce your falling damage. Success means you take damage as if you had dropped 10 fewer feet than you actually did. Failure means you take the normal falling damage. You do not need to get a running start to hop up.

Leap

As part of movement, you can make a Jump check to jump. You move forward any number of feet, up to a maximum equal to one quarter of your land speed + your Jump check result. Your maximum height must be no greater than half of your Jump check result, and at least equal to a quarter of your forward distance travelled. For example, if you have a land speed of 30 feet and you get a Jump check result of 20, you can move forward a maximum of 25 feet. If you instead jump forward twenty feet, your maximum height must be between 5 and 10 feet.

You always reach your maximum height at the midpoint of the jump. However, you can interrupt your leap before travelling the full horizontal distance. For example, if you need to travel five feet forward and five feet vertically to reach a rope, you can start a leap which would take you ten feet forward and reach a maximum height of five feet. Making such a leap would require a Jump check result of 10. When you reach the rope, you can stop your movement there, ignoring the forward motion which would make you travel the full

ten feet.

When leaping, your movement may not be stopped by hitting the ground after travelling the normal distance, such as if you jump off of a ledge. In that case, you move one quarter of your jump distance farther forward as you fall before your fall becomes entirely downward. If an insufficiently long jump would cause you to fall into a gap, you can attempt to stop your fall (see Stop Fall, page 48) 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 83). Normally, you don't make Linguistics checks to speak or understand languages. You either know a language or you don't. However, training in Linguistics causes you to learn additional languages, and you can use Linguistics to attempt to decipher unfamiliar languages.

Learning Languages: If you are trained in Linguistics, you learn additional **common languages** equal to one quarter of your level. If you have mastered Linguistics, you instead learn additional common languages equal to half your level. In place of two common languages, you may instead learn a **rare language**. Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

Druidic is a special language. Druids learn Druidic as part of their initiation as druids, and are forbidden from teaching it to non-druids. As a result, it cannot be learned through ordinary means. Druidic uses its own alphabet.

Decipher Script

You can make a Linguistics check to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DR is 10 for the simplest messages, 15 for standard texts, and 20 or higher for intricate, exotic, or very old writing. In addition, the DR increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered. Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Success means you understand the general content of a piece of writing about one page long (or the equivalent). Failure means you fail to understand the writing. Critical failure means you to 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 83.

Perform (Varies)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with a separate degree of training. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Acting (drama, impersonation, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Choosing an Attribute: Depending on how you are trying to perform, you can use any attribute as a key attribute for Perform.

Performance Types: In general, there are three types of performances: instrumental performances, visual performances, and vocal performances.

Instrumental Performances: These performances require an instrument of some sort to create sound, which always requires at least one hand to manipulate the instrument. They affect all creatures who can hear the performance.

Visual Performances: These performances require some sort of motion, such as juggling. They affect all creatures who can see the performance.

Vocal Performances: These performances use your voice to create sound. These are simpler to create than instrumental performances, since they don't require an instrument. However, vocal performances are always in a particular language. They affect all creatures who can hear the performance and understand the language the performance is in.

Limitations while Performing: While you are performing, your actions are slightly limited. You cannot cast spells or take other actions requiring similar levels of focus and concentration. In addition, you take a -10 penalty to Perform checks for any other performances. This penalty stacks. For example, if you were playing a lyre, singing, and juggling balls with your feet, you would take a -10 penalty to your singing and a -20 penalty to your juggling. These limitations are in addition to any restrictions imposed by your method of performing, such as your hands being occupied playing an instrument.

You can otherwise act normally while performing, including attacking in combat, if doing so is physically possible.

Performance Time: In general, you can maintain a performance for a number of minutes equal to 5 + your Constitution. After that time, you must rest for 5 minutes before performing again.

Entertain

You can make a Perform check to provide entertainment or to show off your skills.

Earn Income

You can make a Perform check to practice your trade and make a decent living, earning about half your Perform check result in gold pieces per week of dedicated performance.

Persuasion (—)

You can use the Persuasion skill to convince people to do or think what you want. Depending on how it is used, it represents a combination of verbal acuity, tact, argumentative ability, grace, etiquette, and personal magnetism. Using a Persuasion check usually takes at least a minute of sustained conversation.

Persuasion checks are usually made against a group. For the purposes of a Persuasion check, a “group” consists of creatures who consider themselves to be allies. For example, in a king’s court, you cannot simply influence the king alone; his trusted advisors are also part of the same group. It is possible to influence one group without influencing another. For example, the king and his advisors may be unpersuaded, but the prince may find your arguments compelling. Groups can also consist of a single creature. The game master decides what the groups are.

The base DR for a Persuasion check against a group is equal to 5 + the highest level of any character in the group or the highest Sense Motive of any character in the group, whichever is higher.

Not all social interactions require Persuasion checks. Much of the time, being extraordinarily persuasive is unnecessary, and creatures can be convinced with normal, inartful conversation and good reasoning. Persuasion checks should only be used when your personal persuasiveness matters.

Compel Belief

As part of conversation, you can make a Persuasion check to cause creatures to believe something you say. If you are lying, you must also make a Bluff check to lie. Success means the group believes what you are saying is true. What they choose to do with that information is up to them, however. Failure means they do not believe you, but they do not react poorly; perhaps they simply want more verification. You may be able to try again, depending on their patience. Critical failure means the group reacts poorly, and you may have permanently damaged your credibility with them.

Your check is modified by how believable your argument is, as well as whether the group has strong feelings about the truth of your story.

Form Agreement

You can make a Persuasion check to convince a group to accept a deal you offer. This can be used to persuade the chamberlain to let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the ogre mages that have captured you that they should ransom you back to your friends instead of twisting your limbs off one by one.

Success means the group will fulfill their end of the deal. Of

Table 4.14: Believability Modifiers

Description	DR Modifier
Expected to be true (“Nothing interesting happened while I was on patrol”)	–5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“The north gate is under attack!”)	+5
Extremely unlikely (“The mayor is secretly a were-wolf.”)	+10
Virtually impossible (“Your husband is secretly a were-wolf.”)	+15 or more
Demonstrably untrue (“You are secretly a were-wolf.”)	— ¹

¹ You cannot convince someone of something that is proven to be false.

Table 4.15: Motivation Modifiers

Description	DR Modifier
Target wants to believe (“That dress looks lovely on you.”)	–5
Target does not have strong feelings (“I’m busy.”)	+0
Target doesn’t want the story to be true (“Your brother is a murderer.”)	+5

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 5 or higher. The difficulty depends on how widely known and shared the information you seek is.

Profession (Varies)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with a separate degree of training. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Profession is always treated as a class skill, regardless of your classes.

Choosing an Attribute: Depending on your profession, you can

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

use any attribute as a key attribute for Profession.

Appraise Item

You can make a Profession check to estimate the value of an item with 1 minute of careful study. The Profession skill used must be related to the item. This check is always Intelligence-based, regardless of your profession.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth $(d10+5)/10$ x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Earn Income

You can make a Profession check to practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Perform Task

You can make a Profession check to perform some tasks related to your profession. This allows you to use Profession in place of other skills when it is appropriate. For example, a sailor could use Profession to tie common knots in place of Devices or Survival, or a farmer could use Profession to identify common animals and plants in place of Knowledge (nature). The DR when using Profession may be higher than it would be to use the normal skill for the task.

Ride (Dex)

The Ride skill allows you to ride horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page 58.

Control Mount

When riding a willing creature in combat that is not trained for battle, you must a DR 10 Ride check as a move action to control it. Success means it obeys your commands that round. Failure means it remains still and refuses to obey your commands until you make a successful check to control it. Critical failure means the mount acts of its own volition.

Fall

If you fall off your mount, or if your mount is downed in battle, you take damage from the fall. Falling off of a typical Large creature, such as a horse, deals 1d6 bludgeoning damage, while falling from larger creatures deals damage appropriate to the distance fallen. As an immediate action while falling, you can make a DR 6 Ride check. Success means you reduce the effective height of the fall by 10 feet. Failure means you take damage normally.

Guide Mount

While riding a willing creature, you must make a DR 0 Ride check at the start of your turn to guide it with your knees. Success means it obeys your commands, and you can have both hands free to take other actions. Failure means you must use a hand to control the mount that round. Critical failure means the mount acts of its own volition. If you cannot use a hand to control the mount, you fall off the mount if it moves during your turn.

Leap

You can make a DR 5 Ride check to stay on your mount as it jumps. This check is made as part of your mount's movement. Success means that you stay on the mount. Failure means you fall off your mount as it starts to jump.

Spur Mount

You can make a DR 5 Ride check as a move action to get your mount to move faster. Success means it makes an Sprint check to move faster. Failure means your action was wasted.

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

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DR 5 Ride check to stay in your saddle. This does not take an action. Success means you stay in your saddle. Failure means you fall off your mount.

Take Cover

You can make a DR 10 Ride check as a move action to drop low and take cover behind your mount. This requires the use of both your hands. Success means you gain the benefits of active cover. Failure means you can't get low enough and gain no benefit from the action. Critical failure means you fall off your mount. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

Ride Modifiers

If a mount is not trained as a mount, the DR to ride it increases by 10. If it lacks a saddle and other riding gear, the DR to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the DR to ride it that round increases by 5.

Sense Motive (Per)

The Sense Motive skill represents your ability to read body language and emotion. Most Sense Motive tasks are **hidden tasks**.

Discern Enchantment [Hidden]

Whenever you interact with a creature, you can try to notice whether it is affected by mind-affecting abilities with a Sense Motive check. If the creature is not affected by any such abilities, the check automatically fails. If the creature is affected by Compulsion or Delusion effects that are not currently altering its behavior, the check also automatically fails. If the creature's behavior is currently being altered by a **Compulsion** effect, the DR is 10, and success means you identify the presence of a Compulsion. If the creature's behavior is currently being altered by a **Delusion** effect, the DR is 20, and success means you identify the presence of a Delusion. Failure means you do not notice any such effects on the creature.

You can also use this ability to identify **Subtle** effects on yourself,

using the same DRs.

Discern Lies [Hidden]

Whenever you observe a creature speak, you can make a Sense Motive check. The DR is equal to the speaking creature's Bluff check result. Success means you identify whether the creature was lying. Failure means you do not notice any indication that the creature is lying.

Discern Secret Message

Whenever you observe a hidden message being conveyed, you can make a Sense Motive check. The DR is equal to the DR of the secret message (see Bluff, page 47). Success means you recognize that a hidden message is present, but not its contents. Critical success means you can understand the message. Failure means you don't notice the hidden message.

Social Assessment

You can make a DR 5 Sense Motive check to get a general assessment of a social situation. This does not take an action by itself, but you must observe the group for at least a minute. Success means you learn a piece of useful information about the situation, such as a general understanding of expected behaviors or a rough understanding of the social hierarchy. For every 5 points by which you beat the DR, you gain an additional insight into the situation.

You can make a social assessment after only a single round of observation, but you take a -10 penalty on the check. If you don't understand the language the group is using, you take a -10 penalty on the check. The information gained at a given DR may vary in usefulness depending on how obvious or subtle the situation is.

Sleight of Hand (Dex)

The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 4.16: Sleight of Hand Modifiers.

Table 4.16: Sleight of Hand Modifiers

Size	Check Modifier
Fine	+8
Diminutive	+4
Tiny	+0
Small	-4
Medium	-8
Large	-12
Huge	-16
Gargantuan	-20
Colossal	-24

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** (*critically hit on every attack*) of the attack. If the target is hit, it can tell the direction the attack came from, but not that you made the attack.

Nonhumanoid creatures without hands and arms may conceal actions using different parts of their body. Large movements can never be concealed with this ability; see the Stealth skill.

Conceal Object

You can make a Sleight of Hand check as a standard action to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Sleight of Hand check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Pickpocket

You can make a Sleight of Hand check as a standard action to steal an object from another creature. The object must be loose and accessible, such as in a pocket. The DR depends on whether the creature notices your attempt using Awareness. If the creature's Awareness check exceeds your Sleight of Hand check, the creature notices your attempt and the DR is equal to the creature's Reflex Defense. Otherwise, the creature does not notice your attempt, and the DR is 10. Success means you successfully steal the object. Failure means you do not steal the object.

Spellcraft (Per)

The Spellcraft skill represents your ability to notice and understand spells and magical effects.

While sleeping, you take a -10 penalty to Spellcraft.

Identify Magical Effect

Whenever you observe a magical effect, you can make a Spellcraft check to identify its nature. This grants you no special ability to notice hidden magical effects, but can allow you to understand magical effects you have already noticed. The DR is equal to 5 + the **power** of the effect. Success means you know in general terms what the effect does. Critical success means you know exactly what the effect does, and if it is a common effect, what ability caused it. Failure means you do not recognize the effect.

If the effect has obvious visual or other cues to its true nature, such as a wall of fire, the DR is lowered by 5. If the effect has obvious cues that are misleading, such as a wall of fire that heals creatures that pass through it, the DR is increased by 5.

You cannot retry this check until you gain meaningful new information that would help you identify the effect.

Identify Spellcasting

You can identify spells being cast within 100 foot **range** of you. The DR is equal to 5 + the spell level of the spell. Success means you know what spell is being cast. Failure means you do not.

Identify Potion

You can make a DR Spellcraft check to identify a potion. This takes a minute of careful evaluation. For most potions, the DR is 15, and success means you identify what spell the potion contains. Failure means you do not learn anything about the potion's nature.

Potions can be crafted to conceal their true nature. The DR to identify such potions is usually 25. Success means you know what spell the potion contains. Failure means you identify the potion as whatever spell the potion is intended to resemble. Critical failure means you do not learn anything about the potion's nature.

Identify Written Spell

You can make a Spellcraft check as a standard action to identify a scroll or similar piece of magical writing. The DR is equal to 10 + the spell level of the spell. Success means you know what spell is written.

Teleport Trace

As a standard action, you can make a Spellcraft check to learn information about a teleportation within Medium (100 ft.) range of you. The DR is equal to 10 + 1 per round since the teleportation occurred. Success means you identify the direction of the teleportation. Critical success means you also identify the distance. Failure means you learn no information about the teleportation.

Sprint (Str)

The Sprint skill represents your ability to move more quickly and take movement-related actions.

Multi-Legged Sprinting: Creatures with four or more legs can sprint more easily. They gain a +10 bonus to Sprint checks.

Sprint

As part of movement, you can make an Sprint check to move faster. If you beat DR 5, you double your speed during that action. For every 10 points by which you beat that DR, you double your speed again: 3x speed at DR 15, 4x speed at DR 25, and so on.

You can sprint for a number of rounds equal to 2 + half your Constitution. After that time, you must take a **short rest** before you can sprint again. You can sprint in any movement mode that you have a speed for.

Wallrun

As part of movement, you can make a Sprint check to run along a wall rather than climbing. The DR is 10 higher than normal for the wall (see Climb, page 48, for typical wall DRs), but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 10.

Wallrunning on a ceiling is impossible.

Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or hiding. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Hide [Hidden]

As a move action, or as part of movement, you can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Awareness checks of any observers. Success means that you can't be seen, heard, or detected in any way. Failure means that the observer can observe you using any senses they detected you with.

If you do not have passive cover or concealment from a creature (see Cover, page 16 and Concealment, page 17), your Stealth check is automatically treated as a 0 against sight-based Awareness checks that creature makes, regardless of your modifiers. For this purpose, do not consider any cover that would be hidden as a result of a

successful check, such as a shield you hold in front of you.

If you move at up to half your speed during your turn, you take a -5 penalty to Stealth checks. If you move at up to your full speed during your turn, you take a -10 penalty to Stealth checks. It's practically impossible (-20 penalty) to remain unobserved while attacking, sprinting, or charging.

Creature Size: A creature larger or smaller than Medium gains an bonus or penalty on Stealth checks to hide equal to twice its **size modifier**: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, as well as your mastery of various survival-related tasks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The DR depends on the terrain, as shown on Table 4.17: Terrain DRs. Success means that you and any group you lead can move without any trouble. Failure means you may encounter a natural hazard, depending on the terrain. Critical failure means you become lost.

You can notice that you are lost the next time that you succeed on a check to navigate in the wilderness. Rediscovering your location requires backtracking for 1d6 hours and another Survival check against the same DR.

This check is made once every 8 hours you spend travelling overland. If you move at half speed, you gain a +5 bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The DR depends on the terrain, as shown on Table 4.17: Terrain DRs. Success means that you can feed yourself, and require no additional food or water. For every 2 points by which you succeed, you can provide food and water to an additional person.

This check is made once every 8 hours you spend travelling overland. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.17: Terrain DRs

Terrain	Navigation DR	Sustenance DR
Desert	15	20
Forest	10	15
Jungle	10	10
Mountains	10	15
Hills	5	10
Plains	5	10
Swamp	15	15

Predict Weather

You can make a DR 10 Survival check to predict the weather. This requires a minute of observation. Success means you know

what the weather will be like up to 24 hours in advance. For every 5 points by which you succeed, you can predict the weather one additional day in advance.

Track

You can make a Survival check to follow tracks. The DR of the check depends on how easy the tracks are to notice, as shown on Table 4.18: Track DRs and Table 4.19: Track Modifiers. You must make another Survival check after following the trail for 1 mile, or if it becomes especially difficult to follow. While tracking, you move at half your normal speed (or at your normal speed with a –2 penalty on the check, or at up to twice your normal speed with a –10 penalty on the check). The DR depends on the surface and the prevailing conditions, as given on the table below: The base DR to follow tracks is 5 if you use scent to track, regardless of the condition of the ground.

A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance.

Table 4.18: Track DRs

Surface	Description	Survival DR
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15

If you fail a Survival check to track, you can retry after 5 minutes of searching.

Use Rope

You can make a Survival check as a standard action to tie knots. Success means you tie the knot successfully. Failure means your action is wasted, but you can try again. Tying a typical knot is DR 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DR 15. Knots can also be tied with the Devices skill.

You can also make a Survival check in place of a ranged attack to set a grappling hook. You take a –2 penalty per 10 feet.

Swim (Str)

The Swim skill represents your ability to swim.

Swimming

You can make a Swim check to move through water. The DR depends on the turbulence of the water, as shown on Table 4.20:

Table 4.19: Track Modifiers

Condition	DR Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked: ¹	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	–4
Huge	–8
Gargantuan	–12
Colossal	–16
Every 24 hours since the trail was made	+1 ³
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.

2 Apply only the largest modifier from this category.

3 With scent-based tracking, apply this modifier per hour since the trail was made.

Swim DRs. Success means you move forward by up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). Critical success means you move twice as fast. Failure means you make no progress through the water.

Table 4.20: Swim DRs

Water	Swim DR
Calm water	5
Rough water	10
Stormy water	15

Swimming Underwater

You can swim underwater just like you can above water. If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to 5 + your Constitution. After that period of time, you must make a DR 10 Constitution check every round to continue holding your breath. Each round, the DR for the check increases by 5. If you fail, you begin to drown.

Swim Speed

A creature with a swim speed can move a distance equal to its swim speed with a successful Swim check. In addition, it gains a +10 bonus to any Swim checks it makes.

Chapter 5

Feats

Feats are special abilities that every character has. Feats can be used to specialize your character particular area, to grant your character new abilities, or to change the way your character does certain things.

Feat Tables

Gaining Feats

Your character gains two feats at 1st level, a third at 3rd level, a fourth at 6th level, and a fifth at 10th level. Classes can sometimes grant bonus feats as well, which are in addition to these feats which every character gets. A character cannot gain the same feat twice.

Prerequisites

Some feats have prerequisites. Unless your character has all of the prerequisites, they cannot take the feat. Prerequisites can include a minimum starting attribute score, another feat or feats, a minimum level of training in a skill, or some other property of a character. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

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.

Spell: Spell feats improve your spellcasting abilities. All Spell feats except for the Ritual Caster feat are useless to characters who cannot cast spells (see Ritual Caster, page ??).

Skill: Skill feats improve your skills. They can make you more likely to succeed with skill checks and grant you new abilities based on your skills.

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: Magical feats are **magical** in nature. Many feats are not entirely magical, but have specific effects that are magical. These effects are indicated by the **[Magical]** tag.

Table 5.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	67
Draconic Heritage	Gain aspects of draconic power	—	Bloodline	70
Iron Will	Wil 2	Increase mental resilience	—	74
Toughness	Con 2	Increase physical fortitude	—	78
Class Feats	Prerequisites	Benefits	Feat Types	Page
All Energy Becomes One	Monk class, Con 2	Absorb and redirect damage	Magical	65
Class Versatility	—	Swap for abilities from additional class	??	
Class Dedication	Class Versatility feat	Gain archetype from additional class	??	
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Acrobatics Specialization	Mastered Acrobatics	—	—	65
Awareness Specialization	Mastered Awareness	—	—	66
Bardic Exemplar	Perform Specialization	Mock foes and bolster allies with performances	Magical	66
Bluff Specialization	Mastered Bluff	—	—	67
Climb Specialization	Mastered Climb	—	—	68
Craft Specialization	Mastered Creaft	—	—	69
Creature Handling Specialization	Mastered Creature Handling	—	—	69
Devices Specialization	Mastered Devices	—	—	69
Disguise Specialization	Mastered Disguise	—	—	69
Escape Artist Specialization	Mastered Escape Artist	—	—	72
Intimidate Specialization	Mastered Intimidate	—	—	74
Heal Specialization	Mastered Heal	—	—	73
Jump Specialization	Mastered Jump	—	—	74
Knowledge Specialization	Mastered Knowledge	—	—	75
Linguistics Specialization	Mastered Linguistics	—	—	75
Perform Specialization	Mastered Perform	—	—	75
Persuasion Specialization	Mastered Persuasion	—	—	76
Ride Specialization	Mastered Ride	—	—	76
Sense Motive Specialization	Mastered Sense Motive	—	—	77
Sleight of Hand Specialization	Mastered Sleight of Hand	—	—	77
Spellcraft Specialization	Mastered Spellcraft	—	—	77
Sprint Specialization	Mastered Sprint	—	—	77
Stealth Specialization	Mastered Stealth	—	—	78
Survival Specialization	Mastered Survival	—	—	78
Swim Specialization	Mastered Swim	—	—	78
Spell Feats	Prerequisites	Benefits	Feat Types	Page
Abjurer	Abjuration spell	—	Magical	65
Conjurer	Conjuration spell	—	Magical	68
Diviner	Divination spell	—	Magical	70
Eldritch Knight	Any spell	—	—	71
Enchanter	Enchantment spell	—	Magical	71
Evoker	Evocation spell	—	Magical	72

Illusionist	Illusion spell	—	Magical	73
Miscaster	Any spell	—	Magical	75
Transmuter	Transmutation spell	—	Magical	79
Vivimancer	Vivimancy spell	—	Magical	79
Combat Feats	Prerequisites	Benefits	Feat Types	Page
Agility	Dex 2	Increase reaction speed	—	65
Blindfighter	Per 2	Fight unseen foes better	—	67
Duelist	Dex 1, Int 1	Fight one-on-one better	—	71
Executioner	Str 1, Per 2	Kill weakened foes more easily	—	72
Guardian	Per 1, Wil 1	Protect nearby allies	—	73
Reaper	Str 2	—	Cleave through foes with sweeping strikes	76
Sniper	Per 2	—	Aim precisely at distant foes	77
Whirlwind Warrior	Dex 2, Per 1	Fight hordes with agile ease	—	79

Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: Requirements a character must meet before taking the feat. This entry is absent if a feat has no prerequisites.

Benefit: What the feat enables the character (“you” in the feat description) to do.

Abjurer [Magical, Spell]

You have great talent with Abjuration spells.

Prerequisite: **Abjuration** spell known.

Benefit:

Abjurant Shield: Whenever you cast an Abjuration spell with a duration, you can give one willing creature targeted by the spell a deflective shield. The shielded creature gains a +1 bonus to **physical defenses** as long as the spell lasts. This is a **Magical, Shielding** effect. You can only shield one creature in this way at a time. If you shield another creature, all previous shields are dismissed when the new shield takes effect.

3rd – Counterspell: While you are casting a spell, at any time before it resolves, you can take an **immediate action** to turn that spell into a counterspell. If you do, your spell has no effect when it resolves. Instead, choose a creature within Medium (100 ft.) range of you. If that creature is casting a spell, and your maximum spell level is at least as high as their spell’s level, their spell has no effect when it resolves.

5th – Ablative Shield: The shielded creature also gains damage reduction against physical damage equal to your spellpower.

7th – Magic Against Magic: You gain a +2 bonus to accuracy with the *antimagic* spell. In addition, your maximum spell level is increased by two for the purpose of determining which spells you can counter with your *counterspell* ability.

9th – Versatile Shield: The shielded creature’s damage reduction applies against all damage, not just physical damage.

11th – Pierce Shields: Your skill at creating defenses allows you penetrate defenses more easily. You gain a +1 bonus to **accuracy** with magical attacks.

13th – Punishing Counterspell: When you use your *counterspell* ability, you can make the target **miscast** their spell instead of negating the spell’s effects. In addition, the range of your *counterspell* ability increases to Long (300 ft.).

15th – Greater Abjurant Shield: The defense bonus granted by your *abjurant shield* ability increases to +2.

17th – Mass Counterspell: When you use your *counterspell* ability, you may target up to five creatures.

19th – Abjuration Master: Your maximum spell level is increased by one for the purpose of casting Abjuration spells.

Acrobatics Specialization [Skill]

Prerequisite: Acrobatics as a mastered skill.

Benefits:

Lesser Specialization: You gain a +2 bonus to Acrobatics.

2nd – Rapid Balance: Using Acrobatics to balance on slippery or narrow surfaces does not reduce your speed.

4th – Agile Charge: You can change directions freely while

making a **charge**.

6th – Surface Tolerance: You reduce DR modifiers for surface conditions on Acrobatics checks to balance by 2. This allows you to ignore minor surface conditions, such as slippery surfaces, when balancing.

8th – Specialization: The bonus to Acrobatics increases to +4.

10th – Legendary Airwalker (Mag): You can attempt to move on surfaces that cannot support your weight. Surfaces that can support at least a quarter of your weight, such as thin tree branches and dense liquids, are DR 20. Surfaces that can support at least a tenth of your weight, such as water, are DR 25. Surfaces that can support at least a hundredth of your weight, such as tree leaves, are DR 30. Surfaces that cannot support your weight at all, such as air, are DR 40. Success means you move along the surface at half speed. Failure means you fall through the surface. The DR increases by 2 for each consecutive round that you spend moving in this way.

12th – Greater Surface Tolerance: The reduction of DR modifiers for surface conditions increases to 5. This allows you to ignore almost all surface conditions when balancing.

14th – Rapid Airwalker: You can move at full speed with the *legendary airwalker* ability.

16th – Greater Specialization: The bonus to Acrobatics increases to +6.

18th – :

Agility [Combat]

Prerequisite: Starting Dexterity of 2.

Benefit:

1st – Dodge: At the start of each phase, you can choose a creature you can see. You gain a +1 bonus to Armor defense against attacks by that target during that phase.

2nd – Lesser Lightning Reflexes: You gain a +1 bonus to Reflex defense.

4th – Rapid Reaction: You gain a +2 bonus to **initiative** checks.

6th – Mobility: Your movement is not impeded by being threatened by the target of your *dodge* ability (see Moving Near Foes, page 9).

8th – Lightning Reflexes: The bonus to Reflex defense increases to +2.

10th – Greater Rapid Reaction: The bonus to initiative checks increases to +5.

12th – Focused Dodge: You do not suffer **overwhelm penalties** against attacks by the target of your *dodge* ability. In addition, when counting the number of creatures threatening you to determine your overwhelm penalties, you ignore that creature.

14th – Greater Lightning Reflexes: The bonus to Reflex defense increases to +3.

16th – Evasion: Your **overwhelm penalties** do not affect your Reflex defense.

18th – Supreme Dodge: The bonus to Armor defense granted by your *dodge* ability increases to +2.

All Energy Becomes One [Class, Magical]

Prerequisite: Monk, starting Constitution of 2.

Benefits:

Absorb Energy: Whenever you would take **energy damage**, you can take an **immediate action** to channel the energy into your body. If you do, you gain damage reduction against that attack equal

to your *ki* power.

3rd – Channel Energy: At the end of each round, if you reduced damage with your *absorb energy* ability, you can channel that energy into your weapons. If you do, choose a damage type that you reduced this round with that ability. All damage you deal with your weapons gains that damage type until the end of the next round.

5th – Energetic Unity: You can use *absorb energy* to reduce any non-physical damage you take, instead of only energy damage.

7th – Channel Power: While you are channeling energy with your *channel energy* ability, you deal +1d damage with your weapons.

9th – Sustained Channeling: You can sustain your *channel energy* ability as a swift action.

11th – Greater Absorb Energy: You increase the damage reduction to twice your *ki* power.

13th – Kinetic Absorption: You can use *absorb energy* to reduce any damage you take, instead of only non-physical damage.

15th – Greater Channel Power: You increase your damage bonus with your weapons to +2d.

17th – Attuned Channeling: When you use your *channel energy* ability, you can spend an **action point**. If you do, you attune to the ability, causing it to last as long as you stay attuned to it. For details, see Attunement, page 110.

19th – Reflexive Absorption: You can use your *greater absorb energy* ability once per round without spending an action. You cannot use it twice to affect the same attack.

Awareness Specialization [Skill]

Prerequisite: Awareness as a mastered skill.

Benefits:

1st – Lesser Specialization: You gain a +2 bonus to Awareness.

2nd – Broad Search: When you take the Search action, you can search a 10-ft. square within 30 feet of you (see Search, page 46).

4th – Extraordinary Senses: You gain one of the following senses: **blindsight** (50 ft.), **darkvision** (100 ft.), **scent**, or **tremorsense** (50 ft.).

6th – Distance Tolerance: You reduce DR modifiers for distance on Awareness rolls by 2. This usually allows you to ignore up to 100 feet of distance.

8th – Specialization: The bonus to Awareness increases to +4.

10th – Legendary Senses: You gain one of the following senses: **blindsight** (200 ft.), **blindsight** (50 ft.), **darkvision** (500 ft.), **tremorsense** (200 ft.), or **tremorsight** (50 ft.).

12th – Trapmaster: Whenever you come within 50 feet of a trap, you can make an Awareness check to notice it, even if you were not searching for traps.

14th – Greater Distance Tolerance: The reduction of DR modifiers for distance increases to 5. This usually allows you to ignore up to 500 feet of distance.

16th – Greater Specialization: The bonus to Awareness increases to +6.

18th – Supreme Senses: You can choose an additional sense from the *legendary senses* ability. Its range is doubled.

Bardic Exemplar [Magical, Skill]

Prerequisite: Perform Specialization feat.

Benefit:

1st – Mocking Performance: As a standard action, you can

spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: One creature **Range:** Medium (100 ft.)

Attack: Perform vs. Mental

Success: The target is **taunted** (50% failure on attacks not against taunting creature) by a willing creature of your choice within range of you.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion**, **Mind**. In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

3rd – Perform Point: You gain a perform point. A perform point can be spent to use **magical** abilities from this feat and the Perform Specialization feat in place of an action point. You recover all spent perform points after a **short rest**.

5th – Song of Serenity: As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: One creature **Range:** Medium (100 ft.)

Effect: The target is immune to hostile **Mind** effects.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion**, **Mind**. In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

7th – Demoralizing Mockery: A creature affected by your *mocking performance* ability takes a –2 penalty to Mental defense as long as the effect lasts.

9th – Hybrid Performance: You can sustain two different **magical** abilities from this feat or the Perform Specialization feat as part of the same **swift action**.

11th – Mass Performance: When you use your *mocking performance* ability, you can target up to five creatures. Each affected creature is taunted to attack the same creature. In addition, when you use your *song of serenity* ability, you can target up to two creatures.

13th – Battle Cry: As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Targets: Any number of creatures **Range:** Medium (100 ft.)

Effect: The target gains a +2 bonus to accuracy with all attacks.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion**, **Mind**. In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

15th – Serene Bliss: A creature affected by your *song of serenity* ability is not **bloodied** as long as the effect lasts and it has hit points remaining. It suffers the normal penalties for becoming bloodied if the effect ends or it has no hit points remaining.

17th – Greater Mass Performance: When you use your *mocking performance* ability, you can target any number of creatures.

Each affected creature is taunted to attack the same creature. In addition, when you use your *song of serenity* ability, you can target up to five creatures. Finally, the range of your *battle cry* ability is increased to Long (300 ft.).

19th – **Champion's Anthem**: A creature affected by your *battle cry* ability may use your level in place of its accuracy with any attack.

19th – **Hideous Laughter**: If you get a **critical hit** against a creature with your *mocking performance* ability, it laughs uncontrollably until the end of the next round. During this time, it can take no other actions.

Blindfighter [Combat]

Prerequisite: Starting Perception 2.

Benefit:

1st – **Blind Precision**: Whenever you have a miss chance caused by being unable to see your opponent, you can roll the miss chance twice and take the better result.

2nd – **Unseen Defense**: You are not **defenseless** (–5 *defense vs. melee*) against foes you cannot see if you know their location.

4th – **Blindsense**: You gain **blindsense** (50 ft.).

6th – **Attack the Unseen**: If you know the location of a creature you cannot see, and you have **line of effect** to that creature, you can target it with targeted abilities.

8th – **Blind Feint**: If you are attacked by a creature who incorrectly thinks you are **unaware** of the attack, you can take an **immediate action** to spend an **action point**. If you do, you can immediately make a **strike** against that creature.

10th – **Blindsight**: You gain **blindsight** (50 ft.). In addition, the range of your blindsense improves to 200 feet.

12th – **Controlled Sight**: You are immune to all abilities that depend on sight to affect you.

14th – **Greater Blindsight**: The range of your blindsight improves to 100 feet. In addition, the range of your blindsense improves to 500 feet.

16th – **Greater Blind Feint**: When you use your **blind feint** ability, the target is **unaware** of the attack.

18th – **Supreme Sight**: The range of your blindsight improves to 200 feet. In addition, the range of your blindsense improves to 1,000 feet.

Bluff Specialization [Skill]

Prerequisite: Bluff as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Bluff.

2nd – **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 **swift action** as long as you continue to be distracting. You must make a new check each round, and the DR increases by 2 for each round you have distracted them. For details, see Distract, page 47.

4th – **Deceive Magic**: Any magical abilities which detect lies are unable to detect lies you speak.

6th – **Quick Change**: You reduce your penalties for using the *disguise creature* ability of the Bluff skill by 5. This means you can create a disguise in 5 minutes at no penalty.

8th – **Specialization**: The bonus to Bluff increases to +4.

10th – **Dual Speech** (Mag): Whenever you speak, you can make

a Bluff check to speak in two voices at once. The base DR is 15. Success means you speak the same words with two different vocal patterns, such as tone or accent, though you cannot significantly change the volume. You can freely choose which creatures hear which pattern, treating all creatures you are not aware of as a single group. Failure means you choose one of the vocal patterns and speak in that pattern. Critical failure means the words come out garbled and incomprehensible.

If you increase the DR by 5, your vocal patterns can be in different languages. If you increase the DR by 10, your vocal patterns can use entirely different words.

12th – **Greater Deceive Magic**: Whenever you impersonate a creature, if your Bluff check is high enough, magical abilities treat you as if you were that creature. The DR is equal to 10 + the **power** of the ability you are deceiving. For example, if you impersonate an undead creature, the *inflict light wounds* spell would heal you. This does not grant you any abilities associated with creatures you impersonate.

14th – **Greater Quick Change**: Your penalty reduction for using the *disguise creature* ability of the Bluff skill increases to 10. This means you can create a disguise in 5 rounds at no penalty.

16th – **Greater Specialization**: The bonus to Bluff increases to +6.

18th – **Deceive Reality**: Whenever you are attacked, after learning whether the attack succeeded or failed, you can spend an **action point** as an immediate action. If you do, you can make a Bluff check to pretend the attack affected you differently. The DR is equal to the result of the attack roll. Success means you can choose the result of the attack roll, potentially causing it to miss instead of hitting, or to hit instead of missing. However, you cannot make the attack critically fail. After using this ability, you cannot use it again until you take a **short rest**.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment

Special: You can only have one Bloodline feat.

Benefit:

1st – **Celestial Power**: Your **power** with abilities from this feat is equal to your Willpower or your level, whichever is higher.

1st – **Holy Blessing**: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Close (30 ft.)

Effect: The target gains a +2d bonus to damage with all attacks.

Duration: Attunement

Tags: Good, Magical

3rd – **Holy Protection**: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Close (30 ft.)

Effect: The target gains damage reduction equal to your celestial power against **Evil** physical effects, and physical attacks made by evil creatures.

Tags: Good, Magical

5th – **Angel Wings**: You gain feathery wings that sprout from your back. You can use these wings to glide at a rate equal to your land speed (see Gliding, page 10). The wings themselves are **mundane**, but the ability to glide and fly with them is **magical**.

7th – **Complete Protection**: The damage reduction from your

holy protection ability also applies against non-physical effects.

9th – **Empowered Blessing**: The damage bonus from your **holy blessing** ability increases to +3d.

11th – **Angelic Flight**: Your *angel wings* grant you a fly speed equal to your land speed. While **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), you can fly (see Flying, page 10). You can only fly for a number of rounds equal to half your celestial power. After that limit is reached, you must take a **short rest** before flying again.

13th – **Holy Retribution**: Whenever an evil creature makes a physical melee attack against the creature protected by your *retributive protection* ability, you make a celestial power vs. Mental attack against the attacking creature. Success means the attacker takes 1d4 divine damage +1d per celestial power.

15th – **Greater Empowered Blessing**: The damage bonus from your **holy blessing** ability increases to +4d.

17th – :

19th – **Greater Angelic Flight**: You no longer have a limit on how long you can fly with your *angelic flight* ability.

Class Dedication [Class]

Prerequisite: Class Versatility feat.

Benefit:

1st – **Additional Archetype**: Choose an archetype from a class you have chosen with the *additional class* ability of the Class Versatility feat (see Class Versatility, page ??). You gain all abilities from that archetype.

Class Versatility [Class]

Benefit:

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 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.

10th – **Extraordinary Versatility**: You can choose a third class with your *additional class* ability.

Climb Specialization [Skill]

Prerequisite: Climb as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Climb.

2nd – **Damage Tolerance**: Taking damage while climbing does not force you to make an additional Climb check to avoid falling.

4th – **Climb Speed**: You gain a **climb speed** equal to half your land speed. A successful Climb check to move allows you to travel a distance equal to your climb speed.

6th – **Scale the Beast**: You gain a +2 bonus to Climb attacks you make to climb on other creatures (see Creature Climb, page ??). In addition, you gain a +1 bonus to accuracy with physical attacks against creatures you are climbing on.

8th – **Specialization**: The bonus to Climb increases to +4.

10th – **Greater Climb Speed**: Your climb speed increases to be equal to your land speed.

12th – **Impossible Climber**: You can climb surfaces that are perfectly smooth. The DR is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling. In addition, you are treated as one size category smaller than normal for the purpose of determining which creatures you can climb on.

14th – **Greater Scale the Beast**: The bonus to Climb attack to climb on creatures increases to +4. In addition, the bonus to physical accuracy against creatures you are climbing on increases to +2.

16th – **Greater Specialization**: The bonus to Climb increases to +6.

18th – **Greater Impossible Climber**: You can wallrun on ceilings in the same way you wallrun on walls. In addition, the size category decrease for the purpose of climbing on creatures improves to two size categories smaller than normal.

Conjurer [Magical, Spell]

Prerequisite: **Conjuration** spell known.

Benefit:

1st – **Astral Spirit**: When you cast the **summon monster** spell, you can manifest an astral spirit instead of an animal. An astral spirit is a floating, spirit-like creature with a translucent body. Its size is Medium, and it is vaguely humanoid in shape. It has a physical form, and occupies space like any other creature.

An astral spirit does not have a land speed, but it has a 30 foot **fly speed** with good maneuverability. In addition, it can teleport any distance as a move action as long as its destination is within Medium (100 ft.) range of you. If an astral spirit hits with its strike, it deals arcane damage.

3rd – **Lesser Astral Spell Transit**: Your attacks with spells ignore **cover**, but not **total cover**.

5th – **Fortified Manifestations**: Objects and creatures you create with **Manifestation** abilities have additional hit points equal to your spellpower.

7th – **Astral Echo**: Whenever you teleport, you drift between your plane and the Astral Plane until the end of the next round. During this time, all attacks against you have a 20% failure chance.

9th – **Regenerating Manifestations**: Whenever you cast a spell, objects and creatures you have created with **Manifestation** abilities heal hit points equal to your spellpower.

11th – **Astral Spell Transit**: You double the range of all spells you cast. In addition, all **Teleportation** spells you cast can teleport twice their normal distance.

13th – **Sustained Manifestations**: Once per round, when you cast or sustain a spell, you can also sustain a **Manifestation** spell as a **free action**.

15th – **Greater Fortified Manifestations**: Objects and creatures you create with **Manifestation** abilities have damage reduction equal to your spellpower.

17th – **Greater Astral Spell Transit**: When determining whether you have **line of effect** to a particular location with a spell, you can ignore a single solid obstacle up to five feet thick. This can allow you to cast spells through solid walls, though it does not grant you the ability to see through the wall.

19th – **Greater Astral Echo**: You constantly drift between your plane and the Astral Plane. All attacks against you have a 20% failure chance. You can suppress or resume this ability as a **swift action**. In addition, whenever you teleport, your connection to the Astral Plane is strengthened until the end of the next round. During this

time, all attacks against you have a 50% failure chance.

Craft Specialization [Skill]

Prerequisite: Craft (any) as a mastered skill.

Benefit:

1st – **Lesser Specialization:** You gain a +2 bonus to all Craft skills.

2nd – **Craft Magic Item** (Magical): You can imbue items with magic using your crafting skill. Imbuing an item with magic takes material components, as described in Magic Item Creation, page 175. It takes you one hour per 10 gp of material components to create a item.

You can also mend a broken magic item if it is one that you could make. Doing so costs a tenth of the raw materials and a quarter of the time it would take to craft that item in the first place. You cannot mend a **destroyed** magic item.

4th – **Crafting Savant:** You gain two additional **skill points** which can only be spent on Craft skills.

6th – **Rapid Creation:** Crafting magic items takes you one hour per 100 gp of material components.

8th – **Specialization:** The bonus to Craft skills increases to +4.

10th – **Rapid Creation:** Crafting magic items takes you one hour per 500 gp of material components.

12th – **Greater Crafting Savant:** The number of extra skill points increases to four.

14th – **Rapid Creation:** Crafting magic items takes you one hour per 2,500 gp of material components.

16th – **Greater Specialization:** The bonus to Craft skills increases to +6.

18th – **Rapid Creation:** Crafting magic items takes you one hour per 12,500 gp of material components.

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a mastered skill.

Benefit:

1st – **Lesser Specialization:** You gain a +2 bonus to Creature Handling.

2nd – **Sustained Pacify:** You can sustain the *pacify* ability from the Creature Handling skill as a swift action, rather than as a standard action (see Pacify, page 50).

4th – **Compressed Training:** You can teach a creature a trick with 12 hours of work, split as you choose, rather than in a week of 4 hour sessions (see Training Creatures, page 51).

6th – **Species Tolerance:** You reduce Creature Handling DR modifiers for handling non-animals by 2.

8th – **Specialization:** The bonus to Creature Handling increases to +4. In addition, you can train creatures to learn one bonus trick beyond their normal maximum (see Bonus Tricks, page ??).

10th – **Battleforged Training:** You can teach a creature the Battleforged trick. The DR to train the trick is 20. A creature with the trick gains the following benefits:

- Its maximum hit points increase by an amount equal to its level.
- It gains a +1 bonus to accuracy with all attacks.
- It gains a +1d bonus to damage with **strikes**.

12th – **Rapid Pacify:** You can use the *pacify* ability from the Creature Handling skill as a swift action, rather than as a standard action.

14th – **Greater Species Tolerance:** The reduction of DR modifiers for handling non-animals increases to 5. This usually allows you to ignore penalties for working with non-animals.

16th – **Greater Specialization:** The bonus to Creature Handling increases to +6. In addition, the number of bonus tricks you can train creatures to learn increases to two.

18th – **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 30. A creature with the trick gains the following benefits, which replace the benefits of the Battleforged trick:

- Its maximum hit points increase by an amount equal to twice its level.
- It gains a +2 bonus to accuracy with all attacks.
- It gains a +2d bonus to damage with **strikes**.

Devices Specialization [Skill]

Prerequisite: Devices as a mastered skill.

Benefit:

1st – **Lesser Specialization** (Magical): You gain a +2 bonus to Devices.

2nd – **Rapid Improvisation:** As a standard action, you can spend an **action point** to use the *improvise* ability to create a device (see *Improvise*, page 52).

4th – **Steady Hands:** You cannot **critically fail** on Devices checks. If you would critically fail, you simply fail instead, and suffer the normal penalties for non-critical failure.

6th – **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 **dispelled**. This has no effect on abilities that cannot be dispelled.

8th – **Specialization:** The bonus to Devices increases to +4.

10th – **Improbable Improvisation:** You reduce the DR for using the *improvise* ability to make devices from unsuitable materials by 5.

12th – **Disable Arcana** (Magical): You can disable spell effects from any source, not just arcane spell effects.

14th – **Durable Improvisation:** Devices you create with the *improvise* ability last for twice as many uses before they break.

16th – **Greater Specialization:** The bonus to Devices increases to +6.

18th – **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.

Benefit:

1st – **Lesser Specialization:** You gain a +2 bonus to Disguise.

2nd – **Quick Change:** As a standard action, you can spend an **action point** to use the *disguise creature* or *emulate creature* ability.

4th – **Disguise Aura** (Magical): Whenever you use the *disguise creature* or *emulate creature* abilities, you can decide how the target and any items on the target appear when examined by **Divination** spells. For example, you could cause all of their equipment to appear nonmagical, or you could cause them to have a strong aura of good

when examined with the *detect alignment* spell. The maximum **power** you can emulate is equal to your Disguise check result -15.

Anyone using divination magic on the creature must make a spellpower check with a DR equal to your Disguise check result in order to perceive the truth. Regardless of the result of the check, the caster is not aware that the check was made.

6th – Mismatch Tolerance: You reduce Disguise penalties for differences between the target's normal appearance and its intended appearance by 2. This allows you to ignore minor mismatches, such as if the target is a different gender than its intended appearance.

8th – Specialization: The bonus to Disguise increases to +4.

10th – Disguise Size (Magical): As a **standard action**, you can spend an action point to use this ability.

Target: You

Effect: You increase or decrease your size by one **size category**.

Duration: Attunement

14th – Greater Mismatch Tolerance: The reduction of Disguise penalties for appearance differences increases to 5. This can allow you to ignore significant appearance differences.

16th – Greater Specialization: The bonus to Disguise increases to +6.

Diviner [Magical, Spell]

Prerequisite: **Divination** spell known.

Benefit:

1st – Prophecy: As a **standard action**, you can spend an **action point** to use this ability.

Special: The scope of this ability is limited to the next hour. This time period is called the *time of prophecy*. When you use this ability, you visualize an action that a creature (or group of creatures) could take within the *time of prophecy*.

Effect: You see a brief, cryptic vision describing the most likely outcome of the action you visualized. This vision does not reveal any consequences that might occur after the *time of prophecy* has ended.

The vision does not have to be a literally accurate representation of the future. For example, if you used this ability to foresee the results of entering a room that had a group of creatures waiting in ambush, you might see a vision of flashing daggers in darkness darting towards your exposed back, regardless of whether the creatures would actually use daggers to attack.

After using this ability, you cannot use it again until the *time of prophecy* has ended, regardless of whether the action was taken.

3rd – Lesser Precognitive Reaction: You gain a +1 bonus to Reflex defense. In addition, you gain a +2 bonus to **initiative** checks.

5th – Deep Prophecy: When you use your *prophecy* ability, you can increase the *time of prophecy* to eight hours. This affects both the distance you can see into the future and the time you must wait before using the ability again.

7th – Truesight: You gain the **truesight** ability with a 50 foot range.

9th – Precognitive Reaction: The bonus to initiative checks increases to +4. In addition, you are aware of all attacks against you, even those you cannot see, as long as you are conscious. This allows you to use abilities to defend yourself, and prevents you from

being **unaware** (*critically hit on every attack*).

11th – Dual Prophecy: You may use your *prophecy* ability while you have an active *time of prophecy*. If you have two active *times of prophecy*, you must wait until one has expired to use your *prophecy* ability again.

13th – Greater Truesight: The range of your **truesight** increases to 500 feet.

15th – Flexible Prophecy: When you use your *prophecy* ability, you can choose the *time of prophecy* to be any five-minute increment of time, to a minimum of thirty minutes and a maximum of eight hours.

17th – Greater Precognitive Reaction: The bonus to Reflex defense increases to +2, and the bonus to initiative checks increases to +6. In addition, you can never be surprised in combat. Whenever there are **surprise phases**, you can act in them.

19th – Oracle: When you use your *prophecy* ability, the maximum *time of prophecy* you can choose is increased to one week. In addition, you may have three active *times of prophecy*, rather than two.

Draconic Heritage [Bloodline]

Special: You can only have one Bloodline feat.

Benefit:

1st – Draconic Power: Your **power** with abilities from this feat is equal to your level or your Constitution, whichever is higher.

1st – Draconic Ancestry: Choose a type of dragon from among the dragons on Table 5.2: Dragon Types. You have the blood of that type of dragon in your veins. This grants you damage reduction equal to twice your *draconic power* against the damage type that dragon's breath weapon deals.

1st – Low-Light Vision: You gain **low-light vision**. If you already have low-light vision, you instead double the benefit, allowing you to quadruple the illumination range of light sources.

2nd – Draconic Weapons: You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page 85.

2nd – Darkvision: You gain **darkvision** with a 50 foot range. If you already have darkvision, you instead increase the range of your existing darkvision by 50 feet.

4th – Draconic Wings: You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to your land speed (see Gliding, page 10). The wings themselves are physical, but the ability to glide with them is **magical**.

6th – Breath Weapon: As a **standard action**, you can spend an **action point** to use this ability.

Special: The area affected by this ability depends on your *draconic ancestry*, as described in Table 5.2: Dragon Types.

Burst: Medium (20 ft.) cone or Large (50 ft.) line

Targets: All creatures in the area

Attack: Draconic power vs. Reflex

Success: The target takes 1d6 damage +1d per two draconic power. The damage type depends on your *draconic ancestry*, as described in Table 5.2: Dragon Types.

Critical Success: As above, but double damage.

Special: After using this ability, you must wait one round before using it again.

8th – Lesser Draconic Flight (Magical): As a standard action,

if you are **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*), you can use your draconic wings to fly with a **fly speed** equal to your land speed.

10th – **Widened Breath**: The area affected by of your *breath weapon* increases. A line breath weapon becomes a Huge (100 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (50 ft.) cone.

12th – **Greater Draconic Weapons** (Magical): The natural weapons gain an **enhancement bonus** equal to one quarter of your *draconic power*.

14th – **Draconic Flight** (Magical): You can use your *draconic flight* ability to fly as a **swift action**.

16th – **Devastating Breath**: The damage dealt by your *breath weapon* increases by +1d.

18th – **Greater Draconic Flight** (Magical): You can use your *draconic flight* ability to fly as a **free action**.

Table 5.2: Dragon Types

Dragon	Energy Type	Breath Weapon
Black	Acid	Line
Blue	Electricity	Line
Brass	Fire	Line
Bronze	Electricity	Line
Copper	Acid	Line
Gold	Fire	Cone
Green	Acid	Cone
Red	Fire	Cone
Silver	Cold	Cone
White	Cold	Cone

Duelist [Combat]

Prerequisite: Starting Dexterity of 1, starting Intelligence of 1.
Benefit:

1st – **Parry**: Whenever a creature **initiates** a **strike** against you, you can take an **immediate action** to attempt to parry its attack. If you do, you gain a +2 bonus to physical defenses against the attack.

2nd – **Defensive Stance**: As a **swift action**, you can spend an **action point** to use this ability.

Target: One creature **Range:** Medium (100 ft.)

Special: You can change the target of this ability to a new creature within range as a **swift action**.

Effect: You gain a +2 bonus to physical defenses against the target.

Duration: Attunement

4th – :

6th – **Overwhelm Tolerance**: Your *defensive stance* ability prevents you from suffering **overwhelm penalties** against attacks from the target creature.

8th – **Riposte**: Whenever you use your *parry* ability, you can spend an **action point**. If you do, you **initiate** a **strike** against the attacking creature.

10th – **Focused Defense**: You gain a +1 bonus to physical defenses against attacks you do not suffer **overwhelm penalties** on.

14th – **Rapid Parry**: Once per round, you can *parry* an attack without spending an immediate action.

Eldritch Knight [General, Spell]

Prerequisite: Ability to cast a spell.

Benefit:

1st – **Lesser Combat Concentration**: You gain a +2 bonus to Concentration checks made to cast spells.

1st – **Lesser Armor Tolerance**: You reduce your chance of arcane spell failure from wearing armor by 10%.

2nd – **Spellstrike** (Magical): As a standard action, you can spend an **action point** to use this ability.

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

Effect: You imbue magical power into the weapon. This requires concentration as if casting a spell. Breaking your concentration does not cause a **miscast backlash**, however. During the **delayed action phase**, you may make a **strike** with the weapon. If you maintained your concentration, the strike gains a +2d bonus to damage.

4th – **Combat Concentration**: The bonus to Concentration checks increases to +5.

6th – **Armor Tolerance**: The reduction of arcane spell failure increases to 20%.

8th – **Seeking Spellstrike** (Magical): When you use your *spellstrike* ability, if you maintained your concentration, you gain a +1 bonus to accuracy with the **strike**.

10th – **Spellsword Rhythm** (Magical): Whenever you hit a creature with a **strike**, you gain a +1 bonus to **accuracy** with spells against that creature during the next round. In addition, whenever you hit a creature with a **spell**, you gain a +1 bonus to **accuracy** with **strikes** against that creature during the next round.

12th – **Greater Combat Concentration**: The bonus to Concentration checks increases to +10.

14th – **Greater Spellstrike** (Magical): When you use your *spellstrike* ability, the damage bonus if you maintained your concentration increases to +3d.

16th – **Greater Armor Tolerance**: The reduction of arcane spell failure increases to 30%.

18th – **Greater Spellsword Rhythm** (Magical): The accuracy bonus increases to +2.

Enchanter [Magical, Spell]

Prerequisite: **Enchantment** spell known.

Benefit:

1st – **Mind Fragments**: When you use **Mind** abilities, you can affect creatures with a **mundane** immunity to **Mind** abilities. You take a –5 penalty to accuracy on attacks against such creatures. This does not allow you to affect creatures with a **magical** immunity to **Mind** abilities.

3rd – **Mind Scour**: As a **standard action**, you can spend an **action point** to use this ability.

Target: One creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target takes d6 damage +1d per two spellpower.. In addition, its Mental defense is lowered by 2. This is a **condition**, and lasts until it is removed.

Critical Success: As above, but double damage, and its Mental defense is lowered by 5 instead of 2.

Tags: **Mind**

5th – **Subtle Influence**: The DR to identify your **Mind** abilities with Spellcraft, and to identify their effects with Sense Motive, increases by 5.

7th – **Enchanting Presence**: You gain a +1 bonus to Intimidate and Persuasion. In addition, creatures within a 50-foot radius **emanation** of you take a –1 penalty to Mental defense. You may freely exclude creatures you are aware of from this effect.

9th – **Brutal Scouring**: You gain a +1d bonus to damage with your *mind scour* ability.

11th – **Greater Mind Fragments**: The penalty to accuracy against creatures with **mundane** immunity to **Mind** effects decreases to –2.

13th – **Greater Enchanting Presence**: The bonus to Intimidate and Persuasion increases to +2. In addition, the penalty to Mental defense against creatures near you is increased to –2.

15th – **Mental Breach**: You gain a +1 bonus to accuracy with your *mind scour* ability.

17th – **Greater Subtle Influence**: The DR increase to identify your **Mind** abilities increases to 10.

19th – **Mental Torment**: Whenever you target a creature with a Mind ability, that creature takes a –1 penalty to Mental defense. This is a **condition**, and lasts until it is removed. This penalty stacks with itself if you target the same creature multiple times.

Escape Artist Specialization [Skill]

Prerequisite: Escape Artist as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Escape Artist.

2nd – **Rapid Escape**: You can squeeze and escape bindings and grapples as a move action, rather than as a standard action.

4th – **Constraint Tolerance**: You reduce your penalties for **squeezing** by 1 (see Squeezing, page 9).

6th – **Accelerated Squeeze**: Your movement speed is not reduced while squeezing.

8th – **Specialization**: The bonus to Escape Artist increases to +4.

10th – **Escape Magic** (Magical): As a standard action, you can spend an **action point** to use this ability.

Effect: You make an Escape Artist attack against all **magical** effects on you. The DR for each effect is equal to 10 + the effect's **power**. Success means the effect is **dispelled**, if it is an effect that can be dispelled.

You can only dispel effects which target you directly, not area effects which include you as a target. If an ability targets multiple creatures, you can only remove its effects on you.

12th – **Greater Rapid Escape**: You can escape bindings and grapples as a **swift action**.

14th – **Greater Constraint Tolerance**: The penalty reduction from your *constraint tolerance* ability increases to 2. This typically allows you to ignore all penalties for **squeezing**.

16th – **Greater Specialization**: The bonus to Escape Artist increases to +6.

18th – **Greater Escape Magic** (Magical): You can use your *escape magic* ability as a **swift action**.

Evoker [Magical, Spell]

Prerequisite: **Evocation** spell known.

Benefit:

1st – **Energy Burst**: As a standard action, you can spend an **action point** to use this ability.

Special: When you use this ability, you choose a type of energy: cold, electricity, fire, or sonic.

Target: One creature or object

Range: Close (30 ft.)

Attack: Spellpower vs. Special

Special: If you chose electricity or fire energy, this attack is made against Reflex defense. If you chose cold or sonic energy, this attack is made against Fortitude defense.

Success: The target takes 1d8 damage +1d per two spellpower. The type of energy you choose determines the type of damage dealt.

Critical Success: As above, but double damage.

Tags: As the energy type chosen

3rd – **Energy Resistance**: You gain damage reduction against **energy damage** equal to your spellpower.

5th – **Mighty Telekinesis**: You gain a +1 bonus to accuracy with the *telekinesis* spell.

7th – **Residual Energy Burst**: When your attack succeeds with your *energy burst* ability, the target suffers an additional effect depending on the energy type chosen. These effects are **conditions**, and last until they are removed.

- Cold: If target is a creature, it is **fatigued** (*move at half speed, unable to sprint or charge*).

- Electricity: If the target is a creature, it is **impaired** (20% failure) with attacks and checks.

- Fire: The target is **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish).

- Sonic: If the target has **hardness**, its hardness is reduced by an amount equal to half your spellpower. Otherwise, if it has **damage reduction**, its damage reduction is reduced by amount equal to your spellpower.

9th – **Potent Evocation**: You gain a +1d bonus to damage with **Evocation** abilities that deal damage measured in a dice pool, as well as with the *energy burst* ability.

11th – **Greater Energy Resistance**: The damage reduction against **energy damage** increases to twice your spellpower.

15th – **Devastating Evocation**: The area affected by your *Evocation* spells that affect areas doubles.

Executioner [Combat]

Prerequisites: Starting Strength of 1, starting Perception of 2.

Benefit:

1st – **Strip the Flesh**: As a standard action, you can spend an **action point** to use this ability.

Target: One creature or object

Range: As weapon

Effect: You make a **strike** against the target. At the end of the round, if the target is not **bloodied**, it takes additional damage equal to the damage you dealt to it with your strike.

2nd – **Lesser Purge the Weak**: You gain a +1 bonus to accuracy with physical attacks against **bloodied** creatures.

4th – **Final Blow**: Whenever you deal **vital damage** to a creature with a **strike**, the creature immediately dies.

6th – **Bloodfeeder** (Life, Magical): Whenever a creature dies, if you dealt damage to it that round with a **strike**, you heal hit points equal to its level.

8th – **Salt the Wound**: When you use your *strip the flesh* ability, the target continues taking damage at the end of each round until it becomes **bloodied**. This is a **condition**, and can be removed by

abilities that remove conditions.

10th – **Purge the Weak**: The accuracy bonus against **bloodied** creatures increases to +2.

12th – **Greater Final Blow**: Whenever a creature's hit points drop to zero, if you dealt damage to it that round with a **strike**, it immediately dies. In addition, whenever you deal damage to a creature that has no hit points remaining with a **strike**, it immediately dies.

14th – **Greater Bloodfeeder** (Life, Magical): Whenever a creature dies, if you used your *strip the flesh* ability on it since the last time it took a **short rest**, you regain an **action point**.

18th – **Greater Purge the Weak**: The accuracy bonus against **bloodied** creatures increases to +3.

Guardian [Combat]

Prerequisite: Starting Perception and Willpower of 1.

Benefit:

1st – **Redirection**: Whenever an ally adjacent to you is hit by a **strike**, you may use this ability as an **immediate action**. If you do, you suffer all effects of the attack in place of the target. Any abilities you have that would make the strike miss or fail have no effect, but your abilities that allow you to reduce or ignore its effects work normally. You can learn which strikes hit the target in the current phase before deciding which strike to redirect, but not how much damage they would do (or any other effects they might have).

2nd – **Lesser Defend the Weak**: You reduce the **overwhelm penalties** of allies adjacent to you by 1. If an ally's overwhelm penalty is reduced to 0, it not considered to be **overwhelmed**.

4th – **Binding Strike**: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Adjacent
Effect: You make a **strike** against the target. If the target takes damage from this strike, it is **immobilized** (*Unable to leave its location*). This effect is immediately broken if you stop being adjacent to the target.
Duration: Condition

6th – **Expanded Redirection**: You can use your *redirection* ability to redirect the effects of any **mundane** attack, not just **strikes**.

8th – **Defend the Weak**: The penalty reduction increases to 2.

10th – **Certain Bind**: You gain a +1 bonus to accuracy with your *binding strike* ability.

12th – **Martyr's Boon** (Magical): You can use an **action point** to use your *redirection* ability on any ally within Long (300 ft.) range of you.

14th – **Greater Defend the Weak**: The penalty reduction increases to 3.

16th – **Inescapable**: Enemies you threaten must pay four times the normal movement cost to move out of squares you threaten. This replaces the normal penalties for moving through threatened squares (see Moving Near Foes, page 9).

18th – **Greater Expanded Redirection** (Magical): You can use your *redirection* ability to redirect the effects of any attack, not just **mundane** attacks.

Heal Specialization [Skill]

Prerequisite: Heal as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Heal.

2nd – **Healing Touch** (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One willing creature **Range**: Touch
Effect: Make a Heal check. The target is healed for an amount equal to the Heal check result.

4th – **Lifesaver**: You gain a +5 bonus to Heal checks to stabilize dying creatures (see Dying, page 19).

6th – **Vital Healing**: For every five points of healing you would restore with your *healing touch*, you can instead heal a point of **vital damage**.

8th – **Specialization**: The bonus to Heal increases to +4.

10th – **Purging Touch** (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One willing creature **Range**: Touch
Attack: Heal vs. Special

Special: The attack result is applied to every poison and disease on the target. The DR for each effect is equal to 10 + the **power** of the effect.

Success: Success against a poison or disease causes it to be removed from the target, along with all of its lingering effects.

12th – **Empowered Healing**: When you use your *healing touch* ability, you can heal additional hit points equal to your level.

14th – **Greater Lifesaver**: You can stabilize dying creatures as a **swift action**.

16th – **Greater Specialization**: The bonus to Heal increases to +6.

18th – **Wellspring of Life**: You do not have to spend an **action point** to use your *healing touch* ability.

Illusionist [Magical, Spell]

Prerequisite: **Illusion** spell known.

Benefit:

1st – **Create Image**: As a standard action, you can spend an **action point** to use this ability.

Range: Medium (100 ft.)

Effect: This ability creates the visual illusion of an object, creature, or force, as determined by you. The figment's size must be no smaller than Tiny, and no larger than Large. The figment does not create sound, smell, or temperature.

During the movement phase, you can move the figment anywhere within the range, with appropriate motions to simulate natural movement. For example, if you created the illusion of a squad of human guards, you could cause them to walk realistically across a room. The figments otherwise remain motionless, except for minor motions that simulate signs of life (if appropriate). If the figment ever leaves this ability's range, the effect immediately ends.

The maximum intensity of a sensation created by this ability is not enough to have any significant detrimental effects on a human experiencing the sensation. For example, it can create a bright light, but not so bright that it would be physically painful to view.

When you use this ability, you make a check with a bonus equal to your spellpower + 5. Creatures can recognize the figment is created by illusory magic by interacting with it physically, or by making an Awareness check against a DR equal to your check result when using this ability. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the figment, but which are missing.

Duration: Sustain (swift)

Tags: Figment

3rd – **Lesser Reflexive Illusion:** You gain a +1 bonus to Disguise, Sleight of Hand, and Stealth.

5th – **Controlled Image:** While your *create image* ability is active, you can concentrate on the figment as a standard action. If you do, you can directly control the figment's movement for the rest of the round, including their actions during the action phase. You cannot alter the fundamental shape of the figment, but you can have it perform complex actions, such as pretending to fight other creatures or engaging in a vigorous dance. The figment's ability to simulate physical tasks that require dexterity or training, such as juggling, is limited by your own. You may need to make relevant checks to make the figment perform complex actions.

7th – **Muffled Illusions:** The level cost to apply the Silent **augment** to Illusion spells you cast is reduced by 1, to a minimum of 0 (see Augments, page 106). In addition, choose a sense: sound, smell, or temperature. Your *create image* ability can create sensations with the chosen sense.

9th – **Flexible Image:** Your *create image* ability can create figments between Diminutive and Huge size.

11th – **Reflexive Illusion:** The bonus to skill checks increases to +2.

13th – **Subtle Illusions:** The level cost to apply the Stilled **augment** to Illusion spells you cast is reduced by 1, to a minimum of 0 (see Augments, page 106). In addition, choose a sense: sound, smell, or temperature. Your *create image* ability can create sensations with the chosen sense.

15th – **Greater Flexible Image:** Your *create image* ability can create figments between Fine and Gargantuan size.

17th – **Reflexive Illusion:** The bonus to skill checks increases to +3. In addition, choose a sense: sound, smell, or temperature. Your

create image ability can create sensations with the chosen sense.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a mastered skill.

Benefit:

1st – **Lesser Specialization:** You gain a +2 bonus to Intimidate.

2nd – **Critical Demoralization:** If you get a **critical hit** when you take the *demoralize* action, the target is **frightened** (50% failure near its fear) by you instead of being shaken. See Demoralize, page 54, for details.

6th – **Demoralizing Blow:** Whenever you deal damage to a creature, you can spend an **action point** to use the *demoralize* ability as an **immediate action**.

8th – **Specialization:** The bonus to Intimidate increases to +4.

16th – **Greater Specialization:** The bonus to Intimidate increases to +6.

Iron Will [General]

Prerequisite: Starting Willpower of 2.

Benefit:

1st – **Resilient:** You gain additional hit points equal to your Willpower.

2nd – **Lesser Mental Discipline:** You gain a +1 bonus to Mental defense.

4th – **Unbending Will:** You are immune to **Compulsion** effects.

6th – **Mind over Matter:** You take a –2 penalty for being **bloodied** instead of a –5 penalty. In addition, having **vital damage** causes you to suffer a penalty to accuracy, checks, and defenses equal to half the amount of vital damage you have.

8th – **Mental Discipline:** The bonus to Mental defense increases to +2.

10th – **Mental Fortress:** You are immune to hostile **Mind** effects.

12th – **Greater Resilient:** The increase to hit points increases to twice your Willpower.

14th – **Greater Mental Discipline:** The bonus to Mental defense increases to +3.

16th – **Greater Mind over Matter:** You do not take penalties for being **bloodied**. In addition, having **vital damage** imposes one quarter of the normal penalties, rather than half.

18th – **Soulbound:** When you die, your soul does not depart your body for an hour, during which time your body is treated as alive. If your body is healed of all of its **vital damage** during that time, you immediately return to life. In addition, you are immune to **Death** effects.

Jump Specialization [Skill]

Prerequisite: Jump as a mastered skill.

Benefit:

1st – **Lesser Specialization:** You gain a +2 bonus to Jump.

2nd – **Instant Leap:** You must move at least five feet before jumping to have a running start, rather than twenty feet.

4th – **Leaping Strike:** As a standard action, you can spend an **action point** to use this ability.

Effect: You make a Jump check to leap (see Leap, page 54), and move as normal for the leap, up to a maximum distance equal to your land speed. During the **delayed action phase**, you can make a **strike** from your new location.

6th – **Featherlight Jump**: When you jump, you can spend an **action point** as a **free action**. If you do, your maximum height for that jump is equal to your Jump check result, rather than half your Jump check result.

8th – **Specialization**: The bonus to Jump increases to +4.

10th – **Death from Above**: When you use your *leap strike* ability, you can make the strike during the **action phase** instead of the **delayed action phase**. In addition, when you make the strike, you can be in any location along your jump's path. If you are above your target when you make the strike, you gain a +1d bonus to damage.

12th – **Featherlight**: You do not need to spend an **action point** to use your *featherlight jump* ability.

14th – **Greater Instant Leap**: You are always considered to have a running start when jumping, even when rebounding off of objects (see Rebounding Leap, page 54).

16th – **Greater Specialization**: The bonus to Jump increases to +6.

18th – **Greater Death from Above**: The bonus to damage for being above your target increases to +2d.

Knowledge Specialization [Skill]

Prerequisite: Knowledge as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Knowledge.

4th – **Knowledge Savant**: You gain two additional **skill points** which can only be spent on Knowledge skills.

8th – **Specialization**: The bonus to Knowledge increases to +4.

12th – **Greater Knowledge Savant**: The number of extra skill points increases to four.

16th – **Greater Specialization**: The bonus to Knowledge increases to +6.

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Linguistics.

2nd – **Linguistic Savant**: You learn two additional **common languages**, or one additional **rare language**.

8th – **Specialization**: The bonus to Linguistics increases to +4.

12th – **Greater Linguistic Savant**: You learn two additional **common languages**, or one additional **rare language**.

16th – **Greater Specialization**: The bonus to Linguistics increases to +6.

Miscaster [Magical, Spell]

Prerequisite: Ability to cast a spell.

Benefit:

1st – **Selective Backlash**: Your **miscast backlash** does not hurt your allies, though it still hurts you.

3rd – **Overchannel**: Whenever you cast a spell, you can use this ability as an **immediate action**. Your concentration on the spell cannot be disrupted, and you cannot **miscast** the spell for any other reason. Effects that prevent the spell from having any effect, such as the *counterspell* ability from the Abjurer feat, work normally (see Abjurer, page ??). In addition, you cause a **miscast backlash** when the spell resolves.

However, using this ability causes a mystic backlash from channeling excess magical energy. During the next round, you cannot

cast spells other than **cantrips**, and you take a –2 penalty to all defenses.

5th – **Widened Backlash**: The area affected by your **miscast backlash** increases to a Small (10 ft.) radius burst centered on you.

7th – **Suppressed Backlash**: Whenever you miscast a spell, you can suppress the **miscast backlash**. If you do, you regain the action point spent to cast the spell (if any).

9th – **Greater Selective Backlash**: Your **miscast backlash** does not hurt you.

11th – **Resilient Channeler**: Using your *overchannel* ability does not impose a penalty to your defenses.

13th – **Greater Widened Backlash**: The area increases to a Medium (20 ft.) radius burst centered on you.

15th – **Magical Resilience**: You gain **magical resistance** equal to 5 + your level.

19th – **Empowered Channeler**: When you use your *overchannel* ability, you gain a +2 bonus to spellpower with the spell.

Perform Specialization [Skill]

Prerequisite: Perform as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Perform.

2nd – **Inspiring Performance** (Magical): As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: One creature **Range**: Medium (100 ft.)

Effect: Make a Perform check to create an performance that can inspire the target. The target gains temporary hit points equal to your check result.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Delusion**, **Mind**. In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

4th – **Mesmerizing Performance** (Magical): As a standard action, you can spend an **action point** to use this ability. When you do, you begin a performance using one of your Perform skills.

Target: Up to five creatures **Range**: Medium (100 ft.)

Attack: Perform vs. Mental

Special: If the target thinks that you or your allies are threatening it, you take a –5 penalty to accuracy on the attack.

Success: The target is **fascinated** (*unable to act unless threatened*) by you. Any act by you or your apparent allies that threatens or damages the target breaks the effect. An observant target may interpret overt threats to its allies as a threat to itself.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Compulsion**, **Mind**. In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

6th – **Inspire Courage** (Magical): A target affected by your *inspiring performance* is immune to **Fear** abilities as long as the

effect lasts.

8th – **Mass Performance** (Magical): You can target up to two creatures with your *inspiring performance* ability. In addition, you can target any number of creatures with your *mesmerizing performance* ability.

8th – **Specialization**: The bonus to Perform increases to +4.

10th – **Mesmeric Suggestion** (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Medium (100 ft.)

Special: When you use this ability, you make a verbal suggestion of a particular course of action to the target. You can work this suggestion into an active performance without penalty.

Attack: Perform vs. Mental

Special: If the target is not currently *fascinated* (*unable to act unless threatened*) by your *fascinating performance* ability, this attack automatically fails. If your suggestion does not seem reasonable, you take a –5 penalty to accuracy on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses.

Success: The target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. Any act by you or your apparent allies that threatens or damages the target breaks the effect.

Duration: Sustain (swift). Sustaining this ability requires continuing the performance you started when you used this ability. If the target can neither see nor hear your performance, the effect immediately ends.

Tags: **Compulsion**, **Mind**. In addition, this may have the **Auditory** or **Visual** tags, depending on the nature of the performance.

12th – **Endless Fascination** (Magical): You can use your *mesmerizing performance* ability without spending an action point.

14th – **Irresistible Dance**: You ignore all failure chances on Perform attacks and checks you make.

16th – **Greater Mass Performance** (Magical): When you use your *inspiring performance* ability, you can target any number of creatures. In addition, the range of your *mesmerizing performance* ability is increased to Long (300 ft.).

16th – **Greater Specialization**: The bonus to Perform increases to +6.

18th – **Inspire Heroism**: Each creature affected by your *inspiring performance* gains additional temporary hit points equal to your level.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Persuasion.

2nd – :

8th – **Specialization**: The bonus to Persuasion increases to +4.

10th – **Suggestion**: As a standard action, you can spend an **action point** to use this ability.

16th – **Greater Specialization**: The bonus to Persuasion increases to +6.

Reaper [Combat]

You can attack with such force that you cleave through your foes.

Prerequisite: Starting Strength of 2.

1st – **Sweeping Strike**: As a standard action, you can spend an **action point** to use this ability.

Area: Up to three contiguous squares **Range**: Threatened

Targets: Everything in the area

Special: Choose one or two melee weapons you are wielding that deal slashing or bludgeoning damage.

Attack: Physical vs. Armor

Success: The target takes **strike damage** from the chosen weapon with a –1d penalty (see Strike Damage, page 15).

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

2nd – **Cleave**: Whenever you get a **critical hit** with a strike using a slashing or bludgeoning weapon, you can take an **immediate action** to make another strike with the same weapon. The target of the new strike must be adjacent to the struck creature. You may continue making additional strikes as long as you keep getting critical hits. However, you may not attack the same creature more than once.

4th – **Reaping Charge**: As a standard action, you can spend an **action point** to use this ability.

Targets: Special; see below

Special: Choose one or two melee weapons you are wielding that deal slashing or bludgeoning damage.

Effect: You move up to half your movement speed in a straight line. Choose either the right or left side of the line. You can make a **strike** against each creature and object on that side of the line that you threaten at any point during your movement. You take a –2d penalty to damage on the strike.

6th – **Spinning Cleave**: When you use your *cleave* ability, the target of your additional attack does not have to be adjacent to the struck creature.

8th – **Wide Sweep**: When you use your *sweeping strike* ability, you can target up to five contiguous squares you threaten.

10th – **Reaping Whirlwind**: When you use your *reaping charge* ability, you do not have to choose a side of the line. You can attack any creatures and objects that you threaten at any point during your movement.

12th – **Mobile Cleave**: When you use your *cleave* ability, you can move up to half your movement speed before making the strike. This movement counts against your normal movement limit in that phase.

14th – **Greater Reaping Charge**: You can move up to your full movement speed when you use your *reaping charge* ability, rather than half your movement speed.

16th – **Whirlwind Sweep**: When you use your *sweeping strike* ability, you can target any number of contiguous squares you threaten.

18th – **Reap the Harvest**: When you use your *reaping charge* or and *sweeping strike* abilities, if every creature you attacked is dead at the end of the round, you regain the action point spent to use the ability.

Ride Specialization [Skill]

Prerequisite: Ride as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Ride.

2nd – **Mounted Warrior**: Your mount gains a +2 bonus to

physical defenses, up to a maximum of your own defenses.

4th – **Mounted Archer**: The penalty you take when using a ranged weapon while mounted is decreased by 4: –0 instead of –4 if your mount moves during the same phase, and –4 instead of –8 if your mount is sprinting during the same phase.

6th – **Knight's Charge**: When you **charge** a creature while mounted, you gain a +1d bonus to damage with the strike.

8th – **Specialization**: The bonus to Ride increases to +4.

10th – **Greater Mounted Warrior**: The bonus to defenses increases to +3.

12th – **Greater Mounted Archer**: The penalty reduction increases to –8.

14th – **Greater Knight's Charge**: The damage bonus increases to +2d.

16th – **Greater Specialization**: The bonus to Ride increases to +6.

18th – **Loyal Rider**: Whenever your mount takes **physical** damage, you may choose to take half that damage, rounded down. The mount takes the other half.

Sense Motive Specialization [Skill]

Prerequisite: Sense Motive as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Sense Motive.

6th – **Read Mind** (Magical): As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Close (30 ft.)

Attack: Sense Motive vs. Mental

Success: You know the target's surface thoughts. You gain a +2 bonus to Bluff, Persuasion, and Intimidate checks against a creature whose mind you are reading.

Duration: Sustain (swift)

Tags: **Mind**

8th – **Specialization**: The bonus to Sense Motive increases to +4.

16th – **Greater Specialization**: The bonus to Sense Motive increases to +6.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Sleight of Hand.

2nd – :

8th – **Specialization**: The bonus to Sleight of Hand increases to +4.

10th – **Extradimensional Concealment** (Magical): Whenever you take the *conceal object* action, you can spend an **action point**. If you do, you conceal the object in a pocket dimension that cannot be accessed by nonmagical means. This pocket dimension can only hold one object at a time.

10th – **Extradimensional Retrieval** (Magical): As a standard action, you can spend an **action point** to use this ability. You reach into your pocket dimension to retrieve the object you stored there previously.

Alternately, you can reach into the pocket dimension belonging

to a creature you are touching to retrieve the object stored there. If that creature does not have the *extradimensional concealment* ability, or does not have an object in their pocket dimension, this ability fails.

16th – **Greater Specialization**: The bonus to Sleight of Hand increases to +6.

Sniper [Combat]

Prerequisite: Starting Perception of 2.

Benefit:

1st – **Aim**: As a standard action, you can use this ability.

Target: One creature or object **Range**: Line of sight

Effect: You gain a +2 bonus to accuracy on **strikes** against the target.

Duration: Sustain (swift). If you lose sight of the target for a full round, this effect ends.

2nd – **Penetrating Aim**: Your physical ranged attacks ignore **cover**, except total cover.

4th – **Lesser Distance Tolerance**: You reduce your accuracy penalties from **range increments** by 2.

6th – **Sniper Shot**: You gain a +2d bonus to damage on **strikes** against **unaware** (*critically hit on every attack*) creatures that are affected by your *aim* ability.

8th – **Failure Tolerance**: You ignore effects that give you a 20% miss chance or failure chance with physical ranged attacks, such as **concealment**.

10th – **Distance Tolerance**: The reduction in accuracy penalties for range increments increases to 4.

12th – **Sustained Aim**: You can sustain your *aim* ability as a **free action**.

14th – **Greater Sniper Shot**: The bonus to damage increases to +4d.

16th – **Greater Distance Tolerance**: The reduction in accuracy penalties for range increments increases to 6.

18th – **Rapid Aim**: You can spend a **action point** to use your *aim* ability as a **swift action**.

Spellcraft Specialization [Skill]

Prerequisite: Spellcraft as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Spellcraft.

8th – **Specialization**: The bonus to Spellcraft increases to +4.

16th – **Greater Specialization**: The bonus to Spellcraft increases to +6.

Sprint Specialization [Skill]

Prerequisite: Sprint as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Sprint.

2nd – **Swiftess**: You gain a +10 foot bonus to speed in all your movement modes.

6th – **Endurance Runner**: You can sprint for a number of rounds equal to 5 + half your Constitution, instead of 2 + half your Constitution.

8th – **Specialization**: The bonus to Sprint increases to +4.

10th – **Greater Swiftess**: The speed bonus from your *swift* ability increases to +20 feet.

14th – **Greater Endurance Runner**: You can sprint for a number of minutes equal to 2 + half your Constitution.

16th – **Greater Specialization**: The bonus to Sprint increases to +6.

Stealth Specialization [Skill]

Prerequisite: Stealth as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Stealth.

2nd – :

6th – **Movement Tolerance**: Your penalties for moving while hiding are reduced by 2.

8th – **Specialization**: The bonus to Stealth increases to +4.

10th – **Hide in Plain Sight**: You can use the *hide* ability even while observed. You take a –10 penalty to the Stealth check when hiding in this way, and you still need passive cover or concealment to hide.

14th – **Greater Movement Tolerance**: The reduction of penalties for moving increases to 5. This allows you to move at half speed without penalty.

16th – **Greater Specialization**: The bonus to Stealth increases to +6.

18th – **Greater Hide in Plain Sight**: The penalty for hiding while observed is reduced to –5.

Survival Specialization [Skill]

Prerequisite: Survival as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Survival.

2nd – **Terrain Tolerance**: You ignore **difficult terrain** and harmful natural terrain of any kind. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

4th – **Trackless**: You can choose to leave no trace of your passage as you move. If you do, tracking you is impossible by any **mundane** means.

6th – **Rapid Tracker**: Your ability to track your foes improves. You can move at your normal speed while following tracks without taking the normal –2 penalty. In addition, you take only a –5 penalty (instead of the normal –10) when moving at up to twice normal speed while tracking.

8th – **Specialization**: The bonus to Survival increases to +4.

10th – **Planar Tolerance**: You are immune to harmful planar effects.

14th – **Find the Path**: As a standard action, you can spend an **action point** to use this ability.

Special: When you use this ability, you unambiguously specify a location on the same plane as you.

Effect: 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.

Duration: Attunement

Tags: Knowledge

16th – **Greater Specialization**: The bonus to Survival increases to +6.

Swim Specialization [Skill]

Prerequisite: Swim as a mastered skill.

Benefit:

1st – **Lesser Specialization**: You gain a +2 bonus to Swim.

2nd – :

4th – **Swim Speed**: You gain a **swim speed** equal to your land speed. A successful Swim check to move allows you to move a distance equal to your swim speed.

8th – **Specialization**: The bonus to Swim increases to +4.

10th – **Underwater Tolerance**: You do not suffer any penalties to physical melee attacks, checks, or physical defenses for being underwater. You still suffer the normal penalty with underwater ranged attacks.

16th – **Greater Specialization**: The bonus to Swim increases to +6.

Toughness [General]

Prerequisite: Starting Constitution of 2.

Benefit:

1st – **Durability**: You gain additional hit points equal to your Constitution.

2nd – **Lesser Fortitude**: You gain a +1 bonus to Fortitude defense.

4th – **Fatigue Tolerance**: You ignore effects which would make you **fatigued** (*move at half speed, unable to sprint or charge*). This allows you to sleep in heavy or medium armor without penalty. In addition, any effect which would make you **exhausted** (*move at half speed, unable to sprint or charge, impaired*) makes you **fatigued** (*move at half speed, unable to sprint or charge*) instead. This ability does not allow you to ignore this fatigue.

6th – **Injury Tolerance**: You take a –2 penalty for being **bloodied** instead of a –5 penalty. In addition, having **vital damage** causes you to suffer a penalty to accuracy, checks, and defenses equal to half the amount of vital damage you have.

8th – **Fortitude**: The bonus to Fortitude defense increases to +2.

10th – **Greater Fatigue Tolerance**: You ignore effects which would make you **exhausted** (*move at half speed, unable to sprint or charge, impaired*), and which compel you to sleep. In addition, you

need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night.

12th – **Greater Durability**: The increase to hit points increases to twice your Constitution.

14th – **Greater Fortitude**: The bonus to Fortitude defense increases to +3.

16th – **Greater Injury Tolerance**: You do not take penalties for being **bloodied**. In addition, having **vital damage** imposes one quarter of the normal penalties, rather than half.

18th – **Deathless**: You cannot take more than ten damage per level during a single round. Any excess damage is ignored. In addition, you are immune to **Death** effects.

Transmuter [Magical, Spell]

Prerequisite: **Transmutation** spell known.

Benefit:

1st – **Fortify Body**: You gain a +1 bonus to Armor defense.

3rd – **Alter Self**: As a standard action, you can spend an **action point** to use this ability.

Effect: You make a Disguise check to alter your appearance (see Disguise creature, page ??), except that you can use your spellpower in place of your Disguise skill. You can only alter your physical body, not your clothes or equipment.

Duration: Permanent; if you use this ability again, any the effects of any previous use immediately ends.

Tags: **Alteration**

5th – **Alter Object**: As a standard action, you can spend an **action point** to use this ability.

Target: One unattended, nonmagical object **Range**: Adjacent
Effect: You make a Craft check to alter the target (see Craft, page 49), except that you can use your spellpower in place of your Craft skill. In addition, you do not need any special tools to make the check (such as an anvil and furnace). However, the maximum hardness of a material you can affect with this ability is equal to your spellpower.

Each time you use this ability, you can accomplish work that would take up to five minutes with a normal Craft check.

Duration: Instantaneous

Tags: **Alteration**

7th – **Enhance Body**: You gain a +1 bonus to Strength-based checks.

9th – **Alter Poison**: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: Any poison in the target's system is neutralized. It stops suffering any additional effects from poisons in its system. As long as the effect lasts, it is immune to all poisons. In addition, the target's **mundane** poisons, including natural attacks that inflict poison, have no effect.

Duration: Sustain (swift).

Duration: **Alteration**

11th – **Greater Alter Object**: When you use your *alter object* ability, you can accomplish work that would take up to an hour with a normal Craft check.

13th – **Greater Enhance Body**: The bonus to Strength-based checks increases to +2.

Vivimancer [Magical, Spell]

Prerequisite: **Vivimancy** spell known.

Benefit:

1st – **Restore Life**: As a standard action, you can spend an **action point** to use this ability.

Target: One creature **Range**: Close (30 ft.)

Effect: The target is healed for 1d8 damage +1d per two spellpower..

Tags: **Life**

3rd – **Lesser Unliving Resilience**: You are immune to **disease**.

5th – **Lesser Lifebound Resilience**: You are immune to hostile **Death** effects.

7th – **Restore Vitality**: When you use your *restore life* ability, for every 2 points of healing, you can instead heal 1 **vital damage**.

9th – **Unliving Resilience**: You are immune to life damage and hostile **Life** effects.

11th – **Lifebound Resilience**: At the end of each round, you heal hit points equal to half your spellpower.

15th – **Greater Unliving Resilience**: You are healed by life damage instead of being immune to it. This healing applies before immunity, allowing you to heal from life damage dealt by **Life** effects without suffering any other effects..

17th – **Greater Lifebound Resilience**: You heal hit points equal to your spellpower each round, instead of half your spellpower.

Whirlwind Warrior [Combat]

Prerequisites: Starting Dexterity of 2, starting Perception of 1.

Benefit:

1st – **Whirlwind Strike**: As a standard action, you can spend an **action point** to use this ability.

Effect: You make a melee **strike** against any number of creatures and objects adjacent to you that you **threaten**. You must use the same weapon to make each strike. Use the same attack result and damage against each target. You take a -2d penalty to damage on the strike.

2nd – **Lesser Eye of the Storm**: You reduce your **overwhelm penalties** by 1. If your overwhelm penalty is reduced to 0, you are not considered to be **overwhelmed**.

4th – **Unfettered Movement**: During each phase, you may move through one creature's space during movement. You move at half speed while in its space. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability.

6th – **Spring Attack**: As a standard action, you can spend an **action point** to use this ability. If you do, move up to your movement speed and make a **strike**. During the **delayed action phase**, you may continue moving if you have remaining movement available in the phase.

8th – **Eye of the Storm**: The penalty reduction increases to 2.

10th – **Hurricane Strike**: The damage penalty on the strike you make with your *whirlwind strike* ability is reduced to -1d.

12th – **Greater Unfettered Movement**: Moving through spaces occupied by creatures with your *unfettered movement* ability does

not reduce your movement speed.

14th – **Greater Eye of the Storm**: The penalty reduction increases to 3.

16th – **Greater Spring Attack**: When you use your *spring attack* ability, you can make two **strikes** instead of one. The two strikes cannot be made against the same creature.

18th – **Hurricane Defense**: When you use your *hurricane strike* ability, you ignore all **overwhelm penalties** until the end of the round, including during the same phase.

Other Feat Rules

Bonus Feats

Some abilities grant a character bonus feats. Unless otherwise specified, the character must still meet any prerequisites for the feat. If the character does not meet the prerequisites at the time the bonus feat is granted, the character does not gain the feat. If the character later meets the prerequisites, the character immediately gains the benefit of the bonus feat.

If a character gains a feat as a bonus feat that he or she has already acquired through other means, the character may instead select any other feat for which she qualifies.

Retraining Feats

At every level, your character can choose to retrain an old feat in exchange for a new feat.

Chapter 6

Description

Alignment

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies selfishness and a willingness to hurt or kill others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good-evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told

what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful-chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful-chaotic axis with the good-evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks

out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil – after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and

would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

Vital Statistics

Age

You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class (see Table: Random Starting Ages). Your character’s minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character’s race and class on Table: Random Starting Ages.

Alternatively, refer to Table 6.1: Random Starting Ages and roll dice to determine how old your character is.

With age, a character’s physical attribute scores decrease and

Table 6.1: Random Starting Ages

Race	Adulthood	Barbarian Rogue	Fighter Mage Paladin Ranger	Cleric Druid Monk
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

his or her mental attribute scores increase (see Table 6.2: Aging Effects).

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table 6.2: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table 6.2: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+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.

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.

Table 6.3: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4' 10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	x (2d4) lb.
Dwarf, male	3' 9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	x (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	x (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	x (1d6) lb.
Gnome, male	3' 0"	+2d4	40 lb.	x 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	x 1 lb.
Half-elf, male	4' 7"	+2d8	100 lb.	x (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	x (2d4) lb.
Half-orc, male	5' 0"	+2d10	150 lb.	x (2d6) lb.
Half-orc, female	4' 8"	+2d10	110 lb.	x (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	x 1 lb.

Common languages are summarized on Table 6.4: Common Languages, below. Rare languages are summarized on Table 6.5: Rare Languages, below. Rare languages are more difficult to learn (see Learning Languages, page 55).

Table 6.4: Common Languages

Language	Typical Speakers	Alphabet
Common	Civilized creatures	Common
Draconic	Dragons, kobolds	Draconic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnoll	Gnolls	Common
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins	Dwarven
Halfling	Halflings	Common
Orc	Orcs	Dwarven

Table 6.5: Rare Languages

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elemental
Auran	Air-based creatures	Elemental
Celestial	Good outsiders	Celestial
Ignan	Fire-based creatures	Elemental
Infernal	Devils, lawful evil outsiders	Infernal
Sylvan	Dryads, faeries	Elven
Terran	Earth-based creatures	Elemental
Undercommon	Drow	Elven

Chapter 7

Equipment

Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to what weapon group the weapon belongs to (axes, bows, and so on), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and its relative encumbrance (light, medium, or heavy).

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.1: Weapon Groups. For example, all axes belong to the "axes" weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a light blade, and a thrown weapon.

Exotic Weapons: Some weapons are rare and have unusual fighting styles. These weapons are called exotic weapons. Proficiency with a weapon group does not grant you with exotic weapons from that group. You can gain proficiency with exotic weapons with the Weapon Focus feat (see page ??).

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You take a -2 penalty to accuracy with weapons you are not proficient with, and you cannot use them to defend yourself, which can cause you to be **defenseless** (-5 *defense vs. melee*).

Weapon Encumbrance

This is a measure of how much effort it takes to wield a weapon in combat. A weapon's encumbrance indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a medium weapon, or a heavy weapon.

Light: You can use Dexterity to determine your **accuracy** with a light weapon. In addition, light weapons are easier to use while making dual strikes (see Dual Strikes, page ??) or while grappling. Light weapons cannot be held in two hands.

Medium: A medium weapon can be used in one hand. You can also hold a medium weapon in two hands. Changing grips to hold it in one hand or two hands can be done as a move action.

Heavy: Two hands are required to wield a heavy weapon. You can hold it in one hand, but while doing so you cannot attack or defend yourself with it. This usually causes you to be **defenseless** (-5 *defense vs. melee*). Changing grips to hold it in one hand or two

hands is a move action.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 15). Most weapons are melee weapons.

Ranged Weapons

Ranged weapons are used to make attacks against distant foes within the range of your weapon. There are two kinds of ranged weapons: projectile weapons and thrown weapons.

Range Increments

All ranged weapons have a "range increment", which indicates the distance at which you can effectively attack with the weapon. Any attack against a target within your range increment takes no penalty. For each range increment by which the target is distant from you, you take a cumulative -2 penalty to your accuracy. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Projectile Weapons

Projectile weapons fire ammunition at a target to deal damage. The ammunition generally breaks when used.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Throwing Other Weapons: It is possible to throw a weapon that is not designed to be thrown. The range increment is 10 feet. You are treated as being nonproficient with the weapon. If the attack hits, the weapon deals its normal damage.

Heavy Weapons: Heavy thrown weapons require a standard action to throw, rather than an attack action like normal. They are not always physically thrown with two hands, but they require the use of your entire body to propel the weapon, preventing you from using your hands for anything else. This can cause you to be **defenseless** (-5 *defense vs. melee*).

Ranged Weapons in Melee

You take a -4 penalty to accuracy with medium and large ranged weapons against creatures adjacent to you. In addition, you are usually **defenseless** (-5 *defense vs. melee*) while using ranged weapons.

Table 7.1: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Heavy shield (and spiked), light shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven urgrosh, dwarven waraxe
Blunt weapons	Club, greatclub, mace, morningstar, quarterstaff, sap	Gnome hooked hammer, maul
Blades, heavy	Falchion, greatsword, longsword, scimitar	Bastard sword, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow	
Crossbows	Hand crossbow, heavy crossbow, light crossbow,	repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku	Whip
Headed weapons	Heavy pick, light hammer, light pick, sickle, warhammer	
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur, scythe	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, longspear, shortspear, spear	
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be **defenseless** (*-5 defense vs. melee*). To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown weapon are not designed for use in melee, such as shurikens. When using such a weapon as a melee weapon, you are always treated as nonproficient with it, which means you cannot defend yourself with it and do not gain the +4 bonus for being proficient with your weapon.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, a light weapon is an object two size categories smaller than the wielder, a medium weapon is an object one size category smaller than the wielder, and a heavy weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A weapon's encumbrance is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a light weapon sized for a Large creature can be used by a Medium creature as if it had medium encumbrance. In addition, the wielder takes a -2 penalty to accuracy on physical attacks per size difference. If a weapon's encumbrance would be changed to something other than light, medium, or heavy by this alteration, the creature can't wield the weapon at all.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it.

To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon will generally deal damage as if it were one size category smaller than a similar manufactured weapon. An improvised thrown weapon has a range increment of 10 feet.

Drawing and Sheathing Weapons

Sheathing any weapon is a move action. The time it takes to draw a weapon depends on how encumbering the weapon is. Drawing a

light weapon is a swift action, while drawing a medium or heavy weapon is a move action. Drawing a hidden weapon of any type is a standard action.

Natural Weapons

Every creature can attack with its body using an unarmed strike. Many monsters can attack more effectively with specific parts of their body, such as teeth and claws. These are called natural weapons. You are automatically proficient with any natural weapons you possess. Most humanoids possess no natural weapons. Natural weapons are described on Table 7.3: Natural Weapons (page 90).

A creature with multiple natural weapons of the same type can designate one as a primary attack and one as a secondary attack, allowing it to fight with both at once (see Dual Strikes, page ??). 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 37).

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 7.2: Weapons, below).

Encumbrance: Describes whether the weapon is a light, medium, heavy, double, or ranged weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit. The damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a damage die that is one size smaller, as shown on Table ??: Weapon Damage and Creature Size.

If two damage ranges are given, the weapon is a double weapon. Use the second damage figure given for the double weapon's other side.

Range Increment: The range increment of the weapon.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half

another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons.

Special: Some weapons have special properties. See the weapon descriptions for details.

Table 7.2: Weapons

Name	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Armor weapons						
Shield, heavy ³	Medium	1d4	Bludgeoning	special	special	Forceful
Shield, light ³	Light	1d3	Bludgeoning	special	special	Forceful
Spiked armor ³	Light	1d6	Piercing	special	special	Grappling
Spiked shield, heavy ³	Medium	1d6	Piercing	special	special	Forceful
Spiked shield, light ³	Light	1d4	Piercing	special	special	Forceful
Axes						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Throwing (10 ft.)
Battleaxe	Medium	1d8	Slashing	10 gp	6 lb.	—
Greataxe	Heavy	1d10	Slashing	20 gp	12 lb.	—
Handaxe	Light	1d6	Slashing	6 gp	3 lb.	—
Waraxe, dwarven	Heavy	1d10	Slashing	75 gp	8 lb.	Exotic Grip
Blades, heavy						
Falchion	Heavy	1d10	Slashing	50 gp	8 lb.	—
Greatsword	Heavy	1d10	Slashing	25 gp	8 lb.	—
Katana ³	Medium	1d10	Slashing	75 gp	6 lb.	—
Longsword	Medium	1d8	Slashing	15 gp	4 lb.	—
Scimitar	Medium	1d8	Slashing	15 gp	4 lb.	—
Blades, light						
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Throwing (10 ft.)
Dagger, punching	Light	1d4	Piercing	2 gp	1 lb.	Small
Rapier	Medium	1d6	Piercing	20 gp	2 lb.	Disarming
Sword, short	Light	1d6	Piercing or slashing	10 gp	2 lb.	—
Blunt weapons						
Club	Medium	1d6	Bludgeoning	—	3 lb.	—
Greatclub	Heavy	1d10	Bludgeoning	5 gp	8 lb.	—
Mace	Light	1d6	Bludgeoning	12 gp	8 lb.	—
Morningstar	Medium	1d8	Bludgeoning and piercing	8 gp	6 lb.	—
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Sap	Light	1d6	Bludgeoning	1 gp	2 lb.	Nonlethal
Bows						
Longbow ³	Heavy (Ranged)	1d8	Piercing	40 gp	3 lb.	Projectile (100 ft.)
Shortbow ³	Medium (Ranged)	1d6	Piercing	30 gp	2 lb.	Projectile (50 ft.)
Arrows (20)	—	—	—	1 gp	3 lb.	Ammunition
Crossbows						
Crossbow, hand ³	Light (Ranged)	1d6	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Crossbow, heavy ³	Heavy (Ranged)	1d10	Piercing	50 gp	8 lb.	Projectile (100 ft.)
Crossbow, light ³	Medium (Ranged)	1d8	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Bolts, crossbow (10)	—	—	—	1 gp	1 lb.	Ammunition
Bolts, hand (10)	—	—	—	1 gp	1/2 lb.	Ammunition
Flexible weapons						
Flail	Medium	1d8	Bludgeoning	8 gp	5 lb.	Disarming, Tripping
Flail, heavy	Heavy	1d10	Bludgeoning	15 gp	10 lb.	Disarming, Tripping
Headed weapons						
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Throwing (20 ft.)

Pick, heavy	Medium	1d8	Piercing	8 gp	6 lb.	Unbalanced
Pick, light	Light	1d6	Piercing	4 gp	3 lb.	Unbalanced
Sickle	Light	1d6	Slashing	6 gp	2 lb.	Tripping
Warhammer	Medium	1d8	Bludgeoning	12 gp	5 lb.	—
Monk weapons						
Kama	Light	1d6	Slashing	2 gp	2 lb.	Tripping
Nunchaku	Light	1d6	Bludgeoning	2 gp	2 lb.	Disarming, Unbalanced
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Sai	Light	1d4	Piercing or bludgeoning	1 gp	1 lb.	Disarming
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Siangham	Light	1d6	Piercing	3 gp	1 lb.	—
Polearms						
Glaive	Heavy	1d10	Slashing	8 gp	10 lb.	Reach
Guisarme	Heavy	1d10	Slashing	9 gp	12 lb.	Reach, Tripping
Halberd	Heavy	1d10	Piercing or slashing	10 gp	12 lb.	Reach
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Ranseur	Heavy	1d10	Piercing	10 gp	12 lb.	Disarming, Reach
Scythe	Heavy	1d10	Slashing	18 gp	10 lb.	—
Simple weapons						
Club	Medium	1d6	Bludgeoning	—	3 lb.	—
Crossbow, light ³	Medium (Ranged)	1d8	Piercing	35 gp	4 lb.	Projectile (100 ft.)
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Thrown (10 ft.)
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Unarmed strike	Light	1d3	Bludgeoning	—	—	Nonlethal, Unarmed
Spears						
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Lance	Heavy	1d8	Piercing	10 gp	10 lb.	Charging, Reach
Longspear	Heavy	1d8	Piercing	5 gp	9 lb.	Bracing, Reach
Shortspear	Light	1d6	Piercing	1 gp	3 lb.	Bracing, Thrown (20 ft.)
Spear	Medium	1d8	Piercing	2 gp	6 lb.	Bracing, Thrown (20 ft.)
Thrown weapons						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Thrown (10 ft.)
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Small, Thrown (10 ft.)
Dart (5)	Light (Ranged)	1d4	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Thrown (20 ft.)
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Sling ³	Light (Ranged)	1d4	Bludgeoning	2 gp	0 lb.	Projectile (50 ft.)
Bullets, sling (20)	—	—	—	1 gp	5 lb.	Ammunition
Unarmed weapons						
Claw Sheath ³	—	—	—	50 gp	3 lb.	Special
Gauntlet	Light	1d3	Bludgeoning	2 gp	1 lb.	Unarmed
Gauntlet, spiked	Light	1d4	Piercing	5 gp	1 lb.	Unarmed
Unarmed strike	Light	1d3	Bludgeoning	—	—	Nonlethal, Unarmed

Weapon Tags

Some weapons found on Table 7.2: Weapons have tags that indicate that they have special abilities. The list of abilities that weapons can have is given below.

Ammunition: This weapon is designed to be thrown or fired by a projectile weapon in large quantities. It is cheaper to buy and craft, but ammunition is usually **broken** after being fired.

Bracing: As a move action, you can brace this weapon against a charge for 1 round. While you are bracing your weapon, you gain a +5 bonus to damage on attacks with that weapon against creatures that charge you that round.

Charging: This weapon deals double damage when used from the back of a charging mount.

Disarming: You gain a +2 bonus to accuracy on disarm attacks using this weapon.

Double: This weapon has more than one striking surface. You can fight with both ends simultaneously, just like wielding two weapons at once (see Dual Strikes, page ??). Alternately, you can attack with one end at a time. If you have the ability to use a double weapon in one hand, you can only fight with one end at a time, not both.

Exotic Grip: If you have proficiency with exotic weapons, you can use this in one hand.

Finesse: You can apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you. This property has no effect if the weapon is not sized appropriately for you.

Forceful: You can use this weapon to make shove attacks to push people away from you. This allows you to add the weapon's proficiency bonus to accuracy with the shove attack.

Grappling: You gain a +2 bonus to accuracy on physical attacks with this weapon in a grapple.

Nonlethal: This weapon deals nonlethal damage rather than lethal damage. See Nonlethal Damage, page 19.

Projectile: This weapon fires projectiles at range. Projectile weapons have a **range increment** listed in their description, which indicates the distance they can be easily fired. Projectile weapons must be reloaded. The time required to reload a projectile weapon is given in the weapon description. Unless otherwise noted, projectile weapons cannot be used while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*).

Reach: This weapon strikes at double your natural reach (so 10 feet for a typical Small or Medium creature). However, it cannot attack a creature within your natural reach.

Reach weapons can be held using a different grip to strike nearby foes. This is called "short hafting". While short hafting a reach weapon, you ignore the weapon's reach property, but you take a -4 penalty to accuracy with it.

Small: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This makes it easier to conceal (see Sleight of Hand, page 58).

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 84.

Tripping: You can use this weapon to make trip attacks, allow-

ing you to use your accuracy with your weapon (including the +4 proficiency bonus) in place of your unarmed accuracy.

Unarmed: This weapon is used as part of an unarmed strike. It cannot be disarmed. Unless you have the Unarmed Fighting feat (see **Unarmed Fighting**), you can't defend yourself with this weapon, which usually makes you **defenseless** (*-5 defense vs. melee*).

Unbalanced: If you roll either a 1 or 2 when attacking this weapon, you critically fail the attack (see Critical Success and Failure, page ??).

Weapon Descriptions

Some weapons in Table 7.2: Weapons have additional abilities which are described below.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw. It may be possible to find or craft unusual sheaths for natural weapons other than claws.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that requires one hand (but not the hand wielding the crossbow).

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that requires both hands.

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that requires both hands.

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 10 crossbow bolts. As long as it holds bolts, you can reload it as a **free action** by pulling the reloading lever. Loading a new case of 10 bolts is a **standard action** that requires both hands.

You can fire a crossbow while **prone** (*-4 to melee accuracy and defense, +4 defense vs ranged attacks*) without penalty.

Hammer, Gnome Hooked: This weapon has a hammer head which deals 1d8 points of damage, and a hook which deals 1d6 points of damage. The hook is a tripping weapon.

Katana: This weapon must be held in two hands unless you have proficiency with exotic weapons.

Longbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands. A longbow is too unwieldy to use while you are mounted.

When attacking with a bow, you take a -4 penalty to accuracy against creatures that threaten you.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. If you hit, the target is **entangled** (*move at half speed, unable to sprint or charge, impaired*). If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can

Exotic Weapons	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Armor						
Axes						
Axe, orc double	Heavy	1d8/1d8	Slashing	60 gp	15 lb.	Double
Urgrosh, dwarven ³	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double
Blunt weapons						
Blades, heavy						
Sword, two-bladed	Heavy	1d8/1d8	Slashing	100 gp	10 lb.	Double
Blades, light						
Kukri	Light	1d8	Slashing	8 gp	2 lb.	
Bows						
Crossbows						
Crossbow, repeating heavy ³	Heavy (Ranged)	1d10	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Crossbow, repeating light ³	Medium (Ranged)	1d8	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Bolts, repeating (5)	—	—	—	1 gp	1 lb.	Ammunition
Flexible weapons						
Flail, dire	Heavy	1d8/1d8	Bludgeoning	90 gp	10 lb.	Disarming, Double, Tripping
Whip ³	Light	1d3	Slashing	1 gp	2 lb.	Disarming, Nonlethal, Tripping
Headed weapons						
Hammer, gnome hooked ³	Heavy	1d8/1d6	Bludgeoning or piercing	20 gp	6 lb.	Double, Impact, Tripping
Monk weapons						
Polearms						
Simple weapons						
Spear						
Urgrosh, dwarven ³	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double, Impact
Thrown weapons						
Bolas	Light (Ranged)	1d4 ³	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net ³	Medium (Ranged)	—	—	20 gp	6 lb.	Thrown (10 ft.)
Unarmed weapons						

1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or.”

2 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

3 This weapon has special rules.

Table 7.3: Natural Weapons

Natural Weapons	Encumbrance	Damage	Damage Type ²	Special
Bite	Medium	1d8	Piercing and bludgeoning	—
Claw	Light	1d6	Slashing and piercing	—
Constrict ²	Heavy	1d10	Bludgeoning	—
Gore	Heavy	1d8	Piercing	Forceful
Slam	Medium	1d8	Bludgeoning	—
Talon	Light	1d6	Piercing	—
Unarmed Strike	Light	1d3 ³	Bludgeoning	Unarmed

1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or”.

2 This attack can only be used against a foe you are grappling with.

move only within the limits that the rope allows.

An entangled creature can escape with a DR 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DR 15 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty to accuracy with it. It takes 2 full-round actions for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Rapier: A rapier is treated as a medium weapon if it is used as a secondary weapon when making dual strikes (see Dual Strikes, page ??).

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands.

When attacking with a bow, you take a –4 penalty to accuracy against creatures that threaten you.

Sling: You can fire, but not load, a sling with one hand. Loading

a sling is a free action that requires both hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a –1 penalty to accuracy and damage with ordinary stones.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Unarmed Strike: Anyone can attack unarmed, but it is more dangerous than attacking with a weapon. See Unarmed Combat, page 21, for details.

Urgrosh, Dwarven: This weapon has an axe head which deals 1d8 points of damage, and a spear which deals 1d6 points of damage. The spear is a bracing weapon. You must be proficient with axes to use the axe head, and proficient with spears to use the spear head.

Whip: A whip is treated as a light melee weapon with 15 foot reach. However, you can't defend yourself with a whip, which can make you *defenseless* (–5 *defense* vs. *melee*), and you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as full plate armor, and shields.

Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.5: Armor and Shields, below).

Encumbrance: All armor restricts a character's movement to some degree. The heavier the armor, the more restrictive it is. Shields are divided into light shields (including bucklers), heavy shields, or tower shields, while body armor can be light, medium, or heavy. Many classes are not proficient with heavier kinds of armor.

Cost: The cost of the armor for Small or Medium humanoid creatures. See Table 7.6: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your Armor defense, while shields improve all your physical defenses. Wearing multiple suits of armor or wielding multiple shields does not improve your defenses any further.

Dexterity: Heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's **encumbrance penalty** (if any). A Dexterity penalty is not halved.

Your character's encumbrance (the amount of gear he or she carries) may also affect your character's Dexterity.

Shields: Most shields do not affect a character's Dexterity. However, a tower shield halves a character's Dexterity. This is not cumulative with the halving from wearing heavy armor.

Encumbrance Penalty: All armor has an associated **encumbrance penalty**. A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character's encumbrance (the amount of gear carried, including armor) may also apply an encumbrance penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficiency: A character who uses armor she is not proficient with also applies the armor's encumbrance penalty to her accuracy with physical attacks.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically *fatigued* (*move at half speed, unable to sprint or charge*) the next day. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Moving in Armor

The heavier the armor, the more it slows your movement. Light armor has no effect on your movement speed, though it does impose **encumbrance penalties**. Medium and heavy armor reduce your movement speed by five feet (to a minimum of 5 feet).

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 7.4: Donning Armor. Donning armor of any kind takes both hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The encumbrance penalty and defense bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Table 7.4: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Light body armor	1 minute	5 rounds	1 minute ¹
Medium body armor	4 minutes ¹	1 minute	1 minute ¹
Heavy body armor	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

2 The wearer must have help to don this armor. Without help, it can be donned only hastily.

Table 7.5: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Encumbrance Penalty	Arcane Spell Failure Chance	Material	Cost	Weight ¹
Light armor							
Leather	+1	1x	-1	10%	Leather	10 gp	15 lb.
Studded leather	+2	1x	-2	15%	Leather	25 gp	20 lb.
Chain shirt	+2	1x	-2	20%	Metal	40 gp	25 lb.
Medium armor							
Hide	+3	1x	-3	20%	Leather	15 gp	25 lb.
Scale mail	+3	1x	-4	25%	Metal	50 gp	30 lb.
Breastplate	+4	1x	-4	25%	Metal	150 gp	30 lb.
Heavy armor							
Half-plate	+5	1/2x	-6	40%	Metal	200 gp	50 lb.
Full plate	+6	1/2x	-6	35%	Metal	500 gp	50 lb.
Shields							
Buckler	+1	—	-1	5%	Metal	15 gp	5 lb.
Shield, light	+2	—	-2	5% ²	Metal or wood	5 gp	5 lb.
Shield, heavy	+3	—	-3	15% ²	Metal or wood	15 gp	10 lb.
Shield, tower	+4 ³	1/2x	-10	50% ²	Metal	30 gp	45 lb.
Extras							
Armor spikes	-1 ⁴	—	-2	—	Metal	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	— ²	Metal	8 gp	+5 lb.
Shield spikes	—	—	-1	—	Metal	+10 gp	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 Hand not free to cast spells.

3 Tower shields can grant you cover. See the description.

4 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.5: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7.2: Weapons (page 87)) on a successful grapple or overrun attack. If you are not proficient with the spikes, you only deal the damage if you succeed at the attack by 10 or more.

Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can hold items in a hand holding a buckler. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that time.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a DR 25 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and

braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as a medium bludgeoning weapon. See Table 7.2: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its defense bonus until your next action (usually until the next round). Magical abilities on a shield do not affect shield bash attacks made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons or cast spells with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield, Tower: This massive wooden shield is nearly as tall as an average human. In most situations, a tower shield provides the indicated bonus to your physical defenses. However, when you take the total defense action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with total cover. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty to accuracy with physical attacks because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

Studded Leather: Only the studs on studded leather are made of metal. If the studs are made from a special material, only the studs are affected, not the whole armor. For example, ironwood studded leather weighs 17.5 pounds, since the weight of the studs is halved.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 7.5: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Table 7.6: Armor for Unusual Creatures

	Humanoid		Nonhumanoid	
Size	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x4	x8	x4
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

Special Materials

Armor and shields can be made from special materials, which can alter the properties of the item. The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. This causes it to weigh half the normal weight, and allows druids to wear it without penalty. However, it costs twice as much as armor of

the same type would normally cost, to a minimum of an additional 200 gp.

Consumable Items

Many substances exist that can aid adventurers.

Poisons

Poisons can deal damage, weaken creatures, or even kill them. Some effects which are not literally poisonous, such as animal venom or fungal spores, are considered poisons.

Poison Transmission

There are three ways that poisons can be contracted.

Contact: A contact poison affects any creature that touches it with bare skin.

Ingestion: An ingestion poison affects any creature that eats, drinks, or breathes it, depending on the type of poison. Ingestion poisons have no effect when used to coat weapons.

Injury: An injury poison affects any creature injured by something carrying the poison. Almost all injury poisons take liquid form, and are typically used to coat weapons. An attack that deals no damage cannot transmit injury poisons.

Poison Forms

There are four forms of poison.

Gas: Gaseous poisons are difficult to store, but easy to affect foes with.

Liquid: Liquid poisons are the most common type of poison. Liquid poisons can be used to coat weapons, slipped into food, or simply thrown at foes. A dose of a liquid poison is usually about one ounce of the poison.

Pellet: Some rare poisons come in small, solid pellets or cubes. Typically, these pellets contain a powerful liquid poison that becomes inert quickly after being exposed. Pellet poisons cannot be used to coat weapons or thrown at foes, but can be slipped into food.

Powder: Poison in powder form cannot be used to coat weapons, but can be slipped into food or thrown at foes.

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poisons share certain common properties.

Poison Attacks: All poisons have a potency. Unless otherwise noted, a poison's accuracy is equal to its potency. At the end of each round, the poison makes an attack roll against the Fortitude defense of the poisoned creature. Success means the creature suffers the effect of the poison, and gets closer to the poison's terminal effect (see Terminal Effects, below). For every 10 points by which the attack succeeds, it counts as an additional successful attack for the purpose of reaching the poison's terminal effect. If the attack fails, the creature does not suffer the effect of the poison that round, and gets closer to resisting the poison (see Resisting Poisons, below). For every 10 points by which the attack fails, it counts as an additional failed attack for the purpose of resisting the poison.

Resisting Poisons: If a poisoned creature resists a poison three times, the creature stops being poisoned by that poison. Unless otherwise noted, this removes any lingering effects from the poison.

Table 7.7: Typical Poisons

Poison	Transmission	Form	Potency	Primary Effect	Terminal Effect	Type
Nitharit	Contact	Powder	3	Sickened	Nauseated for 1 round	Plant
Sassone leaf	Contact	Powder	6	1d6 damage per round	1d6 damage per two potency	Plant
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	1d8 damage per two potency, nauseated for 1 round	Venom
Black lotus extract	Contact	Liquid	15	1d10 damage per round	1d10 damage per two potency	Plant
Arsenic	Ingestion	Powder	5	1d6 damage per round	1d6 damage per two potency	Plant
Insanity mist	Ingestion	Gas	10	Disoriented	Confused for 1 round	Alchemical

Primary Effects: Most poisons have primary effects. If the poison successfully attacks a poisoned creature, the creature suffers the poison's primary effect as long as the creature remains poisoned. Repeated primary effects, such as damage per round, occur at the end of each round. This includes the round in which the creature is initially affected, but not the round it stops being poisoned.

Terminal Effects: Most poisons have a terminal effect based on the type of the poison. If the poison successfully attacks a poisoned creature three times, the creature suffers the poison's terminal effect. Unless otherwise noted, the terminal effect occurs in addition to the poison's normal effect that round. Once a creature suffers a poison's terminal effect, it stops being poisoned. This does not remove any lingering effects from the poison, but prevents the creature's condition from worsening.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times, but each extra dose increases the potency of the poison by 1.

A poison is considered the same if it has the same name and comes from the same source. For example, a creature bitten multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

Creating Poisons

You can use the Craft (poison) skill to create poisons. To create a poison, you must make a Craft (poison) check against a DR equal to 10 + the poison's potency. For every 2 points by which you beat this DR, the created poison's potency increases by 1.

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison.

- *Plant:* Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. The DR of this check is usually equal to 10 + the potency of the poison.
- *Venom:* Venom requires an appropriate body part from a creature – often, poison it naturally produces.
- *Alchemical:* Alchemical poisons require alchemical materials. These cannot normally be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials with a Craft (alchemy) check equal to 10 + the potency of the poison.

Chapter 8

Adventuring

Encumbrance

Encumbrance rules determine how much a character's armor and equipment hinder his movement. There are several reasons a character can be encumbered. Encumbered characters may be unable to use certain abilities which require free motion.

Encumbrance by Armor

A character's armor affects his or her Dexterity, **encumbrance penalty**, and speed. A character wearing medium or heavy armor is encumbered. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Weight

A creature's Strength determines how much it can carry, as shown on Table 8.1: Weight Limits. A creature can carry up to its unencumbered weight limit without any penalty. If it carries more than that, but less than its maximum weight limit, it is encumbered. A creature encumbered by weight halves its Dexterity (if positive), takes a -4 encumbrance penalty, and moves at two-thirds speed (as if it were in heavy armor). This encumbrance penalty does not stack with the encumbrance penalty from any armor the creature is wearing; only apply the higher of the two.

Lifting and Dragging: A character can lift as much as his or her maximum weight limit over his or her head.

A character can lift as much as 1-1/2 his or her maximum weight limit off the ground (the sum of his unencumbered and maximum weight limits). While overloaded in this way, the character takes a -10 penalty to physical accuracy and physical checks, and can only move by spending a full-round action to move 5 feet.

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 8.1: Weight Limits are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as

Table 8.1: Weight Limits

Strength	Unencumbered	Maximum	Overloaded	Push/Drag
-9	6 lb.	12 lb.	18 lb.	60 lb.
-8	7	14	21	70
-7	9	18	27	90
-6	12	24	36	120
-5	15	30	45	150
-4	20	40	60	200
-3	25	50	75	250
-2	30	60	90	300
-1	40	80	120	400
0	50	100	150	500
1	60	120	180	600
2	80	160	240	800
3	100	200	300	1,000
4	120	240	360	1,200
5	160	320	480	1,600
6	200	400	600	2,000
7	250	500	750	2,500
8	320	640	960	3,200
9	400	800	1,200	4,000
10	500	1,000	1,500	5,000
11	630	1,260	1,890	6,300
12	800	1,600	2,400	8,000
13	1,000	2,000	3,000	10,000
14	1,300	2,600	3,900	13,000
15	1,600	3,200	4,800	16,000
16	2,000	4,000	6,000	20,000
17	2,500	5,000	7,500	25,000
18	3,200	6,400	9,600	32,000
19	4,000	8,000	12,000	40,000
20	5,100	10,200	15,300	51,000
21+ ¹	—	—	—	—

¹ To calculate weight limits for a creature with epic Strength, double its weight limit every 3 Strength.

follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 9-1 by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table 8.1: Weight Limits, subtract 3 from its Strength until you find a

Strength value shown on the chart. For each time you subtracted in this way, double the weight limits listed on the chart.

Movement

Table 8.2: Movement and Distance

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—

Table 8.3: Hampered Movement

Condition	Example Extra Movement Cost	
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	x2
Obstacle ¹	Low wall, deadfall, broken pillar	x2
Poor visibility	Darkness or fog	x2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

¹ May require a skill check

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle. A character who moves his or her speed and takes some action, such as attacking or casting a spell,

is hustling for about half the round and doing something else for the other half.

Minimum Movement: In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Table 8.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 8.4: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of **nonlethal damage**, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 8.4: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Forced March: In a day of normal walking, a character walks for 10 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 10 hours in a day by making a forced march. For each hour of marching beyond 10 hours,

Table 8.5: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.) ¹	4 miles	40 miles
Light warhorse (231-690 lb.) ¹	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.) ¹	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.) ¹	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.) ¹	3 miles	30 miles
Warpony (101-300 lb.) ¹	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.) ¹	2 miles	20 miles
Mule (231-690 lb.) ¹	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.) ¹	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Table 8.1: Weight Limits, above, for more information.

² Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

a Constitution check (DR 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 8.5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 8.5: Mounts and Vehicles for speeds for water vehicles.

Exploration

Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment (+4 to *physical defenses*) relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively **blinded** (*unable to see, defenseless*).

Characters with low-light vision (elves, gnomes, and half-elves) treat sources of light as if they had double their normal illumination range.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 50 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in bright light or is dazzled, and does not resume functioning until 1 round the character leaves the area of bright light or stops being dazzled.

A character with darkvision can see dimly in totally dark areas beyond the range indicated by their ability. They can see in such areas as if the areas were in shadowy illumination.

Breaking And Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing an object is accomplished by simply attacking the object as you would any other target. If it is attended, this is done using the disarm special attack. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Defense: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor defense is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of -10 (-10 penalty to physical defenses).

Hardness: Each object has hardness – a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined.

Very large objects may have separate hit point totals for different sections.

Energy Attacks: Sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged

weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to **nonlethal damage** and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is broken. Further damage applies as negative hit points. If an item has more negative hit points than its maximum hit points, it is destroyed.

Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Mental defenses are equal to 10 + one-half its spellpower. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Defense (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the disarm special attack) to see whether he or she succeeds. The DR depends more on the construction of the item than on the material.

If an item has no more than half its hit points remaining, the DR to break it drops by 5.

A crowbar or portable ram improves a character's chance of breaking open a door.

Wealth And Money

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 8.6: Coin Exchange Values

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

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 8.7: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Items

In general, a character can sell something for a quarter its listed price.

Trade goods, such as gems, are the exception to this rule and can be sold for their full value. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Goods And Services

Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (with an accuracy of +0) against the creature's Armor defense. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DR 15 Heal

Table 8.8: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average	40 gp	1 lb.	Special Substances and Items		
Backpack (empty)	2 gp	2 lb. ¹	Good	80 gp	1 lb.	Acid (flask)	5 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Alchemist's fire (flask)	5 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	10 gp	—
Bedroll	1 sp	5 lb. ¹	Manacles, masterwork	50 gp	2 lb.	Everburning torch	100 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	10 gp	1 lb.
Blanket, winter	5 sp	3 lb. ¹	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	5 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Oil (1-pint flask)	1 sp	1 lb.	Sunrod	2 gp	1 lb.
Bottle, wine, glass	2 gp	—	Paper (sheet)	4 sp	—	Tanglefoot bag	15 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	10 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	5 sp	—
Candle	1 cp	—	Pitcher, clay	2 cp	5 lb.	Tools and Skill Kits		
Canvas (sq. yd.)	1 sp	1 lb.	Piton	1 sp	1/2 lb.	Item	Cost	Weight
Case, map or scroll	1 gp	1/2 lb.	Pole, 10 foot	5 cp	8 lb.	Alchemist's lab	500 gp	40 lb.
Chain (10 ft.)	30 gp	2 lb.	Pot, iron	5 sp	10 lb.	Artisan's tools	5 gp	5 lb.
Chalk, 1 piece	1 cp	—	Pouch, belt (empty)	1 gp	1/2 lb. ¹	Artisan's tools, masterwork	55 gp	5 lb.
Chest (empty)	2 gp	25 lb.	Ram, portable	10 gp	20 lb.	Climber's kit	80 gp	5 lb. ¹
Crowbar	2 gp	5 lb.	Rations, trail (per day)	5 sp	1 lb. ¹	Disguise kit	50 gp	8 lb. ¹
Firewood (per day)	1 cp	20 lb.	Rope, hempen (50 ft.)	1 gp	10 lb.	Healer's kit	50 gp	1 lb.
Fishhook	1 sp	—	Rope, silk (50 ft.)	10 gp	5 lb.	Holly and mistletoe	—	—
Fishing net, 25 sq. ft.	4 gp	5 lb.	Sack (empty)	1 sp	1/2 lb. ¹	Holy symbol, wooden	1 gp	—
Flask (empty)	3 cp	1-1/2 lb.	Sealing wax	1 gp	1 lb.	Holy symbol, silver	25 gp	1 lb.
Flint and steel	1 gp	—	Sewing needle	5 sp	—	Hourglass	25 gp	1 lb.
Grappling hook	1 gp	4 lb.	Signal whistle	8 sp	—	Magnifying glass	100 gp	—
Hammer	5 sp	2 lb.	Signet ring	5 gp	—	Musical instrument, common	5 gp	3 lb. ¹
Ink (1 oz. vial)	8 gp	—	Sledge	1 gp	10 lb.	Musical instrument, masterwork	100 gp	3 lb. ¹
Inkpen	1 sp	—	Soap (per lb.)	5 sp	1 lb.	Scale, merchant's	2 gp	1 lb.
Jug, clay	3 cp	9 lb.	Spade or shovel	2 gp	8 lb.	Spell component pouch	5 gp	2 lb.
Ladder, 10 foot	2 sp	20 lb.	Spyglass	1,000 gp	1 lb.	Spellbook, wizard's (blank)	15 gp	3 lb.
Lamp, common	1 sp	1 lb.	Tent	10 gp	20 lb. ¹	Thieves' tools	30 gp	1 lb.
Lantern, bullseye	12 gp	3 lb.	Torch	1 cp	1 lb.	Thieves' tools, masterwork	100 gp	2 lb.
Lantern, hooded	7 gp	2 lb.	Vial, ink or potion	1 gp	1/10 lb.	Tool, masterwork	50 gp	1 lb.
Lock	—	1 lb.	Waterskin	1 gp	4 lb. ¹	Water clock	1,000 gp	200 lb.
Very simple	20 gp	1 lb.	Whetstone	2 cp	1 lb.			

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
 — No weight, or no weight worth noting.

check, or until it receives at least 1 point of healing. Any creature moving at half speed or slower can pick its way through a bed of caltrops without stepping on any.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DR 26 Strength check.

Crowbar: A crowbar it grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully re-

quires a ranged attack (DR 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 20 foot radius, provides shadowy illumination out to a 40 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides bright illumination in a 50 foot cone and shadowy illumination in a 100 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Clothing			Mounts and Related Gear			Transport		
Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.	Barding			Carriage	100 gp	600 lb.
Cleric's vestments	5 gp	6 lb.	Medium creature	x2 ²	x1 ²	Cart	15 gp	200 lb.
Cold weather outfit	8 gp	7 lb.	Large creature	x4 ²	x2 ²	Galley	30,000 gp	—
Courtier's outfit	30 gp	6 lb.	Bit and bridle	2 gp	1 lb.	Keelboat	3,000 gp	—
Entertainer's outfit	3 gp	4 lb.	Dog, guard	25 gp	—	Longship	10,000 gp	—
Explorer's outfit	10 gp	8 lb.	Dog, riding	150 gp	—	Rowboat	50 gp	100 lb.
Monk's outfit	5 gp	2 lb.	Donkey or mule	8 gp	—	Oar	2 gp	10 lb.
Noble's outfit	75 gp	10 lb.	Feed (per day)	5 cp	10 lb.	Sailing ship	10,000 gp	—
Peasant's outfit	1 sp	2 lb.	Horse			Sled	20 gp	300 lb.
Royal outfit	200 gp	15 lb.	Horse, heavy	200 gp	—	Wagon	35 gp	400 lb.
Scholar's outfit	5 gp	6 lb.	Horse, light	75 gp	—	Warship	25,000 gp	—
Traveler's outfit	1 gp	5 lb.	Pony	30 gp	—	Spellcasting and Services		
Food, Drink, and Lodging			Warhorse, heavy	400 gp	—	Service	Cost	
Item	Cost	Weight	Warhorse, light	150 gp	—	Coach cab	3 cp per mile	
Ale			Warpony	100 gp	—	Hireling, trained	3 sp per day	
Gallon	2 sp	8 lb.	Saddle			Hireling, untrained	1 sp per day	
Mug	4 cp	1 lb.	Military	20 gp	30 lb.	Messenger	2 cp per mile	
Banquet (per person)	10 gp	—	Pack	5 gp	15 lb.	Road or gate toll	1 cp	
Bread, per loaf	2 cp	1/2 lb.	Riding	10 gp	25 lb.	Ship's passage	1 sp per mile	
Cheese, hunk of	1 sp	1/2 lb.	Saddle, Exotic					
Inn stay (per day)			Military	60 gp	40 lb.	Spell, 1st-level	Spellpower x 10 gp ¹	
Good	2 gp	—	Pack	15 gp	20 lb.	Spell, 2nd-level	Spellpower x 20 gp ¹	
Common	5 sp	—	Riding	30 gp	30 lb.	Spell, 3rd-level	Spellpower x 30 gp ¹	
Poor	2 sp	—	Saddlebags	4 gp	8 lb.	Spell, 4th-level	Spellpower x 40 gp ¹	
Meals (per day)			Stabling (per day)	5 sp	—	Spell, 5th-level	Spellpower x 50 gp ¹	
Good	5 sp	—				Spell, 6th-level	Spellpower x 60 gp ¹	
Common	3 sp	—				Spell, 7th-level	Spellpower x 70 gp ¹	
Poor	1 sp	—				Spell, 8th-level	Spellpower x 80 gp ¹	
Meat, chunk of	3 sp	1/2 lb.				Spell, 9th-level	Spellpower x 90 gp ¹	
Wine								
Common (pitcher)	2 sp	6 lb.						
Fine (bottle)	10 gp	1-1/2 lb.						

1 See spell description for additional costs. If the additional costs put the spell's total cost above 2,000 gp, that spell is not generally available.

2 Relative to normal armor of the same type

Lantern, Hooded: A hooded lantern clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DR to open a lock with the Open Lock skill depends on the lock's quality: simple (DR 20), average (DR 25), good (DR 30), or superior (DR 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DR 30, or DR 35 for masterwork manacles). Breaking the manacles requires a Strength check (DR 26, or DR 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be

held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hemen: This rope has 2 hit points and can be burst with a DR 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DR 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to

twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20 foot radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a light improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Wielding a torch gives a +2 bonus to dirty trick attempts made to dazzle an opponent. Lighting a torch with an open flame or tindertwig is a standard action, while using flint and steel requires a full-round action.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Special Substances And Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a **range increment** of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage and makes the creature **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 1 round. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.

Antitoxin: If you drink antitoxin, you get a +5 bonus to Fortitude defenses against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a continual flame spell cast upon it. An everburning torch clearly illuminates a 20 foot radius and provides shadowy illumination out to a 40 foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a **range increment** of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10 foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1 foot long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature

(as a ranged touch attack with a **range increment** of 10 feet), the bag comes apart and the goo bursts out, causing the target to become **entangled** (*move at half speed, unable to sprint or charge, impaired*).

The goo becomes tough and resilient upon exposure to air, making it difficult to escape. A creature can break the effect by making a DR 15 Strength check or by dealing 5 points of damage to the goo. Unless the attacker uses a slashing weapon, damage dealt to the goo is also dealt to the creature the goo is on. The goo does not have an Armor defense, and can be hit automatically.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a **range increment** of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. You make a Fortitude attack against each creature within a Small (10 ft.) radius spread to deafen them for 5 minutes. Your accuracy on this attack is +5. A deafened creature automatically fails Listen checks, takes a -2 penalty to any checks which involve hearing, and has a 20% chance of spell failure when casting spells with verbal components.

Since you don't need to hit a specific target, you can simply aim at a particular 5 foot square. Treat the target square as if its physical defense was 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Tools and Skill Kits

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all (see Craft, page 49).

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses good energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except

that it focuses evil energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 bonus on Perform checks involving its use.

Pitons: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DR of 15.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 bonus to Fortitude defenses against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see page 93). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the

— — — Base Speed — — —			
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages.

It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spell-

caster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells. Additionally, while you may find spellcasters able to cast some spells, there is no guarantee that they are able to cast the spell you desire. In general, the more common the spell, the more likely you are to find a spellcaster able to cast it.

Chapter 9

Magic

Magic comes in many forms, but it is most commonly wielded with spells. A spell is a one-time magical effect. There are three types of spells: arcane (cast by mages), divine (cast by clerics), and nature (cast by druids). Cutting across these categories are the nine schools of magic. Each of the nine schools represents a different type of mastery over the world, based on fundamentally distinct principles.

Casting Spells

Whether a spell is arcane, divine, or natural, casting a spell works the same way.

Casting Process

- *Choose spell:* You must choose which spell to cast from among the spells you know. If a spell has **subspells**, you must choose which subspell to use when you cast it.
- *Choose augments:* If you know any **augments**, you can apply any number of augments to the spell. If you apply an augment, you increase the spell's level by an amount equal to that augment's level. For details, see *Augments*, page 106.
- *Pay action point:* If necessary, you must expend an action point to cast the spell. If you do not have an action point to spend, your attempt to cast the spell fails. Effects that replace action point costs also happen at this time.
- *Perform spell components:* All spells have verbal and somatic components unless their description indicates otherwise (see *Components*, page 109).
- *Choose effects:* You make choices about the spell's effects as you finish casting the spell. This includes deciding which creatures to target, where the spell takes effect, and so on.

All of the above steps take place at the start of the action phase, at the same time that other actions are decided. However, spells take time to cast, and their effects do not resolve until the end of the round. If you take damage or are otherwise distracted during a phase in which you attempt to cast a spell, you may miscast the spell (see *Concentration*, page 105).

At the end of the round, after all non-spell effects resolve, all spell effects resolve simultaneously. At that time, you roll any dice required to determine how successful the spell is. This includes attack rolls, damage rolls, and so on.

Focusing and Concentration

Some actions require focusing, such as casting spells. If you are damaged or distracted while taking an action that requires focus, your concentration may be broken.

Concentration Checks:

To make a concentration check, roll d10 + your level or Willpower – **overwhelm penalties**. The DR is equal to 5 + (twice the level of the spell you are casting). If the total damage you took in the current round exceeds your Mental defense, you take a –5 penalty to this check. If the damage exceeds the defense by 10, you take a –10 penalty instead.

Success means you cast the spell successfully. Failure means you miscast the spell (see *Miscasting*, page 105).

Casting a Spell: You must concentrate to cast spells. When you finish casting a spell, if you took any damage while casting it, make a Concentration check (see *Concentration Checks*, page 105). Failure means you miscast the spell (see *Miscasting*, page 105), but you still lose the spell slot used to cast it.

Focusing on Existing Spells: Many spells allow you to spend a standard action focusing to extend their effects. At the end of every round you focus, if you took any damage, make a Concentration check. Failure means your focus ends, but the spell may continue to have effects, as indicated in the spell description. Most spells do not allow you to resume focusing on them after your concentration is broken.

Performing Rituals: You must focus to perform rituals. At the end of every round, if you took any damage, make a Concentration check. Failure means the ritual fails and has no effect.

Distracting Circumstances: In some circumstances, you need to Concentration make a concentration check to cast spells or take other actions even if you haven't taken damage. Examples include being on a galloping horse, in a storm-tossed ship, or in an earthquake.

Focus Limits: Focusing on a spell is mentally tiring. You can focus on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check even if you haven't taken damage. If you fail, you lose your focus on the spell and become fatigued. The difficulty of the test increases by 2 for every additional minute of focus.

Miscasting

If you start casting a spell and fail to complete it, such as if your concentration is broken or your armor interferes with your

spellcasting, you miscast the spell. When you miscast a spell, the spell does not have its normal effect. Instead, a wave of magical energy causes a **miscast backlash**, as described below. This is a **magical** effect.

Area: 5 foot radius burst centered on you

Targets: Everything in the area

Effect: The target takes 1d4 physical damage +1d per two spellpower with the spell that was miscast.

At the start of each phase while you are casting a spell, you can choose to stop casting the spell, causing you to **miscast** it instead.

Subspells

All spells have a number of **subspells**. Each subspell has a name, a level, and an effect. Whenever you cast a spell, you can choose to apply a single subspell you know from that spell. If you do, the spell's level becomes equal to the subspell's level. In exchange, the spell gains the effects of the subspell. You cannot learn or cast subspells whose spell level exceeds your maximum spell level.

Some subspells simply add additional properties to a spell's normal effect. Others change the targets or effects of the spell significantly. After choosing whether to cast a subspell, you can apply any number of **augment**s, described below.

Augments

There are a number of **augment**s that can be applied to spells and rituals to increase their power. Each augment has a name, a level, and an effect. Whenever you cast a spell or perform a ritual, you 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 Subspells: If a spell or ritual changes its properties with a subspell or subritual, it may become eligible for different augments. For example, if you apply the Fireball subspell to the **fireburst** spell, it changes to affect an area. You would then be able to apply the Widened augment to increase its area.

Augment Descriptions

1st – Extended: The ability's range increases by one step, to a maximum of Extreme (1,000 ft.). The steps are, in order: Touch, Close (30 ft.), Medium (100 ft.), Long (300 ft.), and Extreme (1,000 ft.). This augment can be applied multiple times. Each time, the 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.

1st – 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.

2nd – Quickened: You can cast the spell as a **swift action**. In exchange, you cannot take any actions during the next round.

This augment can be applied to any spell.

2nd – Silent: You do not need to use **verbal components** to cast the spell.

This augment can be applied to any spell.

2nd – Stilled: You do not need to use **somatic components** to cast the spell.

This augment can be applied to any spell.

2nd – 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.). This augment cannot affect abilities with other areas. A Small or Medium line is 5 ft. wide, while a Large or Huge line is 10 ft. wide. This augment can be applied multiple times. Each time, the 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.

3rd – Intensified: The ability deals +1d damage. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell or ritual that deals a dice pool of damage.

3rd – Mass: The spell affects up to five targets. If it deals damage, that damage is reduced by –2d.

This augment can be applied to any spell that affects a single target of the caster's choice. It cannot be applied to spells that affect a single specific target, such as the caster.

4th – Accelerated: The ritual takes half the normal amount of time to perform.

This augment can be applied to any ritual.

Dismissing Spells

As a swift action, you can dismiss any spells you cast that has lasting effects. This requires the same casting components (verbal and somatic) as casting the spell normally. The effects of a dismissed spell immediately end.

Impossible Spell Effects

If you try to cast a spell in circumstances that make the spell's effect impossible, the spell fails and has no effect. You still lose the spell slot used to cast it.

Determining Spell Effects

Spellpower

Both the accuracy and power of your spells is determined by your spellpower. Normally, your spellpower is equal to your level or an **attribute**, whichever is higher. Effects that increase spellpower never increase spells per day or spells known. Only your class levels affect those values.

Multiple Spell Sources: If you the ability to cast spells from more than one separate ability, use the spellpower appropriate to the ability that you are casting the spell with.

Reducing Spellpower: You can voluntarily reduce the power of the spells you cast by using a lower spellpower. However, you cannot use a spellpower lower than the minimum spellpower required to cast the spell, which is equal to twice the spell's level.

Magic Resistance: Some creatures have magic resistance, which is an ability which allows them to resist **magical** effects such as spells. You can overcome magic resistance by making an attack with an accuracy equal to your spellpower. See Magic Resistance,

page 111, for details.

Magical Attacks

To affect an unwilling creature with a spell, you must make a magical attack. Your accuracy is normally equal to your spellpower.

Resisting a Spell

A creature that successfully resists a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack without the use of the Spellcraft skill (see Spellcraft, page 59).

Not Resisting a Spell

A creature can voluntarily forego its defenses and willingly accept a spell's result. However, a character with a special immunity to specific magical effects cannot suppress that quality.

Line of Effect

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

A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

Destroying Barriers

Some abilities, such as the *fireball* spell, deal damage to both creatures and objects. If a physical barrier is destroyed by an ability, that barrier does not affect the ability's line of effect. For example, a thin curtain of silk normally blocks line of effect. However, a spell that destroyed the curtain would have its full effect on everything behind the curtain.

Targeting Spells

Midair Locations: A creature or object brought into being or transported to your location by a spell cannot appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

Targeting Inside Creatures: Creatures block line of effect to the inside of their own bodies. As a result, you cannot cast a spell that takes effect inside a creature unless you are also inside the creature. This restriction applies even if there is no physical barrier

to the inside of the creature; you cannot detonate a *fireball* inside a creature's mouth, even if it has its mouth open at the time.

Special Spell Effects

Attacks

Some spell descriptions refer to attacking. All abilities that affect any unwilling creatures, even if they don't deal damage, are considered attacks. If all creatures affected by a spell are **willing**, the spell is not considered an attack. Spells that damage objects or summon allies are not attacks because the spells themselves don't harm anyone.

Resurrecting the Dead

Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life gains a **negative level** (*-1 to accuracy, defenses, and checks, -5 hit points*). If the character was 1st level at the time of death, he or she takes 2 points of Constitution drain instead. This negative level or Constitution drain cannot be repaired by anything less than a *wish* or *miracle* spell, but it goes away naturally after a year has passed or after the character gains a new level.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Except for *true resurrection*, every ritual to raise the dead requires a body, so keeping or destroying the body is an effective deterrent. The *soul bind* ritual prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul infallibly knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, and other abilities that have very similar effects may not both help their target. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

Stacking Effects

Spells that provide bonuses or penalties usually do not stack with themselves. More generally, two enhancement bonuses don't stack even if they come from different spells; see Stacking Rules, page 17, for more details.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. This is called overlapping.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mind Control Effects: Sometimes magical effects that affect a creature's mind render each other irrelevant, such as a spell that removes the target's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed spellpower checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

Dispelling Spells

Spells can be dispelled by effects such as the **dispel magic** spell. When a spell is dispelled, all its effects with a duration end. Unless otherwise specified, any spell with a lasting effect can be dispelled.

If a spell affects multiple targets, it must be dispelled individually on each target. Dispelling the effect on one target does not affect the other targets of the spell.

You may choose to automatically succeed or fail on your attack against any spell that you cast yourself.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

Description

Beneath the spell name is a brief description of the spell's effect. This description has no mechanical significance, and simply describes how the spell usually appears or is used.

Schools of Magic

The next line describes the schools of magic that the spell belongs to. Almost every spell belongs to at least one of nine schools of magic. A school of magic is a group of related spells that work in

similar ways. They are described below.

Some spells belong to more than one school of magic. Treat these spells for all purposes as if they were a member of both schools simultaneously. If you are prohibited from casting spells from a certain school, you cannot cast a spell which belongs to that school, even if it also belongs to another school. Likewise, any benefits which apply to casting spells from a specific school apply normally. If you have abilities which apply when casting spells from both schools that make up a spell, the abilities do not stack.

A small number of spells (*limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjuration spells reduce or negate damage, magic, and other effects. They can be used to protect allies and remove harmful magic.

Channeling

Channeling spells call upon the power of deities or other supernatural entities. They can be used to do anything those entities could do. Arcane spellcasters do not have access to Channeling spells.

Conjuration

Conjuration spells create and transport objects and creatures. They can be used to summon allies, transport creatures, and create objects from thin air.

Divination

Divination spells grant knowledge. They can be used to reveal hidden truths, predict the future, or communicate at great distances.

Enchantment

Enchantment spells alter the minds of creatures. They can be used to influence, control, or debilitate creatures. Almost all enchantment spells are **Mind** spells, and many are **Subtle** as well.

Evocation

Evocation spells create and manipulate energy. They can be used to inflict damage with energy blasts or manipulate the environment.

Illusion

Illusion spells create or manipulate sensory impressions. They can be used to create or remove light, conceal things that exist, or cause creatures to perceive things that do not exist.

Transmutation

Transmutation spells change the properties of creatures and objects. They can be used to grant new abilities, enhance existing abilities, change a target's form, or even alter the flow of time itself.

Vivimancy

Vivimancy spells manipulate the power of life and death, as well as souls. They can be used to heal or inflict wounds, resurrect the dead, create undead monsters, and cripple the bodies of creatures.

[Tags]

Appearing on the same line as the school, when applicable, are tags which further categorizes the spell in some way. Some spells have more than one tag. Ability tags are described at Ability Tags, page 111.

Level

The next line of a spell description gives the spell's level, a number between 1 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are.

Names of spellcasting classes are abbreviated as follows: cleric Clr; druid Drd; mage Mge.

The domains a spell can be associated with include Air, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Knowledge, Law, Leadership, Magic, Nature, Protection, Strength, Travel, Trickery, Vitality, War, and Water.

Components

A spell's components are what you must do or possess to cast it. All spells have verbal and somatic components unless the spell description says otherwise. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material components and focuses are given at the end of the descriptive text.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you speak in a strong voice with a volume at least as loud as ordinary conversation.

A gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast. Likewise, a *silence* spell imposes a 20% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of at least one hand. While casting a spell with somatic components, one hand is used to cast the spell, and cannot be used to defend yourself or take other actions.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some spells require only a swift or immediate action to cast.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when you finish casting the spell, not when you start casting.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's

description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Touch: You must touch a creature or object to affect it. Touching a creature requires a successful attack against its Reflex defense. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. Normally, you can touch no more than six targets per round of casting.

If you have the ability to make multiple touch attacks, such as from the *chill touch* spell, and you can make multiple attacks in a round, you can make a touch attack on each of those attacks.

Close: The spell reaches as far as 30 feet.

Medium: The spell reaches as far as 100 feet.

Far: The spell reaches as far as 300 feet.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Unrestricted Ranges

Some spells have an unrestricted range, as denoted by (Unrestricted). A spell with an unrestricted range does not require line of sight or line of effect.

Area

Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

When casting an area spell, you select the point where the spell originates. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a spell's area, provided that you decrease it uniformly across all of the spell's dimensions. For example, you can cast a *fireball* that affects a 5 foot radius if you choose to do so, but you can't cast a *fireball* with any shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Area Types

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

Emanation: An emanation spell has effects within an area for the duration of the spell. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

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

Area Shapes

Cone: A cone extends from the point of origin in a quarter-sphere, up to the given length.

Cylinder: A cylinder extends out from the point of origin in a circle, up to the given radius. Cylinders also have a specific height. Unless otherwise specified, a cylinder's height is the same as its radius. Cylinders ignore obstacles that partially block line of effect, as long as there is a path around the obstacle that lies entirely within the spell's area.

Line: A line extends from the point of origin in a straight line, up to the given length. Lines also have a specific width and height. Unless otherwise specified, a line-shaped spell affects an area 5 feet wide and 5 feet high. The affected squares are chosen such that they stay close to the chosen line as possible. All squares affected by a line must be contiguous, so every square is adjacent to another affected square, disregarding diagonals.

Shapeable Lines: Some lines are shapeable, as denoted by (S). A shapeable line can make 90 degree turns at any point in its path, which you can freely determine within the normal limitations.

Sphere: A sphere extends from the point of origin in all directions. Any spell which only specifies a radius for its area is sphere-shaped.

Wall: A wall is like a line, except that it has no width. Instead, it affects the boundary between squares. Walls can also be shapeable.

Walls can normally be created within occupied squares, but not within solid objects. Some walls are called solid walls, and cannot be created within occupied squares.

Specific Shapes: Some spells specify a series of volumes that make up the area of the spell. Most commonly, the volumes are cubes. You may arrange the volumes as you want, with the restriction that each volume in the spell's area must be adjacent to one other volume in the spell's area.

Area Sizes

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

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

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

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

Targets

Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

Multiple Targets: Most spells which have multiple targets also specify an area that the targets must reside in. If the spell says "all creatures", you do not have the ability to choose which creatures it affects; otherwise, you may pick and choose creatures within the area.

Redirecting a Spell: Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action.

Targeting Restrictions: Many spells affect "living creatures", which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Willing Targets: Some spells restrict you to willing targets only. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

Invalid Targets: You can always attempt to cast a spell on an invalid target. If the target is still invalid when the spell resolves, the spell is automatically miscast. For example, you could attempt to cast the *finger of death* spell, which only targets living creatures, on a creature that is secretly undead. The spell would automatically be miscast, which may reveal the target's true nature.

Duration

An ability's duration entry tells you how long the magical energy of the spell lasts.

Sustain: The ability lasts as long as you take an action to sustain it. A Sustain duration always specifies an action type, such as Sustain (standard). At the end of each round, the ability is dismissed unless you used the ability that round or took the action to sustain the ability that round. Sustaining spells does not take concentration, and cannot be disrupted in the same way that casting spells can.

Taking an action to sustain an ability only allows you to sustain a single use of that ability. However, you can sustain multiple 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.

Attunement: The ability lasts as long as you stay attuned to it. Attuning to an ability reduces your maximum action points by 1. If ability's effect is dismissed or otherwise cancelled, you are no longer attuned to it, and your maximum (but not current) action points increase appropriately.

Unless otherwise noted, you can only attune to one activation of a particular ability at once. If you use the ability again, the effect of the previous use of the ability immediately ends.

Attuned abilities remaining working across any distance, but not across planes. At the end of each round, your attunement to all abilities active on a different plane than your current plane ends. Planar travel that does not last a full round, such as teleportation, does not interrupt your attunement.

Multiple Attunement: Some abilities have durations of "Attunement (multiple)". You can attune to multiple uses of that ability at once. Using that ability again does not cause the effects of previous uses to end. Each separate attunement decreases your maximum action points by 1.

Condition: The ability lasts until its target removes it, such as by taking the Recover action (see Recover, page 12). Only abilities that affect creatures can have the Condition duration.

Permanent: The ability lasts until it is somehow cancelled or removed, such as with the *antimagic* spell.

Instantaneous: Abilities without a listed duration are instantane-

neous.

Targets, Effects, and Areas: If an ability affects creatures 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, and are capable of moving outside the ability's initial range. Such effects can sometimes be destroyed prior to when their duration ends. Creatures become subject to the spell when they enter the emanation and are no longer subject to it when they leave.

Magic Resistance

Magic resistance is an additional defense against **magical** abilities such as spells. To affect a magic resistant creature with a magical ability, you must make an additional magical attack against the creature's magic resistance value. Your accuracy is equal to your **power** with the ability you using, such as your spellpower with spells. If your attack result beats the creature's magic resistance, the ability works normally. Otherwise, the ability has no effect on the creature.

Magic resistance does not prevent a magical ability from having its normal effect on other creatures or objects. Magical abilities which do not directly affect targets, such as the *summon monster* or *create image* spells, do not allow magic resistance. In addition, Thaumaturgy and Physical abilities do not allow magic resistance (see Ability Tags, page 111).

Normally, creatures with magic resistance can choose to allow spells through their resistance. Some creatures cannot control their magic resistance, so an attack is always necessary to affect them. This is specified in the description of the creature's magic resistance.

Effect

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text", this is where the explanation is found. There are several key parts of a spell which are also contained here.

Damage

This is the amount of damage the spell deals. Typically, the effect will specify who takes the damage. If no effect is specified, the spell damages all of its targets, or all creatures (but not objects) in the area. A spell with this entry is considered a damaging spell. A spell without this entry is not, even if it could be used to deal damage.

Spells can inflict many kinds of damage. Common damage types include acid, arcane, bludgeoning, cold, divine, electricity, fire, life, physical, piercing, slashing, solar, and sonic.

Damaging Items: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get any defenses. It simply is dealt the appropriate damage.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the area.

Ability Tags

Many spells and other abilities have tags that describe the ability's nature. Many of these tags have no game effect by themselves, but they govern how the ability interacts with spells, other abilities, unusual creatures, and so on. They are described below.

Acid: Acid abilities use corrosive acid. They do not function underwater.

Air: Air abilities control the surrounding air. They do not function in environments without air.

Animation: Animation abilities grant a semblance of life to objects.

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

Chaotic: Chaotic abilities channel the essence of chaos.

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

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. All Compulsion abilities are also **Mind** abilities.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means. Unless otherwise specified, magical Creation abilities do not allow **magic resistance**.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be dispelled, but can be removed with the *break enchantment* or *remove curse* spells.

Death: Death abilities only affect living creatures. A creature killed by a death effect cannot be returned to life by *resurrection* or similar abilities that depend on an intact corpse.

Delusion: Delusion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. All Delusion abilities are also Mind abilities.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Earth: Earth abilities manipulate the ground or other forms of dirt. They do not function if no earth is accessible.

Electricity: Electricity abilities use electrical **energy**.

Enhancement: Enhancement abilities enhance the existing abilities of their targets.

Evil: Evil abilities channel the essence of evil.

Figment: Figment abilities create light, sound, or other sensations. Figments cannot remove real sensations present in their area, but they can add additional sensations. You can only create figments of sensations you understand; for example, you cannot create a figment which speaks in a language you do not understand.

A figment's physical defenses are equal to 10 + its size modifier.

Fire: Fire abilities use fire **energy**. They do not function underwater.

Fire abilities provide light equivalent to a torch for their duration. Abilities without a duration create a brief burst of torchlight.

Flesh: Flesh abilities manipulate the physical flesh of creatures. They have no effect on creatures without flesh, such as ghosts or oozes.

Glamer: Glamer abilities alter sensations present in an area or

on a target. They can be used to change how something real appears, or to remove it from perception entirely.

Good: Good abilities channel the essence of good.

Imbuement: Imbuement abilities imbue their targets with magic, granting them new abilities.

Lawful: Good abilities channel the essence of law.

Life: Life abilities attack, restore, or manipulate the life force of creatures. They have no effect on objects and creatures that are not alive.

Undead creatures are affected in a special way by Life abilities. In addition to any differences given in the effect's description, life damage instead heals undead creatures, and healing instead deals life damage.

Light: Light abilities create visible light. Their area is blocked by barriers that prevent sight, even if the barriers would not otherwise block effect areas. Similarly, their area of effect is not blocked by barriers which do not prevent sight, even if the barriers would normally block effect areas.

Manifestation: Manifestation abilities create temporary constructs formed from raw magical energy. Objects and creatures created with manifestation abilities seem real on the surface, but they have no internal structure. When an object or creature created by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it expires, it disappears without a trace. Unlike **Creation** abilities, magical Manifestation abilities allow **magic resistance**.

Mind: Mind abilities manipulate the minds of creatures. They have no effect on objects or creatures without minds.

Physical: Physical abilities manipulate physical objects rather than having a direct magical effect on their targets. They do not allow magic resistance. Some abilities are not themselves Physical, but have Physical effects, such as *mighty throw*.

Planar: Planar abilities transport matter or information between planes.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature trained in Spellcraft can notice the sensor by making a DR 20 Spellcraft check. The sensor can be dispelled as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Shaping: Shaping abilities change the shape or structure of their targets.

Shielding: Shielding abilities improve the defenses of their targets.

Sizing: Sizing abilities alter the size of their targets. Unless otherwise stated, multiple effects which increase or decrease size do not stack. Opposing size modifications cancel each other out on a one for one basis, and any remaining effects occur normally.

Sonic: Sonic abilities use sonic **energy**.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures affected by Subtle abilities do not generally know that they are being magically influenced. Subtle spells can still be identified with the Spellcraft skill (see Spellcraft, page 59), but the DR is 10 higher than normal.

Telekinesis: Telekinesis abilities use telekinesis, the power of the mind. Many telekinesis abilities create fields of solid telekinetic force.

Teleportation: Teleportation abilities move creature or objects through the Astral Plane to a distant destination. A teleported creature can bring along equipment and held objects as long as their weight does not exceed the creature's maximum load (see Table 8.1: Weight Limits (page 95)). Any excess items are left behind, in order of their distance from the creature's body.

Temporal: Temporal abilities alter the flow of time.

Thaumaturgy: Thaumaturgy abilities alter or destroy magic itself. They do not allow **magic resistance**.

Trap: Trap abilities do not have their full effect immediately. All Trap abilities specify a condition or circumstance, such as opening a door, which triggers the full effect of the ability.

Unless otherwise noted, active Trap effects can be detected with the Awareness skill and disabled with the Devices skill before their effect triggers (see Awareness, page 46, and Devices, page 51). The DR to detect and disable the effect is equal to 20 + the **power** of the effect.

No more than one Trap ability can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dispelled or discharged before any new traps can be placed.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it.

Water: Water abilities use water to cause their effects.

Cantrips

Cantrips are special spells that arcane casters can use at will. Like other spells, they have verbal and somatic components and are subject to arcane spell failure. All cantrips take a standard action to cast unless specified otherwise in the description. Cantrips are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

Rituals

Rituals are ceremonies that create magical effects. Spellcasting characters can learn and perform rituals. You don't memorize a ritual as you would a normal spell; rituals are too complex for all but the most knowledgeable sages to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. Rituals are similar to spells, but they are not considered spells.

Ritual Descriptions

Like a spell, each ritual has a school, a level, and a magical effect. Rituals are described in Chapter 13. The description of each ritual follows the same format as the description of spells in Chapter 12, except that every ritual has a level, like **subspells** do.

Ritual Sources: A ritual always matches the magic source of the person performing the ritual. For example, *scrying* is an arcane ritual when performed by a wizard, but a divine ritual when performed by a cleric.

Ritual Requirements

In order to learn and perform a ritual, you must be able to cast at least one spell of the same level as the ritual.

Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you want, as long as you can spend the time and **action point** 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 9.1: Ritual Costs.

Table 9.1: Ritual Costs

Ritual Level	Cost to Scribe	Item Level
1st-Level	50 gp	1st
2nd-Level	200 gp	3rd
3rd-Level	500 gp	4th
4th-Level	1,250 gp	7th
5th-Level	3,000 gp	9th
6th-Level	7,500 gp	11th
7th-Level	15,000 gp	12th
8th-Level	35,000 gp	14th
9th-Level	75,000 gp	16th

Subrituals

Many rituals have **subrituals**, just like many spells have **subspells** (see Subspells, page 106). Subrituals work in the same way as subspells, except that they are applied to rituals instead of spells.

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.

If you are distracted during the ritual, you must make a Concentration check, just as if you were casting a spell of the ritual’s level. If you fail, the ritual is ruined and you must start from the beginning.

Performing a ritual and casting a ritual mean the same thing.

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 spells.

Normally, a ritual participant can only contribute one action point. If the participant can cast spells from the same 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.

To decipher an magical writing (such as a single spell in written form on a scroll), you must make a Spellcraft check (DR 10 + the spell’s level). If the skill check fails, you cannot attempt to read that particular spell again until the next day. A *read magic* ritual automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, they do not need to decipher it again. Deciphering a magical writing allows

the reader to identify the spell and gives some idea of its effects (as explained in the spell or ritual description).

Types of Abilities

There are two types of abilities: magical abilities and physical abilities.

Magical Abilities: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa's petrifying gaze, and a cleric's domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. Abilities that are magical in nature are indicated with a [Mag] tag. Abilities that are not magical are **physical**.

Many abilities which fundamentally concern magical effects are not themselves magical in nature. This is most common with abilities that represent choices the character makes or knowledge the character has. For example, although all spells are magical abilities, the ability to cast spells is not itself a magical ability, and would not be lost inside a **antimagic field**. It is simply knowledge that the creature possesses. Of course, that knowledge would be useless if the creature had no access to magic.

Physical Abilities: A physical ability has a tangible component and some form of natural explanation. Examples include weapon attacks, a dragon's breath weapon, and a barbarian's rage. Physical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. Abilities that are not physical are **magical**.

Chapter 10

Spells

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

Domain Water has too many spells

Arcane Magic

Arcane Spells

Agony: TODO
 Antimagic: TODO
 Boon of Mastery: TODO
 Charm Person: TODO
 Cone of Cold: TODO
 Corruption: TODO
 Create Acid: TODO
 Distort Image: TODO
 Elemental Blade: TODO
 Fear: TODO
 Fireball: TODO
 Flare: TODO
 Foresight: TODO
 Inertial Shield: TODO
 Inflict Wounds: TODO
 Lightning Bolt: TODO
 Planar Disruption: TODO
 Protection from Alignment: TODO
 Scry: TODO
 Summon Monster: TODO
 Telekinesis: TODO
 Web: TODO

Divine Magic

Divine Spells

Agony: TODO
 Antimagic: TODO
 Barrier: TODO
 Bless: TODO
 Boon of Mastery: TODO
 Corruption: TODO
 Cure Wounds: TODO
 Flare: TODO
 Foresight: TODO
 Inflict Wounds: TODO
 Planar Disruption: TODO
 Poison: TODO
 Protection from Alignment: TODO
 Scry: TODO
 Smite: TODO
 Summon Monster: TODO
 Word of Faith: TODO

Domain Spells

Air – **Control Air**: TODO
 Chaos – **Protection from Alignment**: TODO
 Death – **missing**: —
 Destruction – **Poison**: TODO
 Earth – **missing**: —
 Evil – **Protection from Alignment**: TODO
 Fire – **Fireball**: TODO
 Good – **Protection from Alignment**: TODO
 Knowledge – **missing**: —
 Law – **Protection from Alignment**: TODO

Life – **Cure Wounds**: TODO
 Magic – **Antimagic**: TODO
 Protection – **missing**: —
 Strength – **missing**: —
 Travel – **missing**: —
 Trickery – **missing**: —
 War – **Elemental Blade**: TODO
 Water – **Water Mastery**: TODO
 Wild – **missing**: —

Nature Magic

Nature Spells

Antimagic: TODO
 Barkskin: TODO
 Barrier: TODO
 Boon of Mastery: TODO
 Cone of Cold: TODO
 Control Air: TODO
 Corruption: TODO
 Cure Wounds: TODO
 Elemental Blade: TODO
 Fireball: TODO
 Flare: TODO
 Foresight: TODO
 Inflict Wounds: TODO
 Lightning Bolt: TODO
 Poison: TODO
 Scry: TODO
 Summon Monster: TODO
 Water Mastery: TODO
 Web: TODO
 Windstrike: TODO

Spell Descriptions

Agony

You inflict debilitating pain on your foe

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: Physical damage dealt to the target is increased by +2d.	
Critical Success: Physical damage dealt to the target is increased by +4d.	
Duration: Condition	
Tags: Delusion, Mind	
Schools: Enchantment	Lists: Arcane, Divine
Augments: Extended, Mass, Quickened, Silent, Stilled	
Notes: This damage increase applies before other effects that modify the total damage dealt, such as damage reduction .	
Cantrip: The spell's duration becomes Sustain (swift). Its effect is still a condition , and can be removed by abilities that remove conditions.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – **Complete:** The damage increase applies to all damage, not just physical damage.

Antimagic

Target: One creature, object, or active magical effect	Range: Medium (100 ft.)
Attack: Spellpower vs. Special	
Special: The attack result is applied to every magical effect on the target. The DR for each effect is equal to 10 + the power of that effect.	
Success: Success against a magical effect causes that effect to be suppressed .	
Duration: Sustain (swift)	
Tags: Thaumaturgy	
Schools: Abjuration	Lists: Arcane, Divine, Magic, Nature
Augments: Extended, Mass, Quickened, Silent, Stilled	
Cantrip: The spell's duration becomes Sustain (standard).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

2nd – **Alter Magic Aura:** Replace the spell's targets and effects with the following:

Target: One magical object (Large or smaller)	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: One of the target's magic auras is altered (see Spellcraft, page 59). You can change the school and descriptors of the aura. In addition, you can decrease the spellpower of the aura by up to half your spellpower, or increase the spellpower of the aura up to a maximum of your spellpower.	
Duration: Attunement	
Tags: Thaumaturgy	

2nd – **Dimensional Anchor:** Replace the spell's effects with the following:

Attack: Spellpower vs. Mental	
Success: The target cannot travel extradimensionally. This prevents all Manifestation , Planar , and Translocation effects.	
Duration: Condition	
Tags: T, a, a, g, h, m, r, t, u, u, y	

2nd – **Suppress Item:** Replace the spell's targets and effects with the following:

Target: One object	Range: Medium (100 ft.)
Attack: Spellpower vs. Special	
Special: The DR is equal to 10 + the target's spellpower.	
Success: The target object is suppressed .	
Duration: Sustain (swift)	
Tags: Thaumaturgy	

3rd – **Banishing:** Replace the spell's effects with the following:

Attack: Spellpower vs. Special	
Special: If the target is an effect of an ongoing magical ability, such as a summoned monster, the DR is equal to 10 + the target's spellpower. Otherwise, this ability has no effect.	
Success: The target is treated as if the spell that created it was dispelled . This usually causes the target to disappear.	
Tags: Thaumaturgy	

5th – **Dimensional Lock:** Replace the spell's targets and effects with the following:

Burst: Large (50 ft.) radius	Range: Medium (100 ft.)
Targets: Everything in the area	
Effect: Extradimensional travel into or out of the spell's area is impossible. This prevents all Manifestation , Planar , and Translocation effects.	
Duration: Attunement	
Tags: T, a, a, g, h, m, r, t, u, u, y	

7th – **Antimagic Field:** Replace the spell's targets and effects with the following:

Special: This emanation always includes you in its area	
Emanation: Small (10 ft.) radius centered on you	
Effect: All magical abilities and objects are suppressed in the area. In addition, magical abilities and objects cannot be activated within the area.	
Creatures within the area cannot concentrate on or dismiss spells. However, you can concentrate on and dismiss your own <i>antimagic field</i> .	
Duration: Sustain (swift)	
Tags: Thaumaturgy	

Barkskin

You toughen a creature’s skin, giving it the appearance of tree bark.

Target: One living creature	Range: Close (30 ft.)
Effect: The target gains damage reduction against physical damage equal to your spellpower. In addition, it is vulnerable to fire damage.	
Duration: Attunement	
Tags: Enhancement	
Schools: Transmutation	Lists: Nature
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell’s duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – **Stoneskin**: The spell does not make the target vulnerable to fire damage. Instead, it makes the target **vulnerable** to damage from adamantine weapons.

5th – **Empowered**: The damage reduction granted by this spell increases by an amount equal to your spellpower.

Barrier

Zone: Medium (20 ft.) radius centered on you	
Effect: Whenever a creature makes physical contact with the spell's area for the first time, you make a Spellpower vs. Mental attack against it. Success means the creature is unable to enter the spell's area with any part of its body. The rest of its movement in the current phase is cancelled. Failure means the creature can enter the area unimpeded. Creatures in the area at the time that the spell is cast are unaffected by the spell.	
Duration: Sustain (swift)	
Schools: Abjuration	Lists: Divine, Nature
Augments: Quickened, Silent, Stilled, Widened	
Cantrip: The spell's duration becomes Sustain (standard) If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

4th – **Selective**: Whenever a creature attempts to pass through the barrier for the first time, you can allow it to pass through unimpeded. You must be aware of a creature attempting to pass through the barrier to allow it through.

7th – **Antilife Shell**: The spell only affects living creatures. However, it affects them automatically, without requiring an attack.

This is a **Life** effect from the **Vivimancy** school.

Bless

You invoke a divine blessing to aid your ally.

Target: One creature	Range: Close (30 ft.)
Effect: The target gains a +2d bonus to damage with all attacks.	
Duration: Attunement	
Schools: Channeling	Lists: Divine
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell’s duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

6th – **Protection**: The target gains **damage reduction** against all damage equal to your spellpower.

Boon of Mastery

You grant your ally great mastery over a particular domain.

Target: One willing creature	Range: Close (30 ft.)
Special: When you cast this spell, choose a skill. You must have mastered the chosen skill.	
Effect: The target gains a +5 bonus to the chosen skill.	
Duration: Attunement	
Tags: Enhancement	
Schools: Transmutation	Lists: Arcane, Divine, Nature
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell’s duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

4th – **Myriad**: You may choose an additional skill that you have mastered as you cast the spell. The target gains the same bonus to all chosen skills.

Charm Person

You manipulate a person's mind so they think of you as a trusted friend and ally.

Target: One humanoid creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Special: If the target thinks that you or your allies are threatening it, you take a –5 penalty to accuracy on the attack.	
Success: The target is charmed (<i>deluded into liking its charmer</i>) by you. Any act by you or your apparent allies that threatens or damages the charmed person breaks the effect.	
Critical Success: As above, but the effect's duration becomes permanent.	
Duration: Sustain (swift)	
Tags: Delusion, Mind, Subtle	
Schools: Enchantment	Lists: Arcane
Augments: Extended, Mass, Quickened, Silent, Stilled	
Cantrip: The spell has no additional effects on a critical hit. In addition, its duration becomes Sustain (standard).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

- 2nd – **Silent:** The spell does not require verbal components to cast.
- 3rd – **Monstrous:** The spell can target creatures of any creature type.
- 4th – **Attuned:** The spell's duration becomes Attunement. A critical success still makes the effect permanent.
- 5th – **Amnesia:** When the spell ends, the target forgets all events that transpired during the spell's duration. It becomes aware of its surroundings as if waking up from a daydream. It is not directly aware of any magical influence on its mind, though unusually paranoid or perceptive creatures may deduce that their minds were affected.
- 5th – **Dominating:** Replace the spell's effects with the following:

Attack: Spellpower vs. Mental
Success: The target is confused (<i>randomly babbles, flees, attacks nearest, or acts normally</i>) for 2 rounds.
Critical Success: The target is dominated (<i>compelled to obey its dominator</i>) for 2 rounds. If the target was already dominated by you, this effect lasts for 24 hours instead.
Tags: Compulsion, Mind

Cone of Cold

You drain the heat from an area, creating a field of extreme cold.

Burst: Medium (20 ft.) cone	
Targets: Everything in the area	
Attack: Spellpower vs. Fortitude	
Success: 1d4 damage +1d per two spellpower.. In addition, the target moves at half speed until it removes this condition.	
Critical Success: As above, but double damage.	
Tags: Cold	
Schools: Evocation	Lists: Arcane, Nature
Augments: Intensified, Quickened, Silent, Stilled, Widened	
Cantrip: The spell deals -1d damage	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Control Air

You shield your ally with a barrier of wind, protecting them from harm.

Target: One willing creature (Medium or smaller)	Range: Close (30 ft.)
Effect: The target gains a +2 bonus to physical defenses . This bonus is increased to +5 against ranged strikes from weapons or projectiles that are Small or smaller. Any effect which increases the size of creature this spell can affect also increases the size of ranged weapon it defends against by the same amount.	
Duration: Attunement	
Tags: Air, Imbuement	
Schools: Transmutation	Lists: Air, Nature
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell's duration becomes Sustain (swift).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

- 2nd – **Gentle Descent:** The target gains a 30 foot glide speed. A creature with a glide speed can glide through the air at the indicated speed (see Gliding, page 10).
- 2nd – **Windstrike:** Replace the spell's targets and effects with the following:
- 3rd – **Accelerated:** The glide speed granted by this spell increases to 60 feet.
- 3rd – **Gust of Wind:** Replace the spell's targets and effects with the following:

Target: One creature or object	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: 1d8 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Air	

- 4th – **Air Walk:** The target can walk on air as if it were solid ground. The magic only affects the target's legs and feet. By choosing when to treat the air as solid, it can traverse the air with ease.

- 4th – **Wind Screen:** The miss chance for ranged strikes against the target increases to 50%.

- 5th – **Stormlord:** Whenever a creature within Close (30 ft.) range of the target attacks it, wind strikes the attacking creature. The wind deals 1d4 bludgeoning damage + 1d per two spellpower. Any individual creature can only be dealt damage in this way once per round.

Any effect which increases this spell's range increases the range of this effect by the same amount.

This is a **Shielding** effect from the **Evocation** school.

- 7th – **Control Weather:** Replace the spell's targets and effects with the following:

Zone: 2 mile radius cylinder from your location
--

Effect: 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. The weather begins to take effect in the area when you complete the spell. 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 duration 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.

Duration: Attunement

Tags: Air

Corruption

You corrupt your foe's life force, weakening them.

Target: One living creature **Range:** Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: The target takes a -2 penalty to **accuracy**, **checks**, and **defenses**.

Critical Success: As above, but the penalty is increased by 2.

Duration: Condition

Tags: Life

Schools: Vivimancy **Lists:** Arcane, Divine, Nature

Augments: Extended, Mass, Quickened, Silent, Stilled

Cantrip: The spell's duration becomes Sustain (swift). Its effect is still a condition, and can be removed by abilities that remove conditions.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

3rd – **Eyebite:** If the spell's attack succeeds, the target is also **partially blinded** (*impaired, lose special vision abilities*). If it critically hits, the target is **blinded** (*unable to see, defenseless*) instead of partially blinded.

3rd – **Finger of Death:** If the spell's attack critically hits, the target immediately dies.

This is a **Death** effect.

4th – **Empowered:** The penalty increases by 1.

5th – **Corruption of Blood and Bone:** If the spell's attack succeeds, at the end of each round, the target takes life damage equal to your spellpower. The target's maximum hit points are reduced by the amount of damage it takes in this way. When the spell ends, the target's maximum hit points are restored.

6th – **Corrupting Curse:** The spell's attack is made against Mental defense instead of Fortitude defense. In addition, if it 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. This is a **Curse** effect.

Create Acid

You create a magical orb of acid in your hand that speeds to its target.

Target: One creature or object **Range:** Medium (100 ft.)

Attack: Spellpower vs. Reflex

Success: 1d8 damage +1d per two spellpower..

Critical Success: As above, but double damage.

Tags: Acid, Manifestation

Schools: Conjuration

Lists: Arcane

Augments: Extended, Intensified, Mass, Quickened, Silent, Stilled

Cantrip: The spell deals -1d damage.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

3rd – **Corrosive:** The spell deals double damage to objects.

4th – **Lingering:** The acid deals half damage on initial impact. However, it deals damage to the target again at the end of each round for 2 rounds, including the initial round.

Cure Wounds

Target: One creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Fortitude

Success: The target is healed for 1d8 damage +1d per two spellpower..

Tags: Life

Schools: Vivimancy

Lists: Divine, Life, Nature

Augments: Extended, Intensified, Mass, Quickened, Silent, Stilled

Cantrip: Instead of healing, the spell grants **temporary hit points** equal to twice your spellpower. The duration of the temporary hit points is Sustain (swift).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

2nd – **Moderate Wounds:** For every 5 points of healing, this spell can instead cure 1 vital damage.

2nd – **Restore Senses:** Replace the spell's effects with the following:

Effect: One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and mundane conditions, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

Tags: Flesh

2nd – **Undead Bane:** If the target is undead, the spell gains a +2 bonus to accuracy and deals double damage on a critical hit.

3rd – **Remove Disease:** Replace the spell's effects with the following:

Effect: All diseases affecting the target are removed.

Tags: Flesh

3rd – **Serious Wounds:** For every 2 points of healing, this spell can instead cure 1 vital damage.

4th – **Critical Wounds:** For every point of healing, this spell can instead cure 1 vital damage.

Distort Image

Target: One willing creature **Range:** Medium (100 ft.)

Effect: The target’s physical outline is distorted so it appears blurred, shifting, and wavering. Targeted physical attacks against the target have a 20% miss chance. Spells and other non-physical attacks suffer no miss chance.

Duration: Attunement

Tags: **Glamer, Visual**

Schools: Illusion **Lists:** Arcane

Augments: Extended, Quickened, Silent, Stilled

Cantrip: The spell’s duration becomes Sustain (swift).
If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

2nd – **Distort Light:** Replace the spell’s targets and effects with the following:

Emanation: Medium (20 ft.) radius from the target **Range:** Close (30 ft.)

Target: One object (Small or smaller)

Effect: Light within or passing through the area is dimmed to be no brighter than shadowy illumination. Any effect or object which blocks light also blocks this spell’s emanation.

Duration: Attunement (multiple)

Tags: **Glamer, Light**

3rd – **Disguise Image:** Replace the spell’s effects with the following:

Effect: You make a Disguise check to alter the target’s appearance (see Disguise Creature, page 52). You gain a +5 bonus on the check, and you can freely alter the appearance of the target’s clothes and equipment, regardless of their original form. However, this effect is unable to alter the sound, smell, texture, or temperature of the target or its clothes and equipment.

Duration: Attunement

Tags: **Glamer, Visual**

3rd – **Mirror Image:** Replace the spell’s effects with the following:

Effect: Four illusory duplicates appear around the target that mirror its every move. The duplicates shift chaotically in its space, making it difficult to identify the real creature. All targeted attacks against the target have a 50% miss chance. Whenever an attack misses in this way, it affects an image, destroying it.

Duration: Sustain (swift)

Tags: **Figment, Visual**

4th – **Shadow Mantle:** The spell’s deceptive nature extends beyond merely altering light to affect the nature of reality itself. The spell’s miss chance changes to a failure chance, and applies to non-physical attacks as well as physical attacks. In addition, it loses the **Visual** tag, allowing it to affect creatures who do not rely on sight to affect the target.

5th – **Displacement:** The target’s image is futher distorted, and appears to be two to three feet from its real location. The spell’s miss chance increases to 50%.

Elemental Blade

You transform the active part of a weapon into air, increasing its reach.

Target: One unattended weapon **Range:** Close (30 ft.)

Effect: The target weapon gains an additional five feet of reach, extending the wielder’s threatened area. This has no effect on ranged attacks with the weapon.

Duration: Attunement

Tags: **Air, Shaping**

Schools: Transmutation **Lists:** Arcane, Nature, War, Water

Augments: Extended, Quickened, Silent, Stilled

Cantrip: The spell’s duration becomes Sustain (swift).
If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

2nd – **Aqueous Blade:** Replace the spell’s effects with the following:

Effect: **Strikes** with the affected weapon are made against Reflex defense instead of Armor defense. However, damage with the weapon is halved, including any bonuses to damage.

Duration: Attunement

Tags: **Shaping, Water**

4th – **Zephyr Blade:** The weapon’s reach is increased by ten feet instead of five feet.

7th – **Greater Aqueous Blade:** Replace the spell’s effects with the following:

Effect: **Strikes** with the affected weapon are made against Reflex defense instead of Armor defense.

Duration: Attunement

Tags: **Shaping, Water**

Fear

You terrify your foe.

Target: One creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target is **frightened** (50% failure near its fear) by you.

Critical Success: The target is **panicked** (flees or cowers from its fear) by you.

Failure: The target is **shaken** (20% failure near its fear) by you.

Duration: Condition

Tags: **Delusion, Mind**

Schools: Enchantment **Lists:** Arcane

Augments: Extended, Mass, Quickened, Silent, Stilled

Cantrip: The spell’s duration becomes Sustain (swift).
If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

2nd – **Redirected:** The target is afraid of a willing ally within the spell’s range instead of being afraid of you.

Fireball

You create a small burst of flame.

Burst: Small (10 ft.) radius **Range:** Close (30 ft.)

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Success: 1d4 damage +1d per two spellpower.

Critical Success: As above, but double damage.

Tags: **Fire**

Schools: Evocation **Lists:** Arcane, Fire, Nature
Augments: Extended, Intensified, Quickened, Silent, Stilled, Widened
Cantrip: The spell deals –1d damage.
 If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

2nd – **Burning Hands:** Replace the spell's targets with the following:

Burst: Large (50 ft.) cone
Targets: Everything in the area

2nd – **Flame Blade:** Replace the spell's targets and effects with the following:

Target: One unattended weapon **Range:** Close (30 ft.)
Effect: The target weapon deals +2d damage with **strikes**. In addition, all damage dealt with the weapon with strikes becomes fire damage in addition to its normal damage types.
Duration: Attunement
Tags: Fire

3rd – **Fire Trap:** Replace the spell's targets and effects with the following:

Target: One openable object (Large or smaller) **Range:** Close (30 ft.)
Effect: If a creature opens the target object, it explodes. You make an attack against everything within an Medium (20 ft.) radius burst centered on the target. After the object explodes in this way, the spell ends.
Attack: Spellpower vs. Reflex
Success: 1d4 damage +1d per two spellpower..
Critical Success: As above, but double damage.
Duration: Attunement
Tags: Fire, Trap

Effect: Up to four glowing lights appear in the area. The lights resemble lanterns or torches, and shed bright light in the same 20 foot radius. However, you can freely choose the color of the lights when you cast the spell. During each movement phase, you can move the lights up to 100 feet in any direction. If one of the lights ever goes out of range from you, it immediately winks out.

Duration: Sustain (swift)
Tags: Figment, Light, Visual

2nd – **Expanded:** The spell's area increases to Small (10 ft.). This allows the standard Widened augment to be used to expand the spell's area further.

3rd – **Faerie Fire:** Each target is surrounded with a pale glow made of hundreds of ephemeral points of lights, causing it to bright light in a 5 foot radius as a candle. The lights impose a –10 penalty to Stealth checks. In addition, they reveal the outline of the creatures if they become **invisible**. This allows observers to see their location, though not to see them perfectly.

3rd – **Illuminating:** The brilliant light persists as long as you spend a **swift action** each round to sustain it. The light has no additional effects on creatures in the area.

4th – **Flashbang:** An intense sound accompanies the flash of light caused by the spell. If the spell's attack is successful, the target is also **deafened** (*unable to hear*) as a condition. This is an **Auditory, Figment** effect.

5th – **Blinding:** The spell's critical effect makes the target **blinded** (*unable to see, defenseless*) as a condition, rather than just for one round. In addition, the blindness replaces the spell's normal success effect, rather than being applied in addition to it.

5th – **Universal:** The light radiates from every point in the area simultaneously, making it impossible to avoid. The spell's attack is made against Fortitude instead of Reflex.

Flare

Burst: 5 foot radius **Range:** Medium (100 ft.)
Targets: All creatures in the area
Effect: A brilliant light appears in the area until the end of the round. It illuminates a 100 foot radius around the area with bright light.
Attack: Spellpower vs. Reflex
Success: The target is **partially blinded** (*impaired, lose special vision abilities*).
Critical Success: The target is **blinded** (*unable to see, defenseless*) instead.
Duration: Condition
Tags: Figment, Light, Visual

Schools: Illusion **Lists:** Arcane, Divine, Nature
Augments: Extended, Quickened, Silent, Stilled, Widened
Cantrip: The spell affects a single creature, rather than an area.
 If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

2nd – **Dancing Lights:** Replace the spell's effects with the following:

Foresight

You grant a creature the ability to see fractions of a second into the future.

Target: One willing creature	Range: Close (30 ft.)
Effect: The target gains a +2 bonus to accuracy with physical attacks.	
Duration: Attunement	
Tags: Enhancement	
Schools: Divination	Lists: Arcane, Divine, Nature
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell's duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

2nd – Augury: Replace the spell's effects with the following: Effect: Choose an action that the target could take. You learn whether the stated action is likely to bring good or bad results for it within the next hour. This spell provides one of four results: <ul style="list-style-type: none">• Weal (if the action will probably bring good results).• Woe (for bad results).• Weal and woe (for both).• No response (for actions that don't have especially good or bad results). This spell does not describe the future with certainty. It describes which result is most probable. The more unambiguous the action's effects, the more likely the spell is to be correct. After using this subspell, you cannot cast it again until the hour affected by the previous casting is over, regardless of whether the action was taken.
7th – Foresee Actions: The target can learn what actions all creatures it can observe intend to take during each phase before it decides its actions for that phase. It learns this information in the instant before it acts, and normally does not have time to communicate it to other creatures.

Inertial Shield

You create a barrier around your ally that resists physical intrusion.

Target: One creature	Range: Close (30 ft.)
Effect: The target gains damage reduction against physical damage equal to your spellpower. In addition, it is vulnerable to arcane damage.	
Duration: Attunement	
Tags: Shielding	
Schools: Abjuration	Lists: Arcane
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell's duration becomes Sustain (swift). If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – Complete: The damage reduction applies against all damage, not just physical damage.
4th – Immunity: Replace the spell's effects with the following: Effect: Choose a type of damage. The target becomes immune to damage of the chosen type. Attacks that deal damage of multiple types still inflict damage normally unless the target is immune to all types of damage dealt.
4th – Retributive: Damage resisted by this spell is reflected back to the attacker as life damage. If the attacker is beyond Close (30 ft.) range of the target, this reflection fails. Any effect which increases this spell's range increases the range of this effect by the same amount. This is a Life effect from the Vivimancy school.
5th – Empowered: The damage reduction increases by an amount equal to your spellpower.

Inflict Wounds

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude Success: 1d8 damage +1d per two spellpower.. Critical Success: As above, but double damage.	
Tags: Life	
Schools: Vivimancy	Lists: Arcane, Divine, Nature
Augments: Extended, Intensified, Mass, Quickened, Silent, Stilled	
Cantrip: The spell deals -1d damage If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – Drain Life: You gain temporary hit points equal to half the damage you deal with this spell.
4th – Death Knell: If the spell's attack succeeds, the target suffers a death knell. At the end of each round, if the target has 0 hit points, it immediately dies. This effect lasts until the target removes this condition. This is a Death effect.

Lightning Bolt

You create a bolt of electricity that fries your foes.

Burst: Medium (20 ft.) line	
Targets: Everything in the area	
Attack: Spellpower vs. Reflex	
Special: You gain a +2 bonus to accuracy against creatures wearing metal armor or otherwise carrying a significant amount of metal.	
Success: 1d4 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Electricity	
Schools: Evocation	Lists: Arcane, Nature
Augments: Intensified, Quickened, Silent, Stilled, Widened	
Cantrip: The spell deals –1d damage	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

4th – **Instantaneous:** The lightning bolt created by the spell is faster, but less penetrating. The spell's attack is made against Fortitude defense instead of Reflex defense.

Planar Disruption

You disrupt a creature's body by partially thrusting it into another plane.

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: 1d8 damage +1d per two spellpower..	
Critical Success: As above, but double damage. In addition, if the creature is an outsider native to another plane, it is sent back to its home plane.	
Tags: Planar, Teleportation	
Schools: Conjuraction	Lists: Arcane, Divine
Augments: Extended, Intensified, Mass, Quickened, Silent, Stilled	
Cantrip: The spell deals –1d damage	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Poison

You weaken your foe with a potent poison.

Target: One living creature	Range: Close (30 ft.)
Effect: At the end of each round, you make a Spellpower vs. Fortitude attack against the target. Success means the target takes poison damage equal to your spellpower. If this is the second successful attack, the target takes a –2 penalty to accuracy , checks , and defenses . If this is the third successful attack, the penalty increases to –5.	
Duration: Condition	
Tags: Poison	
Schools: Transmutation	Lists: Destruction, Divine, Nature
Augments: Extended, Mass, Quickened, Silent, Stilled	
Cantrip: The spell does not have additional effects other than damage.	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Polymorph

You change the target's physical form.

Target: One willing creature	Range: Medium (100 ft.)
Effect: You increase or decrease the target's size by one size category.	
Duration: Attunement	
Tags: Shaping, Sizing	
Schools: Transmutation	Lists: Arcane, Nature
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell's duration becomes Sustain (swift).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – **Alter Appearance:** You can also make a Disguise check to alter the target's appearance (see Disguise Creature, page 52). You gain a +5 bonus on the check, and you ignore penalties for changing the target's gender, race, subtype, or age. However, this effect is unable to alter the target's clothes or equipment in any way.

4th – **Fabricate:** Replace the spell's targets and effects with the following:

Targets: One or more unattended, nonmagical objects (Large or smaller); see text	Range: Close (30 ft.)
Effect: 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.	
Tags: Shaping	

Protection from Alignment

Target: One creature	Range: Close (30 ft.)
Special: Choose an alignment other than neutral (chaotic, good, evil, lawful). This spell gains the tag for that alignment's opposed alignment .	
Effect: The target gains damage reduction equal to your spellpower against physical effects that have the chosen alignment, and physical attacks made by creatures with the chosen alignment.	
Tags: Shielding	
Schools: Abjuration	Lists: Arcane, Chaos, Divine, Evil, Good, Law
Augments: Extended, Quickened, Silent, Stilled	
Cantrip: The spell's duration becomes Sustain (swift).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – **Complete:** The damage reduction also applies against non-physical effects.

4th – **Retributive:** Whenever a creature with the chosen alignment makes a physical melee attack against the target, you make a Spellpower vs. Mental attack against the attacking creature. Success means the attacker takes d4 damage +1d per two spellpower..

Scry

You create a scrying sensor that allows you to see at a distance.

Target: One square

Range: Medium (100 ft.)

Effect: A Fine object appears floating in the air in the target space. It resembles a human eye in size and shape, though it is **invisible**. At the start of each round, you choose whether you see from this sensor or from your body. The sensor’s visual acuity is the same as your own, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (*unable to see, defenseless*). If undisturbed, the sensor floats in the air in its position. As a standard action, you can concentrate to move the sensor up to 30 feet in any direction, even vertically. You can only have one casting of this spell active at once. If you cast it again, any previous castings of the spell are dismissed.

Duration: Attunement

Tags: **Scrying**

Schools: Divination

Lists: Arcane, Divine, Nature

Augments: Extended, Mass, Quicken, Silent, Stilled

Cantrip: The sensor cannot be moved after it is originally created.

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

- 2nd – **Alarm:** The sensor continues to observe its surroundings while you are not sensing through it. 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.
- 2nd – **Auditory:** At the start of each round, you can choose whether you hear from the sensor or from your body. This choice is made independently from your sight. The sensor’s auditory acuity is the same as your own, except that it does not share the benefits of any **magical** effects that improve your hearing.
- 3rd – **Accelerated:** When you move the sensor, you can move it up to 100 feet, instead of up to 30 feet.
- 3rd – **Dual:** You create an additional sensor in the same location. You must move and see through each sensor individually.
- 3rd – **Penetrating:** The spell’s range becomes (Unrestricted), allowing you to cast it into areas where you do not have **line of sight** or **line of effect**.
- 4th – **Reverse Scrying:** The sensor created by this spell appears at the location of the source of the ability that created the target sensor. Replace the spell’s targets with the following:

Target: One magical sensor

Range: Medium (100 ft.)

4th – **Semi-Autonomous:** You can move the sensor as a **swift action** rather than as a standard action.

5th – **Scry Creature:** You must make a Spellpower vs. Mental attack against the target. Success means the sensor appears in the target’s space. Failure means the sensor does not appear at all. Replace the spell’s targets with the following:

Special: 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. 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 fail.

Target: One creature

Range: Same plane (Unrestricted)

- 6th – **Split Senses:** You do not have to choose whether to sense from the perspective of the sensor or from the perspective of your own body. You constantly receive sensory input from both your body and the sensor.

Smite

You smite a foe with holy (or unholy) power.

Target: One creature

Range: Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: 1d8 damage +1d per two spellpower..

Critical Success: As above, but double damage.

Schools: Channeling

Lists: Divine

Augments: Extended, Intensified, Mass, Quicken, Silent, Stilled

Cantrip: The spell deals –1d damage

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Summon Monster

You summon a creature to fight by your side.

Target: One unoccupied square

Range: Medium (100 ft.)

Effect: A creature appears in the target location. It visually appears to be a common Small or Medium animal of your choice, though in reality it is a manifestation of magical energy. Regardless of the appearance and size chosen, the creature has hit points equal to twice your spellpower. All of its defenses are equal to your 5 + your spellpower, and its land speed is equal to 30 feet. Each round, you choose the creature’s actions. There are only two actions it can take. As a move action, it can move as you direct. As a standard action, it can make a melee **strike** against a creature it threatens. Its accuracy is equal to your spellpower. If it hits, it deals 1d3 damage +1d per two spellpower. The type of damage dealt by this attack depends on the creature’s appearance. Most animals bite or claw their foes, which deals bludgeoning and slashing damage.

Duration: Sustain (swift)

Tags: **Manifestation**

Schools: Conjuration

Lists: Arcane, Divine, Nature

Augments: Extended, Quicken, Silent, Stilled

Cantrip: The spell’s duration becomes Sustain (standard).

If you cast this spell as a cantrip, you do not need to spend an **action point** to cast it, but you cannot apply any augments to it.

Subspells

- 2nd – **Summon Bear:** The creature appears to be a Medium bear. As a standard action, it can make a **grapple** attack against a creature it threatens. Its accuracy is the same as its accuracy with strikes. While grappling, the manifested creature can either make a strike or attempt to escape the grapple. This augment replaces the effects of any other augments that change the appearance of the creature.

Telekinesis

Target: One Medium or smaller creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: You move the target up five feet per spellpower. Moving the target upwards costs twice the normal movement cost.	
Critical Success: As above, but you move the target ten feet per spellpower instead of five feet per spellpower.	
Tags: Telekinesis	
Schools: Evocation	Lists: Arcane
Augments: Extended, Mass, Quickened, Silent, Stilled	
Cantrip: If your attack succeeds, you move the target one foot per spellpower. In addition, the spell has no additional effects on a critical hit. If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

2nd – **Mending:** Replace the spell’s targets and effects with the following:

Target: One unattended object	Range: Close (30 ft.)
Effect: The target is healed for 1d8 damage +1d per two spellpower..	

2nd – **Precise:** Replace the spell’s effects with the following:

Attack: Spellpower vs. Mental	
Success: You move the target up to five feet in any direction. In addition, you can make a check to manipulate the target as if you were using your hands. The check’s result has a maximum equal to your attack result.	
Tags: Telekinesis	

3rd – **Binding:** If your attack roll beat both the target’s Fortitude and Mental defenses, it is **immobilized** (*Unable to leave its location*) after the forced movement is finished. This is a **condition**, and lasts until removed.

3rd – **Levitate:** Replace the spell’s targets and effects with the following:

Target: One unattended object or willing creature (Medium or smaller)	Range: Close (30 ft.)
Effect: The target floats in midair, unaffected by gravity. During the movement phase, you can move the target up to ten feet in any direction.	
Duration: Sustain (swift)	

Water Mastery

<i>You create a wave of water to crush your foes.</i>	
Burst: Medium (20 ft.) line, 10 ftwide	
Targets: Everything in the area	
Attack: Spellpower vs. Fortitude	
Success: 1d4 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Tags: Manifestation, Water	
Schools: Conjuraction	Lists: Nature, Water
Augments: Intensified, Quickened, Silent, Stilled, Widened	
Cantrip: The spell deals –1d damage	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

2nd – **Aqueuous Sphere:** Replace the spell’s targets with the following:

Burst: Small (10 ft.) radius	Range: Close (30 ft.)
Targets: Everything in the area	

2nd – **Create Water:** Replace the spell’s targets and effects with the following:

Range: Close (30 ft.)	
Effect: You create up to one gallon of wholesome, drinkable water. The water can be created at multiple locations within the ritual’s range, allowing you to fill multiple small water containers.	
Tags: Creation, Water	

4th – **Sustained:** The area affected by this spell becomes completely filled with water. You can sustain the water as a **swift action**. Creatures in this **zone** suffer penalties appropriate for fighting underwater, and may be unable to breathe.

Web

You create a many-layered mass of strong, stricky strands that trap creatures caught within them. The strands are similar to spider webs, but larger and tougher.

Zone: Small (10 ft.) radius	Range: Close (30 ft.)
Targets: Everything in the area	
Effect: The area becomes filled with webs, making it difficult terrain . Each 5-ft. square of webbing has hit points equal to your spellpower, and is vulnerable to fire.	
Attack: Spellpower vs. Reflex	
Success: The target is immobilized (<i>Unable to leave its location</i>) as long as it has webbing from this spell in its space.	
Duration: Sustain (swift)	
Tags: Manifestation	
Schools: Conjuraction	Lists: Arcane, Nature
Augments: Extended, Quickened, Silent, Stilled, Widened	
Cantrip: The spell’s duration becomes Sustain (standard).	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

3rd – **Reinforced:** Each 5-ft. square of webbing gains additional hit points equal to your spellpower. In addition, the webs are no longer vulnerable to fire.

Word of Faith

You speak an utterance that rebukes those who do not share your faith.

Burst: Medium (20 ft.) radius from you	
Targets: Creatures in the area that do not worship your deity	
Attack: Spellpower vs. Mental	
Success: 1d8 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Schools: Channeling	Lists: Divine
Augments: Intensified, Quickened, Silent, Stilled, Widened	
Cantrip: The spell deals –1d damage	
If you cast this spell as a cantrip, you do not need to spend an action point to cast it, but you cannot apply any augments to it.	

Subspells

4th – **Bolstering:** Creatures in the spell’s area that worship your deity heal 1d4 damage +1d per two spellpower.

Ritual Descriptions

Animate Dead

3rd Level

You bind a fragment of a dead creature's soul to its corpse, reanimating it as an undead skeleton or zombie.

Special: The combined levels of all targets cannot exceed your spellpower.

Target: One or more corpses **Range:** Close (30 ft.)

Casting Time: One hour

Effect: The target becomes an undead creature that obeys your spoken commands. You choose whether to create a skeleton or a zombie. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.

Duration: Attunement (multiple)

Tags: Evil, Negative, Soul

Schools: Vivimancy **Lists:** Arcane, Divine

Augments: Accelerated, Extended

Awaken

7th Level

Target: One animal **Range:** Close (30 ft.)

Casting Time: 24 hours

Action Points: 49

Effect: The target becomes sentient. Its Intelligence becomes 1d6 – 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know of your choice.

Duration: Permanent

Tags: Imbuement

Schools: Transmutation **Lists:** Nature

Augments: Accelerated, Extended

Binding

3rd Level

Zone: small radius **Range:** Close (30 ft.)

Casting Time: One hour

Effect: This ritual inscribes a magic circle on the ground, denoting the edges of the area. The circle is obvious, but a DR 16 Perception or Spellcraft check is required to verify that the circle belongs to a *binding* ritual. If the circle is broken, the ritual's effects end immediately. If a creature enters the area, you make an attack against it, as described below.

Attack: Spellpower vs. Mental

Success: The target is unable to escape the area physically or alter the circle in any way. It treats the circle and the area above it as an impassable barrier, preventing the effects of any of its abilities from extending outside that area.

Duration: Attunement (multiple)

Schools: Abjuration **Lists:** Arcane, Divine

Augments: Accelerated, Extended, Widened

Subrituals

5th – **Dimension Lock:** Creatures trapped in the circle with a successful attack also cannot travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Translocation** effects.

Bless Water

1st Level

Target: One pint of unattended, nonmagical water **Range:** Close (30 ft.)

Casting Time: One minute

Effect: The target becomes holy water. Holy water can be can be thrown as a splash weapon, dealing 1d8 points of damage to a struck undead creature or an evil outsider.

Tags: Good

Schools: Channeling **Lists:** Divine

Augments: Accelerated, Extended

Blessed Transit

6th Level

Targets: Up to five willing ritual participants (Medium or smaller) **Range:** Medium (100 ft.)

Casting Time: One minute

Effect: This ritual functions like the *overland teleporation* ritual, except that the destination must be a temple or equivalent holy site to your deity.

Tags: Translocation

Schools: Conjuration **Lists:** Dviine

Augments: Accelerated, Extended

Create Object

3rd Level

Range: Close (30 ft.)

Casting Time: One hour

Effect: When you perform this ritual, you make a Craft check to craft an object of no greater than Small size. The object appears out of thin air, without any raw materials. It must be made of nonliving, nonreactive vegetable matter, such as wood or cloth.

Duration: Attunement (multiple)

Tags: Manifestation

Schools: Conjuration **Lists:** Arcane, Divine, Nature

Augments: Accelerated, Extended

Create Sustenance

3rd Level

Range: Close (30 ft.)

Casting Time: One hour

Effect: This ritual creates food and drink that is sufficient to sustain two Medium creatures per spellpower for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.

Tags: Creation

Schools: Conjuration **Lists:** Arcane, Divine, Nature

Augments: Accelerated, Extended

Curse Water

1st Level

Target: One pint of unattended, nonmagical water **Range:** Close (30 ft.)

Casting Time: One minute

Effect: The target becomes unholy water. Unholy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck good outsider.

Tags: **Evil**

Schools: Channeling	Lists: Divine
Augments: Accelerated, Extended	

Discern Location

5th Level

Target: One creature or object	Range: Same plane (Unrestricted)
Casting Time: 24 hours	
Action Points: 25	
Effect: You learn the location (place, name, business name, or the like), community, country, and continent where the target lies.	
Tags: Knowledge	
Schools: Divination	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Subrituals

7th – **Interplanar:** You also learn the plane of existence where the target lies. This is a **Planar** effect. Replace the spell’s targets with the following:

Target: One creature or object	Range: Any plane (Unrestricted)
Casting Time: 24 hours	
Action Points: 49	

Endure Elements

1st Level

Target: One creature or object	Range: Close (30 ft.)
Casting Time: One minute	
Effect: The target suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from fire or cold damage.	
Duration: Attunement (multiple)	
Tags: Shielding	
Schools: Abjuration	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Explosive Runes

3rd Level

Target: One object with writing on it (Small or smaller)	Range: Close (30 ft.)
Casting Time: One hour	
Effect: If a creature reads the target object, it explodes. You make an attack against everything within an Medium (20 ft.) radius burst centered on the target. After the object explodes in this way, the spell ends. If the target object is destroyed or rendered illegible, the spell ends without exploding.	
Attack: Spellpower vs. Reflex	
Success: 1d4 damage +1d per two spellpower..	
Critical Success: As above, but double damage.	
Duration: Attunement (multiple)	
Tags: Trap	
Schools: Evocation	Lists: Arcane
Augments: Accelerated, Extended, Intensified	

Fertility

3rd Level

Zone: One mile radius from your location

Effect: 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.

Tags: **Imbuement**

Schools: Transmutation	Lists: Nature
Augments: Accelerated, Widened	

Gate

9th Level

Range: Close (30 ft.)

Casting Time: One week

Action Points: 81

Effect: This ritual creates an interdimensional connection between your plane of existence and a different plane you specify, allowing travel between those two planes in either direction. The gate itself is a circular disk between 5 and 20 feet in diameter, oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. The *gate* has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Duration: Sustain (standard); maximum 5 rounds

Tags: **Planar, Translocation**

Schools: Conjuration	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Gentle Repose

2nd Level

Target: One unattended nonmagical object	Range: Close (30 ft.)
Casting Time: One minute	
Effect: Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit on raising that creature from the dead (see <i>resurrection</i>) and similar effects that require a fresh body. Additionally, this can make transporting a fallen comrade more pleasant.	
Duration: Attunement (multiple)	
Tags: Temporal	
Schools: Transmutation	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Infertility

3rd Level

Zone: One mile radius from your location	
Effect: Normal plants within the area become half as productive as normal for the next year. This ritual does not stack with itself. If the <i>fertility</i> ritual is also applied to the same area, the most recently performed ritual takes precedence.	
Tags: Imbuement	
Schools: Transmutation	Lists: Nature
Augments: Accelerated, Widened	

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human in the target’s place could detect. You must also specify a message of twenty-five words or less.	
Effect: When the triggering condition occurs, the target appears to grow an enchanted mouth, and it speaks the chosen message aloud. After this happens, the spell ends.	
Duration: Permanent	
Tags: Figment	
Schools: Illusion	Lists: Arcane
Augments: Accelerated, Extended	

Ironwood

3rd Level

Target: One wooden object (Small or smaller)	
Effect: The target is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as iron.	
Tags: Shaping	
Schools: Transmutation	Lists: Nature
Augments: Accelerated	

Mount

3rd Level

Range: Close (30 ft.)	
Effect: You create a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.	
Duration: Attunement (multiple)	
Tags: Manifestation	
Schools: Conjuraton	Lists: Arcane
Augments: Accelerated, Extended	

Lifeweb Transit

6th Level

Targets: Up to five willing ritual participants (Medium or smaller)	Range: Medium (100 ft.)
Casting Time: One hour	
Effect: This ritual functions like the <i>overland teleportation</i> ritual, except that both the starting and ending points must be living plants. The plants must be larger than the largest creature being teleported in this way. In addition, instead of specifying a destination with a mental image, you can specify a distance and direction from your current location. If you do, the targets will arrive at the closest sufficiently large living plant to that destination.	
Tags: Translocation	
Schools: Conjuraton	Lists: Nature
Augments: Accelerated, Extended	

Mystic Lock

2nd Level

Target: One Large or smaller closable, nonmagical object, such as a door or box	Range: Close (30 ft.)
Casting Time: One minute	
Effect: The target object is magically locked. It can be unlocked with a Devices check against a DR equal to 20 + your spellpower. The DR to break it open forcibly increases by 10. You can freely pass your own <i>arcane lock</i> as if the object were not locked.	
Duration: Attunement (multiple)	
Tags: Imbuement	
Schools: Transmutation	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Subrituals

5th – **Resilient:** The DR to unlock the target with a Devices check is instead equal to 30 + your spellpower. In addition, the DR to break it open increases by 20 instead of by 10.

Light

1st Level

Target: One creature or object (Medium or smaller)	Range: Close (30 ft.)
Casting Time: One minute	
Effect: The target glows like a torch, shedding bright light in an Medium (20 ft.) radius (and dim light for an additional 20 feet).	
Duration: Attunement (multiple)	
Tags: Figment, Light	
Schools: Illusion	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Overland Teleportation

6th Level

Targets: Up to five willing ritual participants (Medium or smaller)	Range: Medium (100 ft.)
Casting Time: One hour	

Magic Mouth

1st Level

Target: one creature or object	Range: Close (30 ft.)
Casting Time: 24 hours	

Special: Choose a destination up to 100 miles away on your current plane. 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.

Effect: Each target is teleported to the chosen destination.

Tags: **Translocation**

Schools: Conjuration	Lists: Arcane
Augments: Accelerated, Extended	

Plane Shift

5th Level

Targets: Up to five willing ritual participants (Medium or smaller)	Range: Close (30 ft.)
Casting Time: 24 hours	
Effect: The targets teleport to a destination of your choice on another plane connected to your current plane. Precise accuracy is nigh impossible, and the actual destination is usually 1d100 miles away from the intended destination. 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.	
Tags: Planar, Translocation	
Schools: Conjuration	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Subrituals

8th – **Precise:** The actual destination is the same as the intended destination, rather than being a random distance away.

Private Sanctum

5th Level

Zone: Large (50 ft.) radius	Range: Close (30 ft.)
Casting Time: 24 hours	
Action Points: 25	
Effect: Everything in the area is completely imperceptible from outside the area. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision and similar abilities cannot penetrate into the area. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. 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 encumbrance.	
Tags: Thaumaturgy	
Schools: Abjuration	Lists: Arcane
Augments: Accelerated, Extended, Widened	

Purge Curse

3rd Level

Target: One willing creature	Range: Close (30 ft.)
Casting Time: 24 hours	
Action Points: 9	
Effect: 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.	
Tags: Thaumaturgy	
Schools: Abjuration	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Purify Sustenance

1st Level

Burst: Five cubic feet	Range: Close (30 ft.)
Targets: All food and water in the area	
Casting Time: One hour	
Effect: Spoiled, rotten, poisonous, or otherwise contaminated food and water in the area becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.	
Tags: Shaping	
Schools: Transmutation	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended, Widened	

Read Magic

1st Level

Effect: 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.	
Duration: Attunement	
Tags: Knowledge	
Schools: Divination	Lists: Arcane, Divine, Nature
Augments: Accelerated	

Regeneration

4th Level

Target: One willing creature	Range: Close (30 ft.)
Casting Time: 24 hours	
Action Points: 16	
Effect: All of the target’s hit points, nonlethal 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.	
Tags: Flesh	
Schools: Vivimancy	Lists: Divine, Nature
Augments: Accelerated, Extended	

Reincarnation

5th Level

Special: The target must have been part of the original creature’s body at the time of death.

Target: One piece of a humanoid corpse (Diminutive or larger)

Range: Close (30 ft.)

Casting Time: 24 hours

Action Points: 25

Effect: 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 race. The creature’s race is replaced with a random race from Table 10.1: Humanoid Reincarnations (page 132). Its appearance changes as necessary to match its new race, though it retains the general shape and distinguishing features of its original appearance. The creature loses all attribute modifiers and abilities from its old race, and gains those of its new race. However, its racial bonus feat and languages are unchanged. A creature’s soul naturally rejects being placed into a different body than its original home. Until the creature is restored to its initial race, its maximum action points are reduced by 1. This penalty does not stack if the creature is reincarnated multiple times. 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.

Tags: Creation, Life, Soul

Schools: Conjuration, Vivimancy

Lists: Nature

Augments: Accelerated, Extended

Subrituals

7th – **Fated:** The target is reincarnated as its original race instead of as a random race.

Table 10.1: Humanoid Reincarnations

d% Incarnation
01 Bugbear
02--13 Dwarf
14--25 Elf
26 Gnom
27--38 Gnome
39--42 Goblin
43--52 Half-elf
53--62 Half-orc
63--74 Halfling
75--89 Human
90--93 Kobold
94 Lizardfolk
95--99 Orc
100 Other

Resurrection

4th Level

Target: One intact humanoid corpse

Range: Close (30 ft.)

Casting Time: 24 hours

Action Points: 16

Effect: 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.

Tags: Creation, Life, Soul

Schools: Conjuration, Vivimancy

Lists: Nature

Augments: Accelerated, Extended

Subrituals

7th – **Complete:** The target is completely restored to health, including any missing or irreparably damaged limbs or organs. Replace the spell’s targets with the following:

Target: One piece of a humanoid corpse (Diminutive or larger)

Range: Close (30 ft.)

Casting Time: 24 hours

Action Points: 49

Scryward

3rd Level

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Casting Time: 24 hours

Action Points: 9

Effect: All **Scrying** effects fail to function in the area.

Duration: Permanent

Tags: Thaumaturgy

Schools: Abjuration

Lists: Arcane, Divine, Nature

Augments: Accelerated, Extended, Widened

Sending

4th Level

Special: 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. 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.	
Target: One creature	Range: Same plane (Unrestricted)
Casting Time: One hour	
Effect: You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds. After 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’s effect ends.	
Duration: Sustain (standard); maximum 5 rounds	
Tags: Communication	
Schools: Divination	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Subrituals

6th – **Interplanar:** This is a **Planar** effect. Replace the spell’s targets with the following:

Special: 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. 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.	
Target: One creature	Range: Any plane (Unrestricted)
Casting Time: One hour	

Effect: Each target can communicate mentally through telepathy with each other target. This communication is instantaneous across any distance, but cannot reach 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 two different targets are attuned to it.	
Duration: Attunement (multiple); see text	
Tags: Communication	
Schools: Divination	Lists: Arcane
Augments: Accelerated, Extended	

Subrituals

8th – **Interplanar:** The targets can communicate telepathically even across different planes. This is a **Planar** effect.

Water Breathing

2nd Level

Targets: One willing creature (Medium or smaller)	Range: Medium (<i>100 ft.</i>)
Casting Time: One minute	
Effect: The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.	
Duration: Attunement (multiple)	
Tags: Imbuement	
Schools: Transmutation	Lists: Arcane, Divine, Nature
Augments: Accelerated, Extended	

Soul Bind

8th Level

Target: One intact corpse	Range: Close (<i>30 ft.</i>)
Casting Time: One hour	
Special: You must choose a gem you hold that is worth at least 1,000 gp to perform this ritual.	
Effect: The soul of the creature the target corpse belongs to is imprisoned in the chosen gem. This 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 animate the creature.	
Duration: Attunement	
Tags: Soul	
Schools: Vivimancy	Lists: Arcane, Divine
Augments: Accelerated, Extended	

Telepathic Bond

4th Level

Targets: Up to five willing ritual participants	Range: Medium (<i>100 ft.</i>)
Casting Time: 24 hours	

Appendix A

Glossary

ability: An ability is a generic term for any special action a creature can perform or effect that a creature or object can cause. Spells, feats, and class abilities can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 111.

acid: A type of damage. Acid damage is very effective against most objects. For the Acid spell tag, see Ability Tags, page 111.

action phase: The action phase is the second of two **phases** in a combat **round**. During the action phase, creatures can **attack**, cast **spells**, and take other major combat actions.

action point: Action points allow you to perform special actions that your character has access to. For details, see Action Points, page 20.

accuracy: The bonus added to a **attack roll**.

Air: See Ability Tags, page 111.

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: **physical** attacks and **magical** attacks.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 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.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Perception**, and **Willpower**.

Auditory: See Ability Tags, page 111.

augment: Many spells have augments. Each augment on a spell has a level and an effect. When casting a spell, you add the augment's level to the spell's level. This affects the spell slot required to cast the spell, and similar effects. If you do, the spell gains the effect of the augment. You can apply any number of augments to a spell in this way, increasing the spell's level for each augment.

Barrier: See Ability Tags, page 111.

base bonus: A base bonus is the value of a bonus before any temporary modifiers or effects. For example, your base Fortitude defense bonus is equal to the Fortitude defense bonus granted by your class.

blindsight: A creature with blindsight can sense its surroundings without any light, regardless of concealment or invisibility. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It still needs line of effect to see its surroundings. Blindsight always has a range,

and grants no benefits beyond that range.

blindsight: A creature with blindsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It still needs line of effect to see its surroundings. Blindsight always has a range, and grants no benefits beyond that range.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure. Both magical and mundane objects can be repaired for a cost equal to 10% of their value. You must be able to craft the item originally to repair it.

An object that reaches 0 hit points is broken. If an object takes additional damage equal to its maximum hit points, it is destroyed. A destroyed object cannot be repaired by any means.

burst: A burst is a type of area that an ability can have (see Area Types, page 109). A burst ability has an immediate effect on all valid targets within an area.

charge: Charging is a combat action that consists of running directly at a foe to attack it. It is described at Charge, page 12.

Charm: See Ability Tags, page 111.

chaotic: Relating to chaos, one of the four **alignment** components. For the Chaotic spell tag, see Ability Tags, page 111.

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your "level", without specifying a particular kind of level, it means your character level.

class skill: A class skill is a skill which you can train with using **skill points** from your class. For details, see Skill Training, page 43.

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 48.

cold: A kind of **energy**. For the Cold spell tag, see Ability Tags, page 111.

combat maneuver: A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. Most combat maneuvers are made in place of a **strike**.

common language: Common languages are languages that are widely spoken. They are described in Table 6.4: Common Languages (page 83).

Compulsion: See Ability Tags, page 111.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. You take a -4 penalty to accuracy with physical attacks against creatures and objects that have concealment from you.

coup de grace: A coup de grace is a powerful attack that you

can use on **helpless** (*physical defenses are 10, vulnerable to coup de grace*) creatures. It requires a full-round action, but can instantly kill the target. For details, see *Coup de Grace*, page 17.

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 111.

Curse: See *Ability Tags*, page 111.

critical multiplier: Your critical multiplier is the multiplier you add to your damage when you score a critical hit. Your critical multiplier is normally 2, which means your critical hits deal double damage.

critical range: Your critical range is the number of die rolls that you can score a critical hit on. Your critical range is normally 1, which means you score a critical hit by rolling a 20.

critical failure: When you make a check, if your result failed to beat the DR by 10 or more, you get a critical failure. Some skills and abilities have special effects on critical failures.

critical hit: When you make an attack, if your result beat the target's defense by 10 or more, you get a critical hit. Some skills and abilities have special effects on critical hits.

critical miss: When you make an attack, if your result failed to beat the target's defense by 10 or more, you get a critical miss. Some skills and abilities have special effects on critical misses.

critical success: When you make a check, if your result beat the DR by 10 or more, you get a critical success. Some skills and abilities have special effects on critical successes.

damage reduction: Damage reduction allows you to ignore a certain amount of incoming damage. Each **round**, you ignore the first points of damage you would take. Damage reduction always specifies an amount of damage it reduces. Once it reduces that much damage, it stops functioning until the end of the round.

Most sources of damage reduction only apply against a specific type of attack. For example, a barbarian's damage reduction only applies against physical damage. If an attack deals multiple types of damage, you must have damage reduction against every type of damage dealt. For example, damage reduction against piercing damage would not help if you are struck by a morningstar, since it deals both bludgeoning and piercing damage.

Many sources of damage reduction can be ignored and negated by a specific type of attack. For example, the *barkskin* spell grants damage reduction that can be ignored and negated by fire and slashing damage. If you are hit an attack that negates your damage reduction, you cannot apply your damage reduction against any other attacks that round. This includes other attacks that resolve simultaneously, but not attacks that resolved earlier in the round. For example, if you had the *barkskin* spell active, and you were hit by a club (bludgeoning damage) and a longsword (slashing damage), you would take full damage both attacks. However, if you were instead hit by a club and a *fireball* spell (fire damage), you would reduce the damage from the club, because the spell resolves later in the round.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Beyond that, it can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning

until 1 round after the creature leaves the brightly lit area.

Death: See *Ability Tags*, page 111.

defeated: An enemy 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 ??), last until an enemy 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. See **attack rolls**.

delayed action: A delayed action takes place during the **delayed action phase** instead of the **action phase**.

delayed action phase: The delayed action phase is a **phase** that occurs after the **action phase**. It is not always necessary, because most actions are not delayed. For details, see *The Delayed Action Phase*, page 9.

Delusion: See *Ability Tags*, page 111.

Detection: See *Ability Tags*, page 111.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see *Difficult Terrain*, page 9.

Difficulty Rating: The Difficulty Rating of a **check** is the check result required to succeed. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat Difficulty Ratings.

dirty trick: A dirty trick is a light **combat maneuver** that allows you to impair a foe with your environment. For details, see *Dirty Trick*, page 11.

disarm: A disarm is a light **combat maneuver** that allows you to strike items held or worn by a creature. For details, see *Disarm*, page 11.

disease: An affliction of the body, causing a steady deterioration over time. For the *Disease* spell tag, see *Ability Tags*, page 111.

Earth: See *Ability Tags*, page 111.

effect: The result of using an **ability**.

electricity: A kind of **energy**. For the *Electricity* spell tag, see *Ability Tags*, page 111.

emanation: An emanation is a type of area that an ability can have (see *Area Types*, page 109). An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

encumbrance penalty: A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character can acquire an encumbrance penalty by wearing armor or by carrying an excessive weight (see *Table 8.1: Weight Limits* (page 95)).

energy: There are four types of energy: cold, electricity, fire, and sonic. Energy effects often deal damage.

Enchantment: Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are **Mind** spells, and many of them are **Subtle** as well.

enhancement bonus: Magic armor and weapons can have enhancement bonuses. Each +1 of enhancement bonus on magic armor grants temporary hit points equal the item's power, and grants you an additional defensive legend point each day.

You gain a bonus to damage on physical attacks using a magic

weapon equal to the weapon's enhancement bonus. In addition, each +1 of enhancement bonus on a weapon grants you an additional offensive legend point each day.

See Armor Enhancement Bonuses, page 148 and Weapon Enhancement Bonuses, page 160 for details.

evil: One of the four **alignment** components. For the Evil spell tag, see Ability Tags, page 111.

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 45, and Jump, page 54).

fast healing: A creature with fast healing automatically heals hit points at the end of every round. Like other healing, this healing offsets damage taken during the round for the purposes of taking **vital damage** and becoming **disabled** (*at 0 hit points*).

feint: A feint is a light **combat maneuver** that allows you to trick a creature into lowering its defenses. For details, see Feint, page 11.

fire: A kind of **energy**. For the Fire spell tag, see Ability Tags, page 111.

Figment: See Ability Tags, page 111.

Flesh: See Ability Tags, page 111.

fly speed: A creature with a fly speed has the ability to fly through the air. Its speed is the distance it covers in a single **move action**. For details, see Flying, page 10.

Fog: See Ability Tags, page 111.

Force: See Ability Tags, page 111.

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 10.

Glamer: See Ability Tags, page 111.

good: One of the four **alignment** components. For the Evil spell tag, see Ability Tags, page 111.

grapple: A grapple is a heavy **combat maneuver** that allows you to physically restrain a creature. For details, see Grapple, page 11.

hardness: An object's hardness indicates how durable it is. Whenever a creature or object with hardness takes damage, it reduces that damage by an amount equal to its hardness.

hidden task: Any checks for a hidden **task** should be rolled secretly by the GM. You should not know the result of your character's check, or even that a check was made. For details, see Hidden Tasks, page 45.

hit value: Your hit value is the number of hit points you gain per level. Your hit value is normally equal to half your Fortitude defense or half your Mental defense, whichever is higher.

heavy maneuver: A heavy maneuver is a type of **combat maneuver**. You can perform a heavy maneuver as a standard action, and you cannot use your Dexterity to determine its accuracy. For details, see Combat Maneuvers, page 11.

Imbuement: See Ability Tags, page 111.

immediate action: Each round, you can take a single swift or immediate action. You can take immediate actions at any time, even in the middle of another creature's action. All immediate actions have a specific triggering condition which allows you to take the action. For details, see Swift and Immediate Actions, page

10.

incorporeal: An incorporeal creature does not have a body. It has no Strength or Constitution attributes. It cannot take any action that requires having a body, and is immune to all such effects. This includes suffering critical hits, moving objects, grappling, setting off pressure traps, and so on.

An incorporeal creature is immune to all nonmagical effects. Even magical effects, including spells and attacks with magic weapons, have a 50% chance to fail.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it passive **cover** and allows it to attack and see normally.

initiate: After all creatures chose their actions for a particular phase, those actions are initiated. Once they are initiated, they begin resolving (see Resolving Actions, page 10). Some abilities allow you to initiate actions after the actions are chosen for a . In that case, immediately take all steps necessary to "catch up" to the current . For example, the Counterattack feat (see ??) allows you to initiate a strike as an immediate action if another creature initiates a strike against you.

Instantaneous: See Ability Tags, page 111.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Sprint is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

item power: An item's power represents how strong its effects are. See Item Power, page 144, for details.

lawful: Relating to law, one of the four **alignment** components. For the Lawful spell tag, see Ability Tags, page 111.

legend point: Legend points can be used to reroll failed rolls, or force your foes to reroll successful rolls against you. See Legend Points, page 20, for details.

Life: See Ability Tags, page 111.

Light: See Ability Tags, page 111.

light maneuver: A light maneuver is a type of **combat maneuver**. You can perform a light maneuver in place of a **strike**, and you can use your Dexterity to determine its accuracy. For details, see Combat Maneuvers, page 11.

low-light vision: A creature with low-light vision can see more clearly in conditions of dim light. It treats sources of light as if they had double their normal illumination range. In addition, the creature treats environments with ambient dim light, such as a moonlit night, as if they were brightly lit when doing so is beneficial for it.

magic resistance: A creature with magic resistance can automatically resist magical abilities. It functions like any other defense, except that it only works against magical effects. To affect a magic resistant creature with a magical ability, you must make an additional magical attack against the creature's magic resistance value. Your accuracy is equal to your **power** with the ability you using, such as your spellpower with spells. If your attack result beats the creature's magic resistance, the ability works normally. Otherwise, the ability has no effect on the creature. For details, see Magic Resistance, page 111.

magical: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa's petrifying gaze, and a cleric's domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. For

details, see Magical Abilities, page 113.

Manifestation: See Ability Tags, page 111.

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 105.

Mind: See Ability Tags, page 111.

melee attack: A melee attack is a physical **attack** against a creature within your **reach**.

Morale: See Ability Tags, page 111.

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page ??, for details. For specific actions that involve movement, see **move action**.

move action: A move action is a minor action that requires motion, such as drawing a sword. You can take move actions during the **movement phase**. For the act of moving from one place to another, see **move**.

movement phase: The movement phase is the first of two **phases** in a combat **round**. During the movement phase, creatures can **move** and take **move actions**. The movement phase is followed by the **action phase**.

Negative: See Ability Tags, page 111.

nonlethal damage: Nonlethal damage is a special kind of damage that can't kill you. A creature that takes too much nonlethal damage falls unconscious. For details, see Nonlethal Damage, page 19.

overkill damage: If you take damage in excess of your **bloodied** hit point total in a single round, the excess damage is dealt as **vital damage**. This excess damage is called overkill damage. For details, see Overkill Damage, page 19.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see Overrun, page 12.

overwhelmed: An overwhelmed creature is suffering **overwhelm penalties**.

overwhelm penalties: A creature **threatened** by at least two creatures suffers a penalty to physical defenses (Armor, Maneuver, Reflex). The size of the penalty is equal to the number of creatures threatening it, to a maximum of -8. These penalties are called overwhelm penalties. A creature suffering overwhelm penalties is **overwhelmed**.

outsider: An outsider is a type of creature. Outsiders are composed of planar material from a plane other than the Material Plane.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

Physical: See Ability Tags, page 111.

physical: A physical ability has a tangible component and some form of natural explanation. Examples include weapon attacks, a dragon's breath weapon, and a barbarian's rage. Physical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. For details, see Physical Abilities, page 114.

physical defenses: Your physical defenses are your Armor and

Reflex defenses. For details, see Defenses, page 15.

Planar: See Ability Tags, page 111.

point of origin: A point of origin is the point where an ability originates from. A point of origin is always a grid intersection, not the center of a square. Spells and similar magical abilities use points of origin to determine their areas. In addition, points of origin are used to calculate **cover** and **concealment** (see Cover, page 16).

poison: For a description of poisons and how they work, see Poisons, page 93. For the Poison spell tag, see Ability Tags, page 111.

Positive: See Ability Tags, page 111.

potency: The potency of a poison, disease, or similar effect determines its attack bonus.

power: The power of an **ability** represents how strong the ability is. Each ability uses a particular kind of power, which is usually calculated in a unique way. For example, spells use **spellpower**, and class abilities typically use a power specified in the class description.

random effect: Random effects change what they do based on a specific die roll. This does not include effects which require a successful attack or similar roll. The *prismatic beam* spell is an example of a random effect. In addition, the random retargeting of certain miscast spells, such as *scorching ray*, is a random effect.

rage bonus: The bonus a character with the rage ability adds to their damage, Fortitude, Willpower, and more. For details, see Rage, page 26.

range: The range of an ability determines how far away it can be used. You can't use abilities on a target outside of the ability's range.

range increment: Physical ranged attacks often have a specific range increment. A range increment is always measured in feet. You take a -1 penalty to accuracy with the ranged attack for each full range increment between you and your target.

rare language: Rare languages are languages that are only spoken by rare or distant creatures or cultures. They are described in Table 6.5: Rare Languages (page 83).

Retributive: See Ability Tags, page 111.

reach: Your reach is how far away from your body you can make melee attacks. A typical Medium creature has a five-foot reach.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two **phases**: the **movement phase**, and the **action phase**.

scent: A creature with the scent ability has an unusually good sense of smell. It gains a +10 bonus to scent-based Awareness checks (see Senses, page 46).

Scrying: See Ability Tags, page 111.

Shielding: See Ability Tags, page 111.

shove: A shove is a heavy **combat maneuver** that allows you to move a creature. For details, see Shove, page 11.

Sizing: See Ability Tags, page 111.

skill point: You can spend skill points to gain training in skills (see Skill Training, page 43). You gain skill points from your class, from having a high Intelligence, and from taking penalties to your starting attributes (see Impaired Attributes, page 14). Skill points from your class can only be spent on your **class skills**, but skill points from any other source can be spent on any skill. For details, see Skill Points, page 43.

skill training modifier: A skill training modifier is the base modifier used to make attacks and checks with a skill. For details,

see Skill Training, page 43.

somatic components: Somatic components are hand motions required to cast most spells. For details, see Components, page 109.

Speech: See Ability Tags, page 111.

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 115. Most characters with the same spell sources have the same spell lists. However, some effects, such as a cleric's domains, can add spells to a character's individual spell list.

spell source: A spell source defines where a creature's spells come from. There are three spell sources: arcane, divine, and nature. Mages cast arcane spells, clerics cast divine spells, and druids cast nature spells.

spellpower: Your spellpower represents how powerful the spells you cast are (see Magic, page 105).

square: A square represents a single 5-ft. by 5-ft. space. A typical Medium creature occupies a single square in combat.

stabilization roll: A roll made when a creature is **dying** to see if it stabilizes or dies. For details, see Injury, Death, and Healing, page 18.

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 15.

strike: A strike is a single physical attack with a weapon. It is the most common type of attack. You can make a strike as a **standard action** in the **action phase**. Strikes have special rules to determine their accuracy and damage. For details, see Strike Accuracy, page ??, and Strike Damage, page 15.

strike damage: The damage you deal with a single **strike** from a weapon is called your **strike damage**. For details on calculating your strike damage, see Strike Damage, page 15. Some abilities other than **strikes** deal damage based on your **strike damage**.

Subtle: See Ability Tags, page 111.

suppressed: A suppressed ability has temporarily ceased to function. It has no effect for as long as it remains suppressed. Time spent while suppressed counts against the ability's duration, and it may expire while suppressed. Only **magical** abilities can be suppressed. **Mundane** results of magical abilities that have already occurred, such as the water created by a **create water** ritual, cannot themselves be suppressed, and do not disappear if they enter an area that suppresses magical abilities.

swift action: Each round, you can take a single swift or immediate action. You can take a swift action during either the movement or action phase. For details, see Swift and Immediate Actions, page 10.

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 61.

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 spell: A targeted spell is a spell that affects one or more targets of your choice. For example, *acid splash* and *magic missile* are targeted spells, but *mage armor* and *fireball* are not.

task: A task is a particular way to use a **skill**. For example, balancing on slippery ground is a task that you can use the Acrobatics

skill for (see Balance, page 45). For details, see Tasks, page 45.

Teleportation: See Ability Tags, page 111.

temporary hit points: Temporary hit points are extra hit points that can exceed your maximum. If you take damage, temporary hit points are always lost before your "real" hit points. For details, see Temporary Hit Points, page 20.

threaten: When using a melee weapon, you threaten any creatures within the weapon's **reach**. A typical Medium creature threatens creatures in all adjacent squares. If you threaten a creature, you can make **melee** attacks against it, and you can make it suffer **overwhelm penalties**.

threatened area: The area that you can make melee attacks into, as determined by your **reach**. The threatened area of a typical Medium creature consists of all squares adjacent to the creature.

Trap: See Ability Tags, page 111.

trip: A trip is a light **combat maneuver** that allows you to knock a foe off its feet. For details, see Trip, page 12.

tremorsight: A creature with tremorsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsight always has a range, and grants no benefits beyond that range.

tremorsense: A creature with tremorsense can sense its surroundings without any light, regardless of concealment or invisibility. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsense always has a range, and grants no benefits beyond that range.

unarmed attack: Every corporeal creature is capable of making an attack using its bare fists (or similar appendages). For details, see Unarmed Combat, page 21.

verbal components: Verbal components are words required to cast most spells. For details, see Components, page 109.

vital damage: If you take damage when you have no **hit points** remaining, that damage is dealt as vital damage. Vital damage inflicts debilitating **vital damage penalties**. For details, see Vital Damage, page 19.

vital damage penalties: If you have **vital damage**, you take a penalty to accuracy, checks, and defenses equal to the amount of vital damage you have.

vulnerable: A creature can be vulnerable to a type of damage or a special weapon material. It takes double damage from sources it is vulnerable to. If it takes damage from a damage source with multiple types or multiple materials, it takes double damage if it is vulnerable to any of those types or materials. Vulnerability is calculated before applying **damage reduction**.

If a creature would become vulnerable to the same thing multiple times, it still only takes double damage from damage of that type.

Water: See Ability Tags, page 111.

willing: Some abilities can only affect willing targets. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

zone: A zone is a type of area that an ability can have (see Area Types, page 109). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move

after being created.

Appendix B

Conditions

blinded: A blinded creature cannot see. It automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures (but see Awareness, page 46). It is **severely impaired** (50% failure) at any vision-related attacks and checks, even if it knows the location of its targets. Finally, it is **defenseless** (–5 defense vs. *melee*).

bloodied: At or below half hit points. Bloodied creatures take a –5 penalty to Fortitude and Mental defense.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page 56). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

confused: A confused creature is unable to independently control its actions. A confused creature cannot take actions normally. If it is attacked, it automatically attacks a random attacker. Otherwise, at the beginning of each round, it randomly decides to take one of four actions that round: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently.

crouching: A crouching creature gains a +2 bonus to physical defenses against ranged attacks. However, it takes a –2 penalty to physical accuracy with *melee* attacks and physical defenses against *melee* attacks, and moves at half speed.

dazed: A dazed creature cannot act during the movement phase.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrecting the Dead, page 107). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. It is **impaired** (20% failure) at any hearing-related attacks and checks, as well as when casting any spell with verbal components.

defenseless: A defenseless creature is unable to defend itself in *melee* combat. It takes a –2 penalty to physical defenses against *melee* attacks. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

disabled: A disabled creature has no hit points remaining. It is **staggered** (unable to act in movement phase).

disoriented: During each movement phase, a disoriented creature is forced to

dominated: A charmed creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully.

dying: A dying creature is unconscious and near death. See Dying, page 19.

encumbered: An encumbered creature has its motion restricted by armor or weight. It may be unable to use certain class ability and abilities which require free motion. See Encumbrance, page 95 for details.

entangled: An entangled creature is ensnared in a net or other physical restraint. It moves at half speed, cannot sprint or charge, and is **impaired** (20% failure) with physical attacks and checks.

exhausted: An exhausted creature cannot sprint or charge, moves at half speed, and is **impaired** (20% failure) with attacks and checks. After 1 hour of complete rest, an exhausted creature becomes fatigued. A fatigued creature becomes exhausted by doing something else that would normally cause fatigue.

fascinated: A fascinated creature can take no actions. It remains in place, giving its total attention to some object, creature, or effect. It takes a –5 penalty to skill checks made as reactions, such as Awareness checks. If the creature notices any threat against it, such as an approaching enemy, it is no longer fascinated.

fatigued: A fatigued creature can neither sprint nor charge, and moves at half speed. If the fatigue does not have a set duration, doing anything that would normally cause fatigue causes the fatigued creature to become exhausted. After 8 hours of complete rest, fatigued creatures are no longer fatigued.

frightened: A frightened creature is **severely impaired** (50% failure) with attacks and checks as long as it is within 100 feet of the source of its fear.

goaded: A goaded creature wants to attack the creature that it is goaded by. If it is within Medium (100 ft.) range of the taunting creature, it is **impaired** (20% failure) with all attacks that do not directly affect that creature. If that creature is rendered **helpless** (physical defenses are 10, vulnerable to *coup de grace*), surrenders, or is otherwise unable to fight, this effect immediately ends. The **taunted** condition is a more severe version of this effect.

grappled: A grappled creature is in wrestling or some other form of hand-to-hand struggle with one or more attackers. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use a free hand (or equivalent limbs) to grapple,

preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a -10 penalty to accuracy with all physical attacks, including grapple attacks, until you have a free hand.

- You take a -4 penalty to physical defenses against creatures you are not grappling with.
- You take a -4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Casting a spell without somatic components requires a Concentration check with a DR equal to 20 + double spell level (see Concentration, page 105).
- You cannot move normally (but see Move the Grapple, below).

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. See page 11 for more information.

helpless: A helpless creature is completely at an opponent's mercy. Its physical defenses are equal to 10 + its size modifier. Paralyzed, bound, and unconscious creatures are helpless. Helpless creatures can be killed instantly by a coup de grace (see Coup de Grace, page 17).

ignited: An ignited creature has been set on fire. It takes 1d6 fire damage at the end of each round, and is *impaired* (20% failure) with attacks and checks. As a move action, an ignited creature can make a DR 15 Dexterity check to put out the flames. This action requires a free hand. Dropping prone as part of the action gives a +5 bonus on this check.

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

impaired: An impaired creature has a 20% chance to fail when it attempts some actions. The actions that are impaired are defined in the ability which impairs the creature. For example, a creature affected by the *bane* spell suffers a 20% chance of failure with all attacks and checks.

invisible: An invisible creature or object cannot be seen. Creatures unable to see an invisible creature are *defenseless* (-5 defense vs. *melee*) against its attacks. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 46, and Stealth, page 60, for how to identify invisible creatures.

nauseated: A nauseated creature moves at half speed, and is unable to act during the action phase.

negative levels: [negative level] A creature with a negative level takes a -1 penalty to accuracy, defenses, and checks. Additionally, the creature's maximum and current hit points are reduced by an amount equal to its level. If the creature has at least as many negative levels as it has levels, it dies.

panicked: A panicked creature must flee by any means necessary from the source of its fear as long as it is within 100 feet of it. If unable to flee, it must do nothing other than take the total defense action every round. If the panicked creature believes the source of its fear is unable to find or affect it, such as if the source is visibly dead, this penalty may be removed.

paralyzed: A paralyzed creature is unable to take physical actions. It has effective Dexterity and Strength scores of -10 and is helpless, but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

partially blinded: A partially blinded creature has difficulty seeing. It loses any special vision properties it has, such as darkvision or low-light vision. It is *impaired* (20% failure) at any vision-related attacks and checks.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unable to take actions, and its body is an inanimate statue. If the statue is broken or damaged before the creature is restored to its original state, the creature has equivalent damage or deformities.

pinned: A pinned creature is held completely immobile in a grapple. The only physical actions it can make are to escape the grapple (see Grappling, page 20). Like a *helpless* creature, its physical defenses are equal to 10 + its size modifier. Unlike a helpless creature, a pinned creature cannot be killed instantly by a coup de grace.

prone: The creature is lying on the ground, rather than standing normally. A prone creature takes a -4 penalty to accuracy with physical melee attacks and physical defenses. It gains a -4 bonus to physical defenses against ranged attacks. A creature can stand up from being prone instead of moving during the movement phase. This generally requires one free hand.

severely impaired: A severely impaired creature has a 50% chance to fail at a particular kind of action. The type of action that is impaired is defined in the ability which impairs the creature. For example, a creature with a severe visual impairment suffers a 50% chance of failure at all tasks that depend on sight.

severely impaired: A severely impaired creature has a 50% chance to fail when it attempts some actions. The affected actions are defined in the ability which impairs the creature.

shaken: A shaken creature is *impaired* (20% failure) with attacks and checks as long as it is within 100 feet of the source of its fear.

If the source of fear is a creature and is rendered *helpless* (*physical defenses are 10, vulnerable to coup de grace*), surrenders, or is otherwise unable to fight, this effect is broken.

sickened: A sickened creature moves at half speed.

slowed: A slowed creature cannot act during the movement phase, and moves at half speed.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a -4 penalty to physical accuracy, physical checks, and physical defenses. For details, see Squeezing, page 9.

Stable: A creature who was dying but who has stopped losing hit points and still has vital damage is stable. The creature is no longer dying, but is still unconscious. See Stable, page 19.

staggered: A staggered creature is temporarily overwhelmed by physical trauma. It takes a -5 penalty to attack, checks, and defenses. The first time you become *bloodied* in an encounter, you become staggered until the end of the next round. In addition, you are *staggered* if you have no hit points remaining.

stunned: A stunned creature cannot take actions.

taunted: A taunted creature is compelled to attack the creature that it is taunted by. If it is within Medium (*100 ft.*) range of the taunting creature, it is **severely impaired** (*50% failure*) with all attacks that do not directly affect that creature. If that creature is rendered **helpless** (*physical defenses are 10, vulnerable to coup de grace*), surrenders, or is otherwise unable to fight, this effect immediately ends. The **goaded** condition is a less severe version of this effect.

unaware: An unaware creature does not know that it is being attacked. Successful physical attacks against an unaware creature automatically threaten critical hits. After being attacked, an unaware creature typically stops being unaware of future attacks, even if cannot see or identify its attacker.

unencumbered: An unencumbered creature does not have its motion restricted by armor or weight. See Encumbrance, page 95 for details.

Appendix C

Wealth

Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table C.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	75 gp	75 gp
2	200 gp	125 gp
3	400 gp	200 gp
4	800 gp	400 gp
5	1,500 gp	700 gp
6	2,500 gp	1,000 gp
7	4,000 gp	1,500 gp
8	6,500 gp	2,500 gp
9	10,000 gp	3,500 gp
10	16,000 gp	6,000 gp
11	25,000 gp	9,000 gp
12	40,000 gp	15,000 gp
13	60,000 gp	20,000 gp
14	90,000 gp	30,000 gp
15	135,000 gp	45,000 gp
16	205,000 gp	70,000 gp
17	308,000 gp	103,000 gp
18	460,000 gp	152,000 gp
19	680,000 gp	220,000 gp
20	1,000,000 gp	320,000 gp

levels lower, for a total of six items. If the character is lower than 6th level, add 1/2-level items as necessary to total 6 items.

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower level for an item of a higher level, but this should not be used to gain an item of a level higher than the character’s level. Items can be traded according to the table below.

Table C.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp – 10 gp	—
1	11 gp – 50 gp	1/2
2	51 gp – 100 gp	1
3	101 gp – 250 gp	2
4	251 gp – 500 gp	3
5	501 gp – 800 gp	4
6	801 gp – 1,200 gp	4
7	1,201 gp – 1,800 gp	5
8	1,801 gp – 2,750 gp	6
9	2,751 gp – 4,000 gp	7
10	4,001 gp – 6,500 gp	8
11	6,501 gp – 10,000 gp	9
12	10,001 gp – 16,000 gp	10
13	16,001 gp – 25,000 gp	11
14	25,001 gp – 37,000 gp	12
15	37,001 gp – 55,000 gp	13
16	55,001 gp – 85,000 gp	14
17	85,001 gp – 125,000 gp	15
18	125,000 gp – 190,000 gp	16
19	190,001 gp – 280,000 gp	17
20	280,001 gp – 400,000 gp	18

Item Levels

Each item has a level associated with it. This level is different from its spellpower, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

Using Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character’s level and ending five

Appendix D

Magic Items

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

Magic Item Types

Magic items are divided into three broad categories:

- Apparel items provide access to their abilities while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Weapons are used to make physical attacks. They provide access to their abilities when wielded. A *+1 flaming longsword* and a *+3 vampiric scythe* are weapons.
- Implements are used to cast spells. They provide access to their abilities when wielded and attuned to. A *+2 staff of fire* and a *+5 staff of time* are implements.
- Tools provide access to their abilities when used in some way. A *bag of holding* is a tool.

Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

Daily Item Activations

In general, you can activate any combination of magic items you possess a number of times per day equal to half your level (minimum 1). Once you have used up your activations for the day, you can't activate any more magic items until the next day, though you can continue to use items that don't require activation (such as most magic weapons) normally.

Activation Methods

Magic items can be activated in one of four ways:

- Command word
- Specific action
- Spell completion
- Triggered

These methods are described below.

Command Word: A character must speak a special word defined by the item to activate it. Unless otherwise stated, activating a command word magic item is a standard action.

Specific Action: A character must perform a specific action defined by the item to activate it. For example, a creature might

need to drink the item, wrap its cloak around itself, or perform some other task. The activation time for such items can be varied. Unless otherwise stated, activating a specific action magic item is a standard action.

Spell Completion: A character must complete a spell defined by the item to activate it. Unless otherwise stated, activating a spell completion magic item is a standard action. Both verbal and somatic components may be required, as appropriate to the spell to be completed.

In order to activate a spell completion item, a character must be able to cast spells of that level and she must have that spell on his spell list.

Triggered: A creature must fulfill some triggering condition defined by the item to activate it. For example, a triggered magic item might activate when a character strikes a foe, is damaged, or is affected by a particular kind of magic. Unless otherwise stated, activating a triggered item is an immediate action. It is done completely mentally, requiring no physical action, so it can be done even while paralyzed. Some triggered items activate automatically, without requiring an action of any kind.

Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

Item Power

The strength of an item's effects depends on its item power. If the item is not being used or worn by a creature, its item power is equal to its base item power. If it is being used or worn by a creature, its item power is equal its base item power or the level of the creature, whichever is higher.

In addition to modifying an item's special effects, item power also affects an item's defenses. An item's Fortitude and Mental defenses are equal to 10 + its item power. Its Armor defense and Reflex defense are not affected by item power, and are solely determined by the item's size and shape.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item is removed before its effect's duration is up, the effect ends. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Special Attacks

If a magic item requires a successful special attack to have its full effect, the accuracy is listed in the item's description. Typically, the accuracy is equal to the item's power.

Item Description Format

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AD, hardness, hit points, and break DR are given for typical examples of some magic items. The AD assumes that the item is unattended and includes a -10 penalty for the item's effective Dexterity of -10. If a creature holds the item, use the creature's Dexterity in place of the -10 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their abilities detailed, and each of the following topics is covered in notational form at the end of the description.

Minimum Power: The next item in a notational entry gives the minimum power of the item. An item's minimum power can affect its item power when used (see Item Power, page 144).

For potions and scrolls, the item's minimum power must be at least twice the level of the spell contained. Generally, an item's minimum power is the same as the minimum spellpower required to create the item.

Aura: Most of the time, a Spellcraft check will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the Spellcraft skill for details.

Ability Tags: Unless otherwise noted, an item's abilities have all tags included in the item's aura.

Requirements: The qualifications that must be met to create the item,

Market Price: This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.

Cost to Create: The next part of a notational entry is the cost in gp to create the item, given following the word "Cost." This information appears only for items with components which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price.

Weight: The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Apparel

Apparel Item Limitations

There are a wide variety of magic items, but there is a limit to how many apparel items a character can wear at any given time. For humanoid-shaped creatures, there are four core areas on the body that can hold magic items: the arms, the head, the torso, and the legs. A creature can wear only one item in the hands, arms, and legs, but it can use two torso items, provided that they are not identical (such as two belts). In addition, it can wear a suit of armor and two magic rings (one on each hand), for a total of eight item slots. Any additional items worn do not function.

Creatures with non-humanoid body structures may have different arrangement of items. For example, a wolf would be able to wear items on its head, its torso, and on two different sets of legs. Regardless of body shape or size, most creatures may not have more than eight item slots, and many have fewer. A list of common items and their placement on the body is given below.

- Arm items:
 - Bracers, bracelets, gauntlets, and gloves.
- Armor:
 - Body armor, shields
- Head items:
 - Hats, headbands, and helmets
- Leg items:
 - Boots and shoes.
- Rings
- Torso items:
 - Amulets, belts, cloaks, mantles, necklaces, robes, shirts, and vests.

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

A rare few apparel items can be "worn" without taking up space on a character's body. The description of an item indicates when it has this property.

Apparel Table

Table D.1: Apparel Properties

Armor and Shields	Description	Cost	Item Level	Location	Page
Feather -1	-1 encumbrance penalty	100 gp	2nd	Body, Shield	149
Arrow Deflection	Can instantly deflect a ranged attack	200 gp	3rd	Shield	148
Resilient	Can grant damage reduction	200 gp	3rd	Body	150
Feather -2	-2 encumbrance penalty	500 gp	4th	Body, Shield	149
Arrow Catching	Redirects arrows to hit you	800 gp	5th	Shield	148
Bashing	Deals more damage when used to bash	800 gp	5th	Shield	148
Magic Resistant	Can grant magic resistance	800 gp	5th	Body	150
Flaming Burst	Can deal fire damage when hit or missed	2,000 gp	8th	Body, Shield	149
Freezing Burst	Can deal cold damage when hit or missed	2,000 gp	8th	Body, Shield	149
Shocking Burst	Can deal electricity damage when hit or missed	2,000 gp	8th	Body, Shield	150
Feather -3	-3 encumbrance penalty	2,500 gp	8th	Body, Shield	149
Fortified	Grants immunity to critical hits	5,000 gp	10th	Body	149
Feather -4	-4 encumbrance penalty	12,500 gp	12th	Body, Shield	149
Energy Resistant	Reduces energy damage	12,000 gp	12th	Body	148
Feather -5	-5 encumbrance penalty	62,500 gp	16th	Body, Shield	149
Flameforged	Deals fire damage when hit or missed	30,000 gp	14th	Body, Shield	149
Iceforged	Deals cold damage when hit or missed	30,000 gp	14th	Body, Shield	150
Invulnerable	Reduces physical damage	30,000 gp	14th	Body	150
Sparkforged	Deals electricity damage when hit or missed	30,000 gp	14th	Body, Shield	150
Spell Reflecting	Can reflect spells	60,000 gp	16th	Shield	150
Arms	Description	Cost	Item Level	Location	Page
Greatreach Bracers	Can grant increased reach	100 gp	2nd	Arms	152
Burning Gloves	Can throw ball of fire	200 gp	3rd	Arms	151
Gauntlets of Improvisation +1	Grants +1 with improvised weapons	200 gp	3rd	Arms	151
Bracers of Archery	Grants proficiency with bows	800 gp	5th	Arms	151
Bracers of Armor	Grants invisible body armor	800 gp	5th	Arms	151
Bracers of Repulsion	Can shove foe when hit	800 gp	5th	Arms	151
Gauntlet of the Ram	Can shove foe after unarmed attack	800 gp	5th	Arms	151
Puppeteer's Glove	Can concentrate on Figments more easily	800 gp	5th	Arms	152
Gauntlets of Improvisation +2	Grants +2 effect	1,000 gp	6th	Arms	151
Throwing Gloves	Grants ability to throw anything accurately	2,000 gp	8th	Arms	152
Gauntlets of Improvisation +3	Grants +3 effect	5,000 gp	10th	Arms	151
Gauntlets of Improvisation +4	Grants +4 effect	25,000 gp	13th	Arms	151
Gauntlets of Improvisation +5	Grants +5 effect	125,000 gp	17th	Arms	151
Head	Description	Cost	Item Level	Location	Page
Hat of Disguise	Can disguise your appearance	200 gp	3rd	Head	152
Mask of Water Breathing	Can grant ability to breathe water	800 gp	5th	Head	152
Legs	Description	Cost	Item Level	Location	Page
Boots of Water Walking	Can walk on water	100 gp	2nd	Legs	153
Boots of Earth's Embrace	Can ignore forced movement	200 gp	3rd	Legs	152
Boots of Speed	Can double movement speed	200 gp	3rd	Legs	153
Boots of Freedom	Can ignore movement-impairing effects	200 gp	3rd	Legs	153
Shrinking Horseshoes	Can shrink you	200 gp	3rd	Legs	154
Boots of Elvenkind	Grants +4 to Stealth	500 gp	4th	Legs	153

Sandals of Sprinting	Grants +4 to Sprint	500 gp	4th	Legs	154
Boots of Swift Passage	Can teleport you short distances	800 gp	5th	Legs	153
Boots of the Winterlands	Grants benefits in cold environments	800 gp	5th	Legs	154
Boots of Levitation	Can levitate you	800 gp	5th	Legs	153
Boots of Striding and Springing	Grants +10 foot speed	5,000 gp	10th	Legs	153
Boots of Teleportation	Can teleport you long distances	5,000 gp	10th	Legs	153
Seven League Boots	Can teleport you exactly 25 miles	30,000 gp	14th	Legs	154
Rings	Description	Cost	Item Level	Location	Page
Protection +1	Grants +1 armor enhancement	100 gp	2nd	Ring	156
Energy Resistance	Can briefly reduce energy damage	200 gp	3rd	Ring	155
Animal Friendship	Grants +4 to Creature Handling	500 gp	4th	Ring	154
Protection +2	Grants +2 armor enhancement	500 gp	4th	Ring	156
Nourishment	Grants food and drink automatically	800 gp	5th	Ring	155
Invisibility	Can grant invisibility	800 gp	5th	Ring	155
Counterspells	Can counter spell cast into ring	2,000 gp	8th	Ring	155
Heroic Vengeance	Can deal damage when foe rolls a 20	2,000 gp	8th	Ring	155
Protection +3	Grants +3 armor enhancement	2,500 gp	8th	Ring	156
Sustenance	Grants food, drink, and sleep automatically	5,000 gp	10th	Ring	156
Protection +4	Grants +4 armor enhancement	12,500 gp	12th	Ring	156
Regeneration	Grants healing each round	60,000 gp	16th	Ring	156
Protection +5	Grants +5 armor enhancement	62,500 gp	16th	Ring	156
Torso	Description	Cost	Item Level	Location	Page
Amulet of Mighty Fists +1	Grants +1 unarmed weapon enhancement	200 gp	3rd	Torso	156
Belt of Heroic Recovery	Can heal when you roll a 20	200 gp	3rd	Torso	157
Healing Belt	Can heal touched creature	200 gp	3rd	Torso	157
Obscuring Cloak	Can summon fog around you	200 gp	3rd	Torso	157
Hunter's Cloak	Can grant invisibility while immobile	800 gp	5th	Torso	157
Amulet of Mighty Fists +2	Grants +2 unarmed weapon enhancement	1,000 gp	6th	Torso	156
Belt of Dwarvenkind	Grants +2 Fortitude, dwarven characteristics	2,000 gp	8th	Torso	157
Amulet of Mighty Fists +3	Grants +3 unarmed weapon enhancement	5,000 gp	10th	Torso	156
Amulet of Nondetection	Grants resistance to divination spells	5,000 gp	10th	Torso	157
Vanishing Cloak	Can teleport and summon fog around you	5,000 gp	10th	Torso	157
Assassin's Cloak	Can grant invisibility while immobile, and shortly after-ward	12,000 gp	12th	Torso	157
Amulet of Mighty Fists +4	Grants +4 unarmed weapon enhancement	25,000 gp	13th	Torso	156
Amulet of the Planes	Can transport you to other planes	30,000 gp	14th	Torso	156
Amulet of Mighty Fists +5	Grants +5 unarmed weapon enhancement	125,000 gp	17th	Torso	156

Armor Overview

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. All magic armor has an enhancement bonus to improve your hit points and ability to resist attacks. In addition to an enhancement bonus, magic armor may have special properties or be made of an unusual material.

Body armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Armor Enhancement Bonuses

Magic armor can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus increases your maximum hit points by an amount equal to the item’s power, and grants you an additional defensive legend point each day. If you stop using the armor, you lose the legend points and your maximum hit points returns to its normal value.

These legend points can only be gained once per day, regardless of the number of items you use. If you use both magic body armor and a magic shield, or change between different pieces of armor, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Prices

The prices of enhancement bonuses to armor are listed in Table D.2: Magic Armor Prices, and the prices of magical properties are listed on Table D.1: Apparel Properties. If armor has a magical property, the price of the property is added to the price of the armor. The number of properties on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all properties cannot exceed twice the price of the enhancement bonus on the armor.

Table D.2: Magic Armor Prices

Enhancement Bonus	Base Price	Item Level
+1	100 gp	2nd
+2	500 gp	4th
+3	2,500 gp	8th
+4	12,500 gp	12th
+5	62,500 gp	16th

Base Power for Armor and Shields: The base power of a magic shield or magic armor with a magical property is given in the item description. For an item with only an enhancement bonus, the base power is equal to three times the enhancement bonus. If an item has both an enhancement bonus and a magical property, the higher of the two base powers must be met.

Shields: Shield enhancement bonuses do not act as accuracy or damage bonuses when the shield is used in a bash. However, a shield can be enhanced as a weapon.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield’s hardness and +10 to its hit points.

Activation: A character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields – by wearing them. Magical properties on body armor are usually activated if the character is hit or damaged, while magical

properties on shields are usually activated if the character avoids an attack.

Armor Properties

Arrow Catching

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Shield

Aura: Faint Evocation [Telekinesis]

Active Ability [Standard action]: If you trace a circle in the air with this shield, it pulls in nearby ranged weapons. Whenever a creature within a Small (10 ft.) emanation of you would be attacked by a ranged weapon, the attack is redirected to target you instead. Resolve the attack as if it had initially targeted you, except that the attack is not affected by cover or concealment. Projectile and thrown objects that are Medium size or larger are not affected by this redirection.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (as shield) 9 ranks

Arrow Deflection

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Shield

Aura: Faint Transmutation [Imbuement]

Triggered Ability [Immediate action]: When you are attacked by a ranged weapon, you can activate this item. If you do, the shield moves itself to deflect the attack without harm. You must be aware of the attack to deflect it in this way. Projectile and thrown objects that are Medium size or larger are not affected by this deflection.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (as shield) 7 ranks

Bashing

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Shield

Aura: Faint Transmutation [Enhancement]

Passive Ability: This shield deals damage with shield bash attacks as if it was two size categories larger than normal (so a Medium-sized light shield deals 1d6 damage, and a Medium-sized heavy shield deals 1d8 damage).

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (as shield) 7 ranks

Energy Resistant

Price (Level): 12,000 gp (12th)**Base Item Power:** 8**Location:** Body**Aura:** Moderate Abjuration [Shielding]

Passive Ability: You have damage reduction against **energy damage** equal to the item's power. Whenever you resist energy with this item, it sheds light as a torch for 5 rounds. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, brown for sonic, and white for none.

Creation Requirements: Abjuration [Shielding]; 4th level spells or Craft (as armor) 13 ranks

Flameforged

Price (Level): 12,000 gp (12th)**Base Item Power:** 10**Location:** Body, Shield**Aura:** Moderate Evocation [Fire]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 fire damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Fire]; 5th level spells or Craft (as armor) 15 ranks

Feather

Base Item Power: 2**Location:** Body, Shield**Aura:** Faint Transmutation [Enhancement]

Passive Ability: This armor has a reduced **encumbrance penalty**. The price depends on the penalty reduction, as shown in the table below.

Its base power is equal to three times the item's penalty reduction. To craft the item, you must have a number of ranks in the relevant Craft skill equal to the item's base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (as armor) 7 ranks

Fortified

Price (Level): 5,000 gp (10th)**Base Item Power:** 6**Location:** Body**Aura:** Faint Transmutation [Enhancement]**Passive Ability:** You are immune to critical hits.

Creation Requirements: Transmutation [Enhancement]; 3rd level spells or Craft (as armor) 11 ranks

Freezing Burst

Price (Level): 2,000 gp (8th)**Base Item Power:** 6**Location:** Body, Shield**Aura:** Faint Evocation [Cold]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold]; 3rd level spells or Craft (as armor) 11 ranks

Table D.3: Feather Armor

Bonus	Base Price	Item Level
-1	100 gp	2nd
-2	500 gp	4th
-3	2,500 gp	8th
-4	12,500 gp	12th
-5	62,500 gp	16th

Flaming Burst

Price (Level): 2,000 gp (8th)**Base Item Power:** 6**Location:** Body, Shield**Aura:** Faint Evocation [Fire]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as armor) 11 ranks

Glamered

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Body

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you trace the symbol of a mask on your chest, this armor appears to change shape and form to assume the appearance of a normal set of clothing. You may choose the design of the clothing. The armor retains all its properties (including weight and sound) when glamered.

The armor remains disguised until you trace the symbol of the mask in the reverse direction, at which point it regains its normal appearance.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (as armor) 9 ranks

Iceforged

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Cold]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 cold damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Cold]; 5th level spells or Craft (as armor) 15 ranks

Invulnerable

Price (Level): 30,000 gp (14th)

Base Item Power: 10

Location: Body

Aura: Moderate Abjuration [Shielding]

Passive Ability: You have physical damage reduction equal to the item's power. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding]; 5th level spells or Craft (as armor) 15 ranks

Magic Resistant

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Body

Aura: Faint Abjuration [Shielding]

Active Ability [Standard action]: If you trace an inverted arcane sigil on your chest, you gain **magic resistance** equal to 10 + the item's power. The magic resistance lasts for 5 rounds.

Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as armor) 9 ranks

Resilient

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Body

Aura: Faint Abjuration [Shielding]

Active Ability [Standard action]: If you strike your chest with a weapon or other hard object, you gain physical damage reduction equal to the item's power for 5 rounds. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (as armor) 7 ranks

Shocking Burst

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Body, Shield

Aura: Faint Evocation [Electricity]

Triggered Ability [Immediate action]: When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d6 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as armor) 11 ranks

Sparkforged

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Electricity]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d6 electricity damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Electricity]; 5th level spells or Craft (as armor) 15 ranks

Spell Reflecting

Price (Level): 60,000 gp (16th)

Base Item Power: 14

Location: Shield

Aura: Strong Abjuration [Shielding]

Triggered Ability [Immediate action]: When you are targeted by a **targeted spell**, you can activate this shield to reflect the spell back at its caster. The spell has its normal effects, except that the caster is the target instead of you. Any other targets of the spell are affected normally.

After you activate this ability, the shield's surface becomes dully metallic instead of reflective. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

This shield's surface is completely reflective, allowing it to act as a mirror.

Creation Requirements: Abjuration [Shielding]; 7th level spells or Craft (as armor) 19 ranks

Arms

Bracers of Archery

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Arms

Aura: Faint Transmutation [Enhancement]

Passive Ability: You are proficient with bows.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or metal) 7 ranks

Bracers of Armor

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Arms

Aura: Faint Abjuration [Force]

Passive Ability: You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and does not stack with any other body armor you wear. Since this armor is made of magical force, incorporeal creatures can't bypass it the way they do normal armor.

Creation Requirements: Abjuration [Force]; 1st level spells or Craft (leather or metal) 7 ranks

Bracers of Repulsion

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Arms

Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When a foe damages you with a melee attack, you can activate this item. If you do, you can make a shove attack against the attacking creature at the end of the round. Your accuracy is equal to the item's power + the damage its attack dealt to you.

After you activate this item, barely visible fields of telekinetic energy surround the bracers. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (leather or metal) 9 ranks

Burning Gloves

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Arms

Aura: Faint Evocation [Fire]

Active Ability [Standard action]: By flicking your fingers, you can create fire in your hand. You can immediately throw this fire at a creature or object within Medium (100 ft.) range. If you do, you make Item power vs. Reflex attack against the target. A successful attack means the target takes 1d6 fire damage per item power. A failed attack deals half damage.

Creation Requirements: Evocation [Fire]; 1st level spells or Craft (leather or textiles) 7 ranks

Gauntlets of Improvisation

Base Item Power: 2

Location: Arms

Aura: Faint Transmutation [Enhancement]

Passive Ability: These gauntlets have an enhancement bonus to improve your improvised weapons. This functions like an enhancement bonus with a weapon (see Weapon Enhancement Bonuses, page 160), except that the damage bonus applies to all improvised weapons you wield.

Special: The price of the gauntlets depend on their enhancement bonus, as shown in Table D.4: Gauntlets of Improvisation. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone or metal) equal to the item's base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone or metal) 7 ranks

Table D.4: Gauntlets of Improvisation

Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Gauntlet of the Ram

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Arms

Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When you make a successful unarmed attack with this gauntlet against a foe, you can activate it to immediately make a shove attack against the struck foe. You gain a bonus on the shove attack equal to the damage you dealt. In addition, you do not need to move with the foe to push it backwards.

After you activate this ability, the gauntlet grows small ram horns. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (bone or metal) 9 ranks

Passive Ability: You can throw any item as if you were proficient with throwing it, granting you a +4 bonus to accuracy. This does not improve your ability to throw items you are already proficient with throwing, such as darts.

Creation Requirements: Transmutation [Enhancement]; 2nd level spells or Craft (leather or textiles) 9 ranks

Head

Hat of Disguise

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Head

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you spin this hat on your head once, you can change your appearance for 1 hour, as the effect of the *illusory guise* ritual. Your effective spellpower is equal to your item power.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (textiles) 9 ranks

Greatreach Bracers

Price (Level): 100 gp (2nd)

Base Item Power: 1

Location: Arms

Aura: Faint Transmutation [Imbuement]

Active Ability [Swift action]: You can activate this item to increase your **reach** by 5 feet until the end of the round.

After you activate this ability, the bracers visually grow in size, though not in weight or encumbrance. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 0th level spells or Craft (bone or metal) 5 ranks

Mask of Water Breathing

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Head

Aura: Faint Transmutation [Imbuement]

Active Ability [Standard action]: If you speak a command word while wearing this mask, you gain the ability to breathe water for 1 hour. This does not prevent you from breathing air, and does not grant you the ability to breathe other liquids.

Creation Requirements: Transmutation [Imbuement]; 2nd level spells or Craft (textiles) 9 ranks

Puppeteer's Glove

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Arms

Aura: Faint Illusion [Figment]

Triggered Ability [Immediate action]: When you cast a **Figment** spell, you can activate this glove. If you do, you can concentrate on the spell as a **free action** by controlling the figment with your glove. If you are unable to control the figment with the glove, such as if you use the gloved hand for any other purpose, you lose your concentration on the figment. You must retain line of sight and line of effect to the figment to control it.

After you activate this ability, the tips of the glove grow faintly visible strings. The strings extend four inches from the glove before vanishing into nothingness. This effect lasts for five rounds, during which time you cannot activate this ability again.

Creation Requirements: Illusion [Figment]; 2nd level spells or Craft (leather or textiles) 9 ranks

Legs

Boots of Earth's Embrace

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: legs

Aura: Faint Transmutation [Imbuement]

Triggered Ability [Immediate action]: When you are hit by an attack that would deal physical damage or force you to move (such as a shove attack), you can activate these boots. If you do, until the end of the round, you are immune to forced movement effects and you gain damage reduction against physical damage equal to your item power.

After you activate this ability, the boots appear to be made from solid rock, though this does not impede your movement. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (leather or textiles) 7 ranks

Throwing Gloves

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Arms

Aura: Faint Transmutation [Enhancement]

Boots of Elvenkind

Price (Level): 500 gp (4th)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Stealth checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Freedom

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Imbuement]

Active Ability [Standard action]: If you wiggle your toes, you gain the effects of the *freedom* spell. This benefit lasts as long as you move continuously without taking any other action, and for 5 rounds thereafter (maximum 5 minutes).

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Levitation

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Legs

Aura: Faint Evocation [Telekinesis]

Active Ability [Standard action]: By lifting and planting one leg in mid-air, as if climbing an invisible stair, you can gain the benefit of the *levitate* spell on yourself for 5 rounds.

Creation Requirements: Evocation [Telekinesis]; 2nd level spells or Craft (leather or textiles) 9 ranks

Boots of Speed

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Temporal]

Active Ability [Standard action]: If you stomp your foot on the ground three times, you gain the effects of the *haste* spell. This effect lasts as long as you move continuously without taking any other action, and for 5 rounds thereafter (maximum 5 minutes).

Creation Requirements: Transmutation [Temporal]; 1st level spells or Craft (leather or textiles) 7 ranks

Boots of Striding and Springing

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Legs

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +10 foot bonus to your land speed. A high land speed increases your ability to jump (see Jump, page 54).

Creation Requirements: Transmutation [Enhancement]; 3rd level spells or Craft (leather or textiles) 11 ranks

Boots of Swift Passage

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Legs

Aura: Faint Conjunction [Teleportation]

Active Ability [Standard action]: If you take three rapid steps in the shape of a triangle, you can teleport to an unoccupied location within Medium (100 ft.) range of your original location. If that destination is invalid, this ability has no effect, though this does not prevent you from using the boots again. You must be able to move in order to activate this item. If you are *grappled* (physically wrestling with a foe), *immobilized* (Unable to leave its location), or otherwise unable to move normally, you cannot activate it.

After you activate this ability successfully, the boots shimmer and seem faintly translucent. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Conjunction [Teleportation]; 2nd level spells or Craft (leather or textiles) 9 ranks

Boots of Teleportation

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Legs

Aura: Moderate Conjunction [Teleportation]

Active Ability [Standard action]: If you click your heels together three times, you can teleport up to 1,000 feet to a location you can specify, as the *dimension door* spell.

Creation Requirements: Conjunction [Teleportation]; 4th level spells or Craft (leather or textiles) 13 ranks

Boots of Water Walking

Price (Level): 100 gp (2nd)

Base Item Power: 1

Location: Legs

Aura: Faint Transmutation [Imbuement, Water]

Active Ability [Standard action]: If you step into water with your left foot, you can walk on water, as the *water walk* spell. This effect lasts as long as you move continuously on water without taking any other action, and for 5 rounds thereafter (maximum 1 hour).

Creation Requirements: Transmutation [Imbuement, Water]; 0th level spells or Craft (leather or textiles) 5 ranks

Boots of the Winterlands

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Legs

Aura: Faint Evocation/Transmutation [Enhancement]

Passive Ability: You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warm, protecting you in conditions as cold as -50 Fahrenheit.

Creation Requirements: Evocation/Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Sandals of Sprinting

Price (Level): 500 gp (4th)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Sprint checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (leather or textiles) 7 ranks

Seven League Boots

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Legs

Aura: Moderate Conjunction [Teleportation]

Active Ability [Move action]: If you take an extraordinarily long step, you can teleport exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space, and you take 1d10 physical damage. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take 2d10 physical damage.

Creation Requirements: Conjunction [Teleportation]; 6th level spells or Craft (leather or textiles) 17 ranks

Shrinking Horseshoes

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Legs

Aura: Faint Transmutation [Shaping, Sizing]

Active Ability [Standard action]: If tap a short pattern with one of your feet, you shrink to become one size category smaller, as the effect of the *shrink* spell. This pattern is simple, and an animal can be taught the pattern as a trick with a DR 15 Creature Handling check (see Training Creatures, page 51). If you are riding a mount wearing these horseshoes, it can use one of your item uses in place of its own to activate this item.

These horseshoes are intended to be worn by horses and similar animals. Similar items may exist with the same magical property

that can be worn by other creatures.

Creation Requirements: Transmutation [Shaping, Sizing]; 1st level spells or Craft (metal) 7 ranks

Winged Boots

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Legs

Aura: Moderate Transmutation [Imbuelement]

Active Ability [Standard action]: If you tap your boots together in midair, you gain a 30 foot fly speed for 5 rounds. While *unencumbered* (*not carrying a heavy load or wearing medium or heavy armor*), you can fly (see Flying, page 10).

After you activate this ability, small wings sprout from the sides of the boots. This effect lasts for 5 minutes, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Imbuelement]; 4th level spells or Craft (leather or textiles) 13 ranks

Rings

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal – usually precious metals such as gold, silver, and platinum. A typical ring has AD 13, 10 hit points, hardness 10, and a break DR of 25.

Animal Friendship

Price (Level): 500 gp (4th)

Base Item Power: 2

Location: Ring

Aura: Faint Transmutation [Enhancement]

Passive Ability: You gain a +4 bonus to Creature Handling checks.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Counterspells

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Ring

Aura: Faint Abjuration [Thaumaturgy]

Active Ability [Immediate action]: If you cast a **targeted spell** while wearing this ring, you can activate it. If you do, the spell becomes stored in the ring instead of having its normal effect. The next time a creature wearing the ring becomes targeted by the stored spell, that spell is automatically counterspelled. This discharges the energy stored in the ring, and it becomes unable to counter spells until another spell is stored in it.

The ring may only store one spell at a time. If a new spell is stored into the ring while another spell is already inside it, the new spell is stored and the old spell is discharged without effect. Storing a spell in the ring requires an item use, but countering a spell does not.

Creation Requirements: Abjuration [Thaumaturgy]; 3rd level spells or Craft (crafting) 11 ranks

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Ring

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you put the hand wearing this ring into a pocket or otherwise conceal it from sight, you gain the effects of the *invisibility* spell for 5 rounds.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (bone, metal, or jewelry) 9 ranks

Nourishment

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Ring

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. The ring must be worn for 24 hours before it begins to work.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Energy Resistance

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Ring

Aura: Faint Abjuration [Shielding]

Triggered Ability [Immediate action]: When you would take **energy damage**, you can activate this ring. If you do, you gain damage reduction against **energy damage** equal to the item's power until the end of the round.

After you activate this ability, the ring sheds light as a torch. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, brown for sonic, and white for none. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Heroic Vengeance

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Ring

Aura: Faint Abjuration

Triggered Ability [Immediate action]: When a foe within Medium (100 ft.) range rolls a natural 20 on an attack against you, you can activate this item. If you do, the attacking creature takes 1d10 divine damage per item power.

Creation Requirements: Abjuration; 3rd level spells or Craft (bone, metal, or jewelry) 11 ranks

Invisibility

Protection

Base Item Power: 2

Location: Ring

Aura: Faint Abjuration [Shielding]

Passive Ability: This ring has an enhancement bonus to improve your defenses. Each +1 of enhancement bonus grants temporary hit points equal the item’s power, and grants you an additional defensive legend point each day. If you stop using the ring, you lose the temporary hit points and the legend points. The benefits of this ring function in the same way as enhancement bonuses on magic armor, and they not stack with those bonuses.

These bonuses can only be gained once per day, regardless of the number of items you use. If you wear two rings, or change between different rings, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Special: The price of the ring depends on its enhancement bonus, as shown in the table below. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone, metal, or jewelry) equal to the item’s base power + 4.

Creation Requirements: Abjuration [Shielding]; 1st level spells or Craft (bone, metal, or jewelry) 7 ranks

Table D.5: Ring of Protection

Bonus	Base Price	Item Level
+1	100 gp	2nd
+2	500 gp	4th
+3	2,500 gp	8th
+4	12,500 gp	12th
+5	62,500 gp	16th

Regeneration

Price (Level): 60,000 gp (16th)

Base Item Power: 12

Location: Ring

Aura: Moderate Transmutation [Imbuement]

Passive Ability: At the end of each round, you heal hit points equal your item power. Only damage taken while wearing the ring can be healed in this way.

Creation Requirements: Transmutation [Imbuement]; 6th level spells or Craft (bone, metal, or jewelry) 17 ranks

Sustenance

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Ring

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.

The ring must be worn for 24 hours before it begins to work.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 3rd level spells or Craft (bone, metal, or jewelry) 11 ranks

Torso

Amulet of Mighty Fists

Base Item Power: 2

Location: Torso

Aura: Faint Transmutation [Enhancement]

Passive Ability: This amulet has an enhancement bonus to improve your natural attacks and unarmed attacks. This functions like an enhancement bonus with a weapon (see Weapon Enhancement Bonuses, page 160), except that the damage bonus applies to your natural attacks and unarmed attacks.

Special: The price of the amulet depends on its enhancement bonus, as shown in Table D.6: Amulet of Mighty Fists. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item’s base power + 4.

Creation Requirements: Transmutation [Enhancement]; 1st level spells or Craft (bone or jewelry) 7 ranks

Table D.6: Amulet of Mighty Fists

Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Amulet of the Planes

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Torso

Aura: Moderate Conjunction [Teleportation, Planar]

By holding this amulet in one hand and concentrating on a specific plane for 1 minute, you can create the effects of a *plane shift* ritual. Activating the item successfully requires a DR 15 Knowledge (planes) check. If you fail, your activation of the amulet has no effect (but still consumes an item use). If you roll a 1 and fail, you and any creatures with you are transported to a random plane. Each time you successfully activate this item in the same day, the DR of the check increases by 5.

Creation Requirements: Conjunction [Teleportation, Planar]; 6th level spells or Craft (bone, jewelry) 17 ranks

Amulet of Nondetection

Price (Level): 5,000 gp (10th)

Base Item Power: 6

Location: Torso

Aura: Faint Abjuration [Shielding]

Passive Ability: You gain the benefits of the *nondetection* ritual. If a divination is attempted against you, the caster must make a spellpower check against a DR equal to 15 + the item's power.

Creation Requirements: Abjuration [Shielding]; 3rd level spells or Craft (bone, jewelry) 11 ranks

Belt of Heroic Recovery

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Torso

Aura: Faint Abjuration/Vivimancy [Positive]

Triggered Ability [Immediate action]: When you roll a natural 20 on an attack roll, you can activate this item. If you do, you heal 1d6 damage per item power.

Creation Requirements: Abjuration/Vivimancy [Positive]; 1st level spells or Craft (leather or textiles) 7 ranks

Assassin's Cloak

Price (Level): 12,000 gp (12th)

Base Item Power: 10

Location: Torso

Aura: Moderate Illusion [Glamer]

Active Ability [Standard action]: If you wrap this cloak around yourself so it covers your whole body, you can activate this item. If you do, you become **invisible**. This effect lasts until you move, and for 5 rounds thereafter.

If you attack, you become visible immediately, but the effect does not end. At the end of each round, if you did not attack a creature that round, you become invisible again.

Creation Requirements: Illusion [Glamer]; 5th level spells or Craft (textiles) 15 ranks

Hunter's Cloak

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Torso

Aura: Faint Illusion [Glamer]

Active Ability [Standard action]: If you wrap this cloak around yourself so it covers your whole body, you can activate this item. If you do, you become **invisible**. This effect lasts until you move or attack, at which point it immediately ends.

Creation Requirements: Illusion [Glamer]; 2nd level spells or Craft (textiles) 9 ranks

Obscuring Cloak

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Torso

Aura: Faint Conjunction [Creation, Fog]

Active Ability [Standard action]: If you wrap this cloak around yourself with one hand, you can create a zone of fog in a Medium (20 ft.) radius cylinder centered on you. All creatures within or looking through the area treat everything they see as if it had concealment (+4 to physical defenses). The effect lasts for 5 rounds. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved.

Creation Requirements: Conjunction [Creation, Fog]; 1st level spells or Craft (textiles) 7 ranks

Belt of Dwarvenkind

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Torso

Aura: Faint Divination/Transmutation [Enhancement, Imbuement]

Passive Ability: You gain a +2 bonus to Fortitude defense. In addition, you gain dwarven characteristics. You gain a +4 bonus to social checks when dealing with dwarves, but take a -2 penalty with all other creatures. You also gain the benefits of the Stonecunning feat, regardless of whether you meet the prerequisites.

Creation Requirements: Divination/Transmutation [Enhancement, Imbuement]; 2nd level spells or Craft (leather or textiles) 9 ranks

Healing Belt

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Torso

Aura: Faint Vivimancy [Life]

Active Ability [Standard action]: If you grab this belt in one hand and touch a willing creature with the other, the touched creature is healed for 1d6 damage per item power. If you heal yourself, you only need one hand free to grab the belt.

Creation Requirements: Vivimancy [Life]; 1st level spells or Craft (leather or textiles) 7 ranks

Vanishing Cloak

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Torso

Aura: Moderate Conjunction [Creation, Fog, Teleportation]

Active Ability [Standard action]: If you wrap this cloak around yourself with one hand, you can teleport up to an unoccupied location within Medium (100 ft.) range of your original location. In addition, you create a cloud of fog centered on you, as the *fog cloud* spell. You can choose whether the cloud appears at your original location, or at your location after teleporting. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved (see Stealth, page 60).

If your intended destination is invalid, you do not teleport, though the fog cloud is still created.

Creation Requirements: Conjuration [Creation, Fog, Teleportation]; 4th level spells or Craft (textiles) 13 ranks

Weapons

Magic weapons improve a character’s combat abilities. They must be wielded to gain their effects. All magic weapons have an enhancement bonus to improve your damage and ability to hit. In addition to an enhancement bonus, magic weapons may have special properties or be made of an unusual material.

Weapon Table

Table D.7: Weapon Properties

Name	Description	Cost	Item Level	Weapon Type	Page
Bane	Property only works against some creatures	Varies	Varies	Varies	160
Sweeping	Can make extra attack against another foe	100 gp	2nd	Melee	163
Rebounding	Returns to you slowly when thrown	200 gp	3rd	Melee	162
Forceful	Can knock struck creature flying	200 gp	3rd	Any	161
Morphing	Can transform into similar weapon	200 gp	3rd	Any	161
Surestrike	Can reroll missed attack	200 gp	3rd	Any	163
Merciful	Deals nonlethal damage	800 gp	5th	Any	161
Transforming	Can transform into any weapon	800 gp	5th	Any	164
Vampiric	Can heal based on damage dealt	800 gp	5th	Melee	164
Defending	Grants defensive legend points instead of offensive	2,000 gp	8th	Melee	160
Flaming	Can deal fire damage on hit	2,000 gp	8th	Any	161
Freezing	Can deal cold damage on hit	2,000 gp	8th	Any	161
Longshot	Has doubled range increment	2,000 gp	8th	Ranged	161
Poisoning	Can instantly duplicate minor poison	2,000 gp	8th	Melee	162
Returning	Returns to you instantly when thrown	2,000 gp	8th	Melee	162
Shocking	Can deal electricity damage on hit	2,000 gp	8th	Any	162
Thieving	Can absorb objects	2,000 gp	8th	Melee	163
Thundering	Can deafen on hit	2,000 gp	8th	Any	164
Fixating	Can automatically critical after striking foe repeatedly	5,000 gp	10th	Melee	161
Seeking	Reduce or ignore miss chances	12,000 gp	12th	Any	162
Disorienting	Can disorient foe	30,000 gp	14th	Any	160
Speed	Grants extra strikes	30,000 gp	14th	Any	163
Toxic	Can instantly coat itself with major poison	30,000 gp	14th	Melee	162
Soulreaving	Deals delayed damage instead of immediate damage	140,000 gp	18th	Any	163
Vorpal	Deals massive damage on a natural 20	300,000 gp	20th	Melee	164

Weapon Enhancement Bonuses

Magic weapons can have enhancement bonuses ranging from +1 to +5. You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon’s enhancement bonus. In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day.

These legend points can only be gained once per day, regardless of the number of weapons you use. If you use multiple weapons at once, or change between different weapons, use only the highest number of legend points that applies. If you change from a weaker magical weapon to a stronger magical weapon, you gain legend points equal to the difference between the two enhancement bonuses.

Offensive legend points gained from weapon enhancement bonuses do not stack with offensive legend points gained from implement enhancement bonuses. Use the higher of the two.

Weapon Prices

The prices of enhancement bonuses to weapons are listed in Table D.8: Magic Weapon Prices, and the prices of magical properties are listed on Table D.7: Weapon Properties. If a weapon has a magical property, the price of the property is added to the price of the weapon. The number of properties on the weapon cannot exceed the enhancement bonus of the weapon. Additionally, the price of all properties cannot exceed twice the price of the enhancement bonus on the weapon.

Table D.8: Magic Weapon Prices

Enhancement Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1,000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Base Power for Weapons: The base power of a magic weapon with a magical property is given in the item description. For an item with only an enhancement bonus, the base power is three times the enhancement bonus. If an item has both an enhancement bonus and a magical property, the higher of the two base powers is used.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a weapon’s hardness and +10 to its hit points.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies. Magical properties are applied from both sources, as long as they are not identical. If conflicting properties exist, the property on the ammunition takes precedence.

Magic ammunition loses its magic after being fired, whether it hits or misses.

Light Generation: Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). The light on such weapons cannot normally be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Activation: Usually, a character benefits from a magic weapon

in the same way a character benefits from a mundane weapon – by attacking with it. Magical properties on weapons are usually activated if the character strikes a foe with the weapon.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. These special effects function against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon’s regular damage.

Weapon Properties

Bane

Base Item Power: 4

Aura: Faint Transmutation [Imbuement]

Special: A bane weapon excels at attacking a specific type of creature. Any magical weapon property that targets a creature with its effect can be designated as a “bane” ability, causing it to only function against a specific kind of creature. In exchange, the ability costs half the normal price in raw materials to add to the weapon. A list of possible foes is described on the following table.

Creation Requirements: Transmutation [Imbuement]; 2nd level spells or Craft (as weapon) 9 ranks

Table D.9: Bane Creature Types

Designated Foe	Designated Foe
Aberrations	Animals
Animates	Constructs
Humanoids, civilized	Humanoids, savage
Magical beast	Monstrous humanoid
Outsiders, aligned	Undead

Defending

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Melee

Aura: Faint Abjuration [Shielding]

Passive Ability: You can use the legend points granted by this weapon’s enhancement bonus as defensive legend points, in addition to using them as offensive legend points. This stacks with any defensive legend points granted by armor, but not with other offensive legend points granted by weapons.

Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as weapon) 9 ranks

Disorienting

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Melee, Ranged

Aura: Moderate Enchantment [Compulsion, Mind]

Triggered Ability [Immediate action]: When you hit a foe with this weapon, you can activate it to make the struck creature **disoriented** (*moves randomly*) for 2 rounds.

After you activate this ability, the weapon cackles gleefully. It cackles again every time you hit a foe with it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Enchantment [Compulsion, Mind]; 6th level spells or Craft (as weapon) 17 ranks

Longshot

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Ranged

Aura: Faint Transmutation [Enhancement]

Passive Ability: Ranged attacks with this weapon have twice the normal **range increment**. This can affect both thrown weapons and projectile weapons.

Creation Requirements: Transmutation [Enhancement]; 2nd level spells or Craft (as weapon) 9 ranks

Flaming

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Fire]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as weapon) 11 ranks

Freezing

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Cold]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold]; 3rd level spells or Craft (as weapon) 11 ranks

Forceful

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Evocation [Telekinesis]

Triggered Ability [Immediate action]: When you damage a foe with this weapon, you can activate it. If you do, you make a shove attack against your target. You gain a bonus equal to the damage you dealt on the attack, and do not have to move with your foe to knock it back the full distance.

After you activate this ability, the weapon is visibly sheathed in telekinetic force. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis]; 1st level spells or Craft (as weapon) 7 ranks

Fixating

Price (Level): 5,000 gp (10th)

Base Item Power: 8

Location: Melee

Aura: Moderate Divination

Active Ability [Swift action]: When you activate this weapon, your attacks fixate on targets you have hit previously. Until the end of the round, all of your successful **strikes** against creature that you hit with strikes in both of the last two rounds are automatically critical hits.

After you activate this ability, the weapon twists slightly in your hand to point towards the target, if it is nearby and visible. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination; 4th level spells or Craft (as weapon) 13 ranks

Merciful

Price (Level): 800 gp (5th)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Transmutation [Imbuement]

Passive Ability: This weapon deals **nonlethal** damage. As a standard action, you may run your hand along the **striking surface** of the weapon. This changes the weapon from dealing nonlethal damage to lethal damage, or vice versa.

Creation Requirements: Transmutation [Imbuement]; 1st level spells or Craft (as weapon) 7 ranks

Morphing

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Transmutation [Shaping]

Active Ability [Standard action]: If you grab this weapon with both hands and strike it against your knee or another hard object while visualizing a different weapon type, this weapon transforms into the visualized weapon type. The new weapon type must be from the same weapon group as the weapon's original type. This weapon remains transformed until you transform it again.

Creation Requirements: Transmutation [Shaping]; 1st level spells or Craft (as weapon) 7 ranks

Passive Ability: After being thrown or fired, a returning weapon teleports back to the creature that threw or fired it. It returns to the thrower at the end of the round (and is therefore ready to use again in the next round).

Catching a rebounding weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.

Creation Requirements: Conjunction [Teleportation]; 0th level spells or Craft (as weapon) 5 ranks

Poisoning

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: This weapon has a small slot in its hilt (or similar gripping surface). Up to one ounce of liquid can be placed in the slot or removed as a standard action. A nonmagical liquid placed in this slot is kept fresh, decaying at a rate of one minute per day. In addition, a non-magical liquid worth less than 100gp can be quickly duplicated to coat the weapon's surface.

Active Ability [Swift action]: If you press a small button on the hilt (or similar gripping surface) of this weapon, the weapon's striking surface becomes coated in the liquid stored in the weapon's slot.

After you activate this ability, it takes 5 rounds for the weapon to create more liquid. During this time, you cannot activate this ability again.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 3rd level spells or Craft (as weapon) 11 ranks

Returning

Price (Level): 2,000 gp (8th)

Base Item Power: 4

Location: Melee

Aura: Faint Conjunction [Teleportation]

Passive Ability: This weapon functions like a *returning* weapon, except that the weapon teleports back to the creature that threw or fired it immediately after the attack is resolved, allowing the creature to make multiple attacks in the same round with the same thrown weapon.

Creation Requirements: Conjunction [Teleportation]; 2nd level spells or Craft (as weapon) 9 ranks

Seeking

Price (Level): 12,000 gp (12th)

Base Item Power: 8

Location: Ranged

Aura: Moderate Divination [Knowledge]

Passive Ability: This weapon automatically veers towards its intended target if misaimed. Attacks with this weapon that would suffer a 50% miss chance instead suffer a 20% miss chance. In additions, such attacks ignore all other effects that would apply a 20% miss chance.

Creation Requirements: Divination [Knowledge]; 4th level spells or Craft (as weapon) 13 ranks

Toxic

Price (Level): 30,000 gp (14th)

Base Item Power: 12

Location: Melee

Aura: Moderate Conjunction/Transmutation [Creation, Temporal]

Passive Ability: This weapon functions like a *poisoning* weapon, except that it can duplicate nonmagical liquids worth up to 1,000 gp. In addition, up to five different poisons can be stored within the weapon. When you coat the weapon with poison, you may choose which poison to use.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal]; 6th level spells or Craft (as weapon) 17 ranks

Shocking

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Electricity]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you can activate it. If you do, the struck creature takes 1d6 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as weapon) 11 ranks

Rebounding

Price (Level): 200 gp (3rd)

Base Item Power: 1

Location: Melee

Aura: Faint Conjunction [Teleportation]

Soulreaving

Price (Level): 140,000 gp (18th)

Base Item Power: 14

Location: Melee, Ranged

Aura: Strong Necromancy [Soul]

Passive Ability: Attacks with this weapon ignore all damage reduction and hardness, but do not immediately deal hit point damage. In fact, a creature struck by the weapon does not feel the attack at all. Damage that would be dealt by the weapon can be delayed indefinitely. While the damage is delayed, it cannot be removed by any means short of the creature's death and resurrection.

A soulreaving weapon has no effect on objects or constructs. While wielded, it has physical form only for its wielder, making it impossible to disarm. While not in use, it can be picked up and touched normally.

Triggered Ability [Immediate]: If you bury the weapon in your heart as a **strike**, you can activate it. If you do, the delayed damage is converted into real damage. This deals no damage to you, but any other creatures that have been dealt damage by the weapon immediately the delayed damage the weapon has stored up for them. Any such damage dealt in excess of the creature's hit points is converted directly into vital damage. This removes all delayed damage the weapon has dealt.

Creation Requirements: Necromancy [Soul]; 7th level spells or Craft (as weapon) 19 ranks

Speed

Price (Level): 30,000 gp (14th)

Base Item Power: 10

Location: Melee, Ranged

Aura: Moderate Transmutation [Temporal]

Passive Ability: Whenever you make a **standard attack** with this weapon, you can make an additional **strike** with a –5 penalty to accuracy. This does not stack with any other effects which grant extra strikes.

Creation Requirements: Transmutation [Temporal]; 5th level spells or Craft (as weapon) 15 ranks

Surestrike

Price (Level): 200 gp (3rd)

Base Item Power: 2

Location: Melee, Ranged

Aura: Faint Divination [Knowledge]

Triggered Ability [Immediate action]: When you miss a **strike** with this weapon, you can activate it to reroll the attack roll. You must take the second result.

After you activate this ability, you see shadowy glimpses of alternate futures superimposed over objects and creatures you see. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination [Knowledge]; 1st level spells or Craft (as weapon) 7 ranks

Sweeping

Price (Level): 100 gp (2nd)

Base Item Power: 1

Location: Melee

Aura: Faint Transmutation [Enhancement]

Triggered Ability [Immediate action]: When you hit a foe with a melee attack with this weapon, you can activate it. If you do, you can make an extra **strike** at another creature you threaten.

After you activate this ability, the weapon always feels slightly loose in your hands, no matter how tightly you grip it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Enhancement]; 0th level spells or Craft (as weapon) 5 ranks

Thieving

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee

Aura: Faint Transmutation [Shaping, Sizing]

Triggered Ability [Immediate action]: When you strike an unattended object with this weapon, if the object is at least one size category smaller than the weapon, you may activate the weapon. If you do, the object is absorbed into the weapon, leaving no trace that it ever existed. If you use this weapon to make a successful disarm attempt, the disarmed object is considered unattended, allowing you to activate the weapon to absorb the object.

Passive Ability: Items absorbed by the weapon remain stored in the weapon indefinitely. As a standard action, you can run your hand along the length of the striking surface of the weapon. If you do, the last item absorbed by the weapon appears in your hand.

The weapon can hold no more than three objects at once. If you attempt to absorb an object while the weapon is full, the attempt fails.

Creation Requirements: Transmutation [Shaping, Sizing]; 3rd level spells or Craft (as weapon) 11 ranks

Thundering

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Location: Melee, Ranged

Aura: Faint Evocation [Sonic]

Active Ability [Immediate action]: When you hit with a physical attack with this weapon, you activate it. If you do, it emits a deafening thundering noise, causing the struck creature to be *deafened* (*unable to hear*) for 2 rounds.

After you activate this ability, the item continues to rumble threateningly. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Sonic]; 3rd level spells or Craft (as weapon) 11 ranks

Transforming

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Melee, Ranged

Aura: Faint Transmutation

Active Ability [Standard action]: This weapon functions like a *morphing* weapon, except that the weapon's new type may be from any weapon group.

Creation Requirements: Transmutation; 2nd level spells or Craft (as weapon) 9 ranks

Vampiric

Price (Level): 800 gp (5th)

Base Item Power: 4

Location: Melee

Aura: Faint Necromancy [Life]

Active Ability [Immediate action]: After dealing damage with a *strike* with this weapon, you can activate it. If you do, the weapon heals you for an amount of damage equal to the physical damage dealt with that attack.

After you activate this ability, the weapon glows with a dark light. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Necromancy [Life]; 2nd level spells or Craft (as weapon) 9 ranks

Vorpal

Price (Level): 300,000 gp (20th)

Base Item Power: 16

Location: Melee

Aura: Strong Transmutation [Enhancement]

Passive Ability: When you roll a natural 20 with this weapon, you deliver a vorpal blow. You immediately make any number of additional strikes against the struck creature until you miss a strike or hit with 10 successful strikes. All damage dealt in this way is considered to come from a single attack. This effect replaces the normal benefits of delivering a critical hit.

Creation Requirements: Transmutation [Enhancement]; 8th level spells or Craft (as weapon) 21 ranks

Implements

Implements can take many forms: staves, wands, holy symbols, and more. Like weapons, implements must be wielded to gain their effects. However, while weapons are used to deal physical damage to enemies, implements are used to cast spells. All magical implements have an enhancement bonus to improve your spell damage. In addition to an enhancement bonus, magical implements may have a single magical property.

Implement Table

Table D.10: Implement Properties

Name	Description	Cost	Item Level	Magic Source	Page
Electricity, Lesser	Know <i>shocking grasp</i> spell	200 gp	3rd	Arcane, Nature	167
Fire, Lesser	Know <i>burning hands</i> spell	200 gp	3rd	Arcane, Nature	168
Missiles, Lesser	Know <i>magic missile</i> spell	200 gp	3rd	Arcane	168
Time, Lesser	Know <i>haste</i> spell	200 gp	3rd	Arcane	169
Cold, Lesser	Know <i>cone of cold</i> spell	800 gp	5th	Arcane, Nature	167
Curses, Lesser	Know <i>curse of blood and bone</i> spell	800 gp	5th	Arcane, Divine	167
Acid	Know <i>acid arrow</i> spell	2,000 gp	8th	Arcane	166
Electricity	Know <i>lightning bolt</i> , <i>shocking grasp</i> spells	2,000 gp	8th	Arcane, Nature	167
Fire	Know <i>fireball</i> , <i>burning hands</i> spells	2,000 gp	8th	Arcane, Nature	168
Sympathetic	Heal when you deal damage	2,000 gp	8th	Divine	168
Time	Know <i>slow</i> , <i>haste</i> spells	2,000 gp	8th	Arcane	169
Missiles	Know <i>missile storm</i> , <i>magic missile</i> spells	5,000 gp	10th	Arcane	168
Cold	Know <i>ice spike</i> , <i>cone of cold</i> spells	12,000 gp	12th	Arcane, Nature	167
Curses	Know <i>curse of the wayward mind</i> , <i>curse of blood and bone</i> spells	12,000 gp	12th	Arcane, Divine	167
Electricity, Greater	Know <i>chain lightning</i> , <i>lightning bolt</i> , <i>shocking grasp</i> spells	30,000 gp	14th	Arcane, Nature	167
Fire, Greater	Know <i>immolation</i> , <i>fireball</i> , <i>burning hands</i> spells	30,000 gp	14th	Arcane, Nature	168
Cold, Greater	Know <i>ice storm</i> , <i>ice spike</i> , <i>cone of cold</i> spells	60,000 gp	16th	Arcane, Nature	167
Time, Greater	Know <i>time stop</i> , <i>slow</i> , <i>haste</i> spells	300,000 gp	20th	Arcane	169

Implement Enhancement Bonuses

Magical implements can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus grants the ability to cast a spell without expending a spell slot once per day. You can use this ability to replace a spell slot of any level of spells you can cast. This does not take an action, besides the action normally required to cast the spell, or an item use.

In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day. These legend points can only be gained once per day, regardless of the number of implements you use. If you use multiple implements at once, or change between different implements, use only the highest number of legend points that applies. If you change from a weaker magical implement to a stronger magical implement, you gain legend points equal to the difference between the two enhancement bonuses.

Offensive legend points gained from weapon enhancement bonuses do not stack with offensive legend points gained from implement enhancement bonuses. Use the higher of the two.

Implement Prices: The prices of enhancement bonuses to implements are listed in Table D.11: Implement Prices, and the prices of magical properties are listed on Table D.10: Implement Properties. If an implement has a magical property, the price of the property is added to the price of the staff. An implement can only have one property, and the price of that property cannot exceed twice the price of the enhancement bonus on the implement.

Table D.11: Implement Prices

Enhancement Bonus	Base Price	Item Level
+1	150 gp	3rd
+2	800 gp	5th
+3	4,000 gp	9th
+4	20,000 gp	13th
+5	95,000 gp	17th

Somatic Components: While wielding an implement, you may gesture with it and channel magic through it. These qualify as somatic components for the purpose of casting spells.

Spells Known and Attunement: Magical implements can provide additional spells known. Gaining access to the spells known from an implement requires attuning to it, which takes 10 minutes of concentration and an item use. Attunement lasts until you attune to a different implement. While you are attuned to an implement you wield, you gain access to additional spells known, as given in the description of the item.

You must have be able to cast and learn spells of a given level to learn and cast spells of that level from an implement.

Implement Types

Holy Symbols

Physical Description: A typical holy symbol is a no larger than 4 inches in each dimension and can be easily held in the palm of a hand. Most holy symbols are metal, but they can be made from wood, bone, or even more exotic materials, depending on the deity they symbolize.

Special Rules: All holy symbols are divine implements. Most holy symbols are designed to be worn as an amulet in addition to

being held in the hand. When worn in this way, the holy symbol occupies a torso body slot. A holy symbol worn on the body cannot be used to perform somatic components for spellcasting. However, it still grants enhancement bonuses and spells known as if it was being actively wielded.

Staffs

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends.

Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AD 7, 10 hit points, hardness 5, and a break DR of 24.

Wands

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AD 7, 5 hit points, hardness 5, and a break DR of 16.

Special Rules: Unlike most spellcasting implements, enhancement bonuses from wands only affect spells from a particular school of magic (see Schools of Magic, page 108), or spells with a particular tag (see Ability Tags, page 111). The prices for enhancement bonuses on wands are correspondingly lower, as given on Table D.12: Wand Prices.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Table D.12: Wand Prices

Enhancement Bonus	Base Price	Item Level
+1 wand	50 gp	1st
+2 wand	300 gp	3rd
+3 wand	1,500 gp	7th
+4 wand	7,500 gp	10th
+5 wand	35,000 gp	14th

Implement Properties

Acid [Arcane]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Conjunction [Acid, Creation, Physical]
Attuned Ability: While wielding this item, you gain <i>acid arrow</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjunction [Acid, Creation, Physical]; 3rd level spells or Craft (as implement) 11 ranks

Cold, Lesser [Arcane, Nature]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Evocation [Cold]
Attuned Ability: While wielding this item, you gain <i>cone of cold</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Cold]; 2nd level spells or Craft (as implement) 9 ranks

Cold [Arcane, Nature]

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Aura: Moderate Conjunction/Evocation [Cold, Creation]
Attuned Ability: While wielding this item, you gain <i>ice spike</i> and <i>cone of cold</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjunction/Evocation [Cold, Creation]; 5th level spells or Craft (as implement) 15 ranks

Cold, Greater [Arcane, Nature]

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Aura: Strong Conjunction/Evocation [Cold, Creation]
Attuned Ability: While wielding this item, you gain <i>ice storm</i> , <i>ice spike</i> , and <i>cone of cold</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Conjunction/Evocation [Cold, Creation]; 7th level spells or Craft (as implement) 19 ranks

Curses, Lesser [Arcane, Divine]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Vivimancy [Curse]
Attuned Ability: You gain <i>curse of blood and bone</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Curse]; 2nd level spells or Craft (as implement) 9 ranks

Curses [Arcane, Divine]

Price (Level): 12,000 gp (12th)
Base Item Power: 10
Aura: Moderate Vivimancy [Curse]
Attuned Ability: You gain <i>curse of the wayward mind</i> and <i>curse of blood and bone</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Curse]; 5th level spells or Craft (as implement) 15 ranks

Electricity, Lesser [Arcane, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation [Electricity]
Attuned Ability: While wielding this item, you gain <i>shocking grasp</i> as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 1st level spells or Craft (as implement) 7 ranks

Electricity [Arcane, Nature]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Evocation [Electricity]
Attuned Ability: While wielding this item, you gain <i>lightning bolt</i> and <i>shocking grasp</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 3rd level spells or Craft (as implement) 11 ranks

Electricity, Greater [Arcane, Nature]

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Aura: Moderate Evocation [Electricity]
Attuned Ability: While wielding this item, you gain <i>chain lightning</i> , <i>lightning bolt</i> , and <i>shocking grasp</i> as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Electricity]; 6th level spells or Craft (as implement) 17 ranks

Fire, Lesser [Arcane, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation [Fire]
Attuned Ability: While wielding this item, you gain *burning hands* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 1st level spells or Craft (as implement) 7 ranks

Fire [Arcane, Nature]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Evocation [Fire]
Attuned Ability: While wielding this item, you gain *fireball* and *burning hands* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 3rd level spells or Craft (as implement) 11 ranks

Fire, Greater [Arcane, Nature]

Price (Level): 60,000 gp (16th)
Base Item Power: 14
Aura: Strong Evocation [Fire]
Attuned Ability: While wielding this item, you gain *immolation*, *fireball*, and *burning hands* as spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation [Fire]; 7th level spells or Craft (as implement) 19 ranks

Healing, Lesser [Divine, Nature]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Vivimancy [Life]
Attuned Ability: You gain *cure wounds* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Life]; 1st level spells or Craft (as implement) 7 ranks

Healing [Arcane, Nature]

Price (Level): 30,000 gp (14th)
Base Item Power: 12
Aura: Moderate Vivimancy [Life]
Attuned Ability: You gain *heal* and *cure wounds* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Vivimancy [Life]; 6th level spells or Craft (as implement) 17 ranks

Missiles, Lesser [Arcane]

Price (Level): 200 gp (3rd)
Base Item Power: 2
Aura: Faint Evocation
Attuned Ability: While wielding this item, you gain *magic missile* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation; 1st level spells or Craft (as implement) 7 ranks

Missiles [Arcane]

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Aura: Moderate Evocation
Attuned Ability: While wielding this item, you gain *missile storm* and *magic missile* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Evocation; 4th level spells or Craft (as implement) 13 ranks

Shielding, Lesser [Arcane, Nature]

Price (Level): 800 gp (5th)
Base Item Power: 4
Aura: Faint Abjuration [Shielding]
Attuned Ability: You gain *inertial shield* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Abjuration [Shielding]; 2nd level spells or Craft (as implement) 9 ranks

Shielding [Arcane, Nature]

Price (Level): 5,000 gp (10th)
Base Item Power: 8
Aura: Moderate Abjuration/Evocation [Shielding]
Attuned Ability: You gain *fire shield* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.
Creation Requirements: Abjuration/Evocation [Shielding]; 4th level spells or Craft (as implement) 13 ranks

Sympathetic [Divine]

Price (Level): 2,000 gp (8th)
Base Item Power: 6
Aura: Faint Vivimancy [Life]

Active Ability [Immediate action]: When you deal damage to a creature with a spell you cast, you can activate this item. If you do, you heal an ally within Close (30 ft.) range for 1d6 points of damage per two item power.

After you activate this ability, the holy symbol radiates a gentle warmth, and a faint heartbeat can be felt from it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Vivimancy [Life]; 3rd level spells or Craft (as implement) 11 ranks

Time, Lesser [Arcane]

Price (Level): 200 gp (3rd)

Base Item Power: 2

Aura: Faint Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *haste* as a spell known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 1st level spells or Craft (as implement) 7 ranks

Time [Arcane]

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Aura: Faint Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *slow* and *haste* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 3rd level spells or Craft (as implement) 11 ranks

Time, Greater [Arcane]

Price (Level): 300,000 gp (20th)

Base Item Power: 18

Aura: Strong Transmutation [Temporal]

Attuned Ability: While wielding this item, you gain *time stop*, *haste*, and *slow* as spells known. In addition, you can use item uses in place of spell slots to cast spells known from this item.

Creation Requirements: Transmutation [Temporal]; 9th level spells or Craft (as implement) 23 ranks

Tools

Tool Table

Wondrous Items	Description	Cost	Item Level	Page
Answerstone	Answers yes or no questions	200 gp	3rd	172
Bag of Holding, Small	Objects within are weightless	200 gp	3rd	172
Bag of Holding, Medium	Objects within are weightless	800 gp	5th	172
Candle of Truth	Can create a zone of truth	800 gp	5th	172
Friendstone	Can summon an attuned creature once	1,500 gp	7th	172
Bag of Holding, Large	Objects within are weightless	2,000 gp	8th	172
Truthstone	Answers yes or no questions accurately	2,000 gp	8th	172
Witch's Broom	Flying broomstick	140,000 gp	18th	173
Scrolls and Potions	Description	Cost	Item Level	Page
1st-level	Contains 1st level spell	10 gp	1/2	—
2nd-level	Contains 2nd level spell	40 gp	1st	—
3rd-level	Contains 3rd level spell	100 gp	2nd	—
4th-level	Contains 4th level spell	250 gp	3rd	—
5th-level	Contains 5th level spell	600 gp	5th	—
6th-level	Contains 6th level spell	1,500 gp	7th	—
7th-level	Contains 7th level spell	3,000 gp	9th	—
8th-level	Contains 8th level spell	7,000 gp	11th	—
9th-level	Contains 9th level spell	15,000 gp	12th	—

Scrolls

A scroll is a spell that has been stored in written form. You can use a scroll to cast the spell on the scroll, just like casting a spell you know. Once a scroll is used, the magic is drained from it, and it cannot be used again.

Physical Description: A typical scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. A scroll has AD 9, 1 hit point, hardness 0, and a break DR of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is usually placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols can also be used to hide magic traps.

Activation: Activating a scroll simply means casting the spell written on the scroll. This functions exactly like casting the spell normally, except that you must spend an item use and the scroll itself rather than a spell slot, and you do not need to know the spell. You use your own spellpower with that spell source to determine the effects of the spell. You must holding the scroll and able to see and read the writing on it.

Activation Restrictions: To successfully activate a scroll, you must be able to cast spells of the same level with the same **spell source** as the scroll. In addition, the spell on the scroll must be on your **spell list** for that source.

Deciphering Scrolls: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* ritual or a successful Spellcraft check (DR 20 + double spell level). Deciphering a scroll to determine its contents does not activate the scroll. However, a scroll can be cursed or magically trapped to harm a creature trying to decipher it.

Potions and Oils

Potions and oils are magical liquids that can be activated to produce spell effects when drunk or used to coat a surface. Potions have their effects when drunk, and always target the creature drinking the potion. Oils have their effects when applied externally, and always target the creature or object the oil is applied to. Once activated, the magic in a potion or oil is expended and useless.

Both potions and oils can only mimic the effects of **targeted spells** with a casting time of a standard action or less. Some spells are useless to create as a potion or oil. For example, the *suggestion* spell requires speaking a suggestion as part of casting the spell. Since the drinker of a *suggestion* potion would not hear the suggestion used to cast the spell, such a potion would be useless.

Once activated, the effects of a potion or oil function as if the target had cast the spell on itself. Neither the character activating the effect nor the target of the effect can make any decisions about the spell's effects, including concentrating on the effect. All decisions must be made by the creator of the potion when it is made.

Physical Description: A typical potion or oil consists of 3

ounces of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 2 inches wide and 4 inches high. The vial has AD 13, 1 hit point, hardness 1, and a break DR of 12. Vials hold 3 ounces of liquid.

Identifying Potions and Oils: The magical aura on a potion or oil can be identified with a Spellcraft check (see Spellcraft, page 59), revealing the nature of the spell contained in the potion. If you sample a taste from the potion as you use the Spellcraft skill, you gain a +5 bonus to the Spellcraft check. You cannot accidentally activate the spell effect while sampling the potion, but you risk being poisoned or otherwise negatively effected if the potion is not as it seems. The *identify* ritual can also be used to identify potions.

Alternately, you can simply learn to identify potions by memory. Potions with the same spell effect from the same **spell source** almost always have a similar appearance and taste. This can be dangerous if you encounter a liquid designed to look and taste like a potion it is not.

Activation: As a standard action, you can drink a potion, apply an oil to a creature or object within your **reach**, or feed a potion to another willing creature within your reach. If you spend a magic item use, the spell contained takes effect at the same time that spells cast that round resolve. If you drink multiple potions or apply multiple oils at the same time, you can still only activate one of them.

If you are physically unable to drink a potion or smear on oil, you cannot activate the item's effects. You can attempt to apply an oil to an unwilling target. To do so, you must make a touch attack against your target (see Touch Attacks, page ??).

Spellpower: The spellpower for a standard potion or oil is normally equal to twice the spell level of the spell in the potion. It is possible to create potions and oils with a higher spellpower than that minimum. For every 2 points by which the spellpower of a potion or oil increases above the minimum for its spell level, the price doubles additively. For example, a potion of a 1st level spell with a spellpower of 6 would cost 30 gp.

Mishaps: Extraordinarily powerful potions and oils can be dangerous to activate. Whenever you activate a potion or oil, if the **power** of the potion exceeds your level, roll 1d10 and subtract the difference between your level and the potion's power. Compare the result to Table D.14: Potion Mishaps.

Table D.14: Potion Mishaps

Mishap Result	Mishap Effect
6+	No additional effects
3–5	You also take damage equal to the potion's spellpower
1–2	As above, and you are <i>nauseated (unable to act in action phase, move at half speed)</i> for 1 round
0 or below	As above, and the potion does not have its normal effect

Rituals

Wondrous Items

Wondrous items are items which are inherently magical in some way.

Table D.15: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1250 gp	7th
5th-Level	300 gp	3000 gp	9th
6th-Level	750 gp	7500 gp	11th
7th-Level	1500 gp	15000 gp	12th
8th-Level	3500 gp	35000 gp	14th
9th-Level	7500 gp	75000 gp	16th

Answerstone

Price (Level): 200 gp (3rd)

Base Item Power: 2

Aura: Faint Divination [Knowledge]

Active Ability [Standard action]: If you shake this stone and ask a simple yes or no question, you receive an answer of either “yes”, “no”, or “unclear”. The answer has a 75% chance of being correct. If the answerstone is incorrect, it will answer “yes” or “no” randomly. After being asked a question once, it will always give the same answer to that question (and any sufficiently similar question) for 24 hours.

The answerstone will always answer “unclear” if asked questions about events more than thirty minutes into the future or past, or farther than ten miles from its current location. It can only answer questions about observable quantities (including spells).

Although answerstones are usually made of stone, they can also be made of other sturdy materials.

Creation Requirements: Divination [Knowledge]; 1st level spells or Craft (bone, metal, or stone) 7 ranks

Truthstone

Price (Level): 2,000 gp (8th)

Base Item Power: 6

Aura: Faint Divination [Knowledge]

Active Ability [Standard action]: This item functions like an answerstone, except that it does not have a random chance of failure.

Creation Requirements: Divination [Knowledge]; 3rd level spells or Craft (bone, metal, or stone) 11 ranks

Bag of Holding

Base Item Power: 2

Aura: Faint Conjunction [Planar]

Passive Ability: A bag of holding appears to be an unusually thick cloth sack. Objects completely inside the bag are nearly weightless, and do not change the bag’s weight. There are three sizes of bags: Small, Medium, and Large. Each size of bag can hold an object or creature of its size, and has a limit on the weight it can contain. Any weight beyond the bag’s weight limit is not negated, causing the bag to weigh more. The weight limits for each bag are shown in Table D.16: Bags of Holding.

Creation Requirements: Conjunction [Planar]; 1st level spells or Craft (textiles) 7 ranks

Bottle of Air

Price (Level): 200 gp (3rd)

Base Item Power: 2

Aura: Faint Conjunction [Creation]

This item appears to be a normal glass bottle with a cork.

Active Ability [Standard action]: If you uncork the bottle, it continually fills itself with clean air for 1 hour. It will remain filled with clean air even if taken into an airless environment or environment with dangerous gases, allowing you to breathe from the bottle. Liquid can still fill the bottle, and the bottle will continuously bubble as air is created until the liquid is removed. If the bottle is corked (a standard action), it stops filling itself with air until activated again.

Creation Requirements: Conjunction [Creation]; 1st level spells or Craft (ceramics) 7 ranks

Candle of Truth

Price (Level): 800 gp (5th)

Base Item Power: 4

Aura: Faint Enchantment [Compulsion, Mind]

This item appears to be a simple white candle.

Active Ability [Standard action]: If you light this candle, it mimics the effect of the *zone of truth* ritual, with a spellpower equal to its item power. The zone lasts as long as the candle remains lit, which is normally 1 hour. If the candle is snuffed, the zone immediately ends. While lit, the candle does not burn down, and provides servicable candle-light.

Creation Requirements: Enchantment [Compulsion, Mind]; 2nd level spells or Craft (alchemy) 9 ranks

Friendstone

Price (Level): 1,500 gp (7th)

Base Item Power: 12

Aura: Moderate Conjunction/Divination [Scrying, Teleportation]

Table D.16: Bags of Holding

Size	Bag Weight	Weight Limit	Base Price	Item Level
Small	1/2 lb.	500 lb.	200 gp	3rd
Medium	4 lb.	2,000 lb.	800 gp	5th
Large	32 lb.	8,000 lb.	2,000 gp	8th

This item appears to be a glossy, smooth stone or ball of glass about three inches in diameter.

Active Ability [Standard action]: If you press the stone to your forehead and speak your full name, you can attune to it. If you do, you can be summoned by a creature using the stone. This replaces the stone’s attunement to any other creature.

Active Ability [Standard action]: If you grasp the stone in your hand and throw it to the ground, you can activate it. if you do, you instantly teleport the creature attuned to the stone to the stone’s location. The creature is granted a brief glimpse of the stone’s surroundings, as if looking out through the stone, and may refuse the summoning. If the creature refuses, or if it is physically impossible for the creature to appear, your activation of the stone has no effect. If the creature accepts, the stone is destroyed and the creature is unerringly teleported into the stone’s location. The creature must be on the same plane as the stone, but the teleportation works across any distance.

Creation Requirements: Conjunction/Divination [Scrying, Teleportation]; 6th level spells or Craft (ceramics or stone) 17 ranks

Witch’s Broom

Price (Level): 140,000 gp (18th)

Base Item Power: 14

Aura: Strong Divination/Transmutation [Communication, Imbue-ment]

Passive Ability: This broom has a 30 foot fly speed with good maneuverability. You can ride the broom to fly. Riding the broom is like riding a mount, except that you control it perfectly and some actions (such as taking cover behind the mount) are infeasible due to the shape of the broom. It can carry up to 1,000 pounds before it becomes unable to fly.

Active Ability [Standard action]: As a standard action, you can speak a command word to summon the broom. If you do, and the broom is within Extreme (1,000 ft.) range, it flies next to you and hovers at a convenient height to ride. The broom must be able to hear the command word.

Creation Requirements: Divination/Transmutation [Communica-tion, Imbue-ment]; 7th level spells or Craft (wood) 19 ranks

Special Materials

Some materials are inherently magical. Items made from such materials gain special properties automatically.

Material Types

There are three main types of materials used to create items: metal, wood, and leather. In order to create an item with a special material, the item must normally be made with a material of the appropriate material type. In the case of items that are made from

multiple materials, such as polearms, the primary functional part of the item determines which type of special material can be used to create it. For example, the material type for a weapon is generally determined by its striking surface.

Special Material Descriptions

- Adamantine:** Adamantine is a rare metal that is among the hardest substances known.
- Adamantine weapons ignore the **hardness** of creatures and ob-jects.
- Adamantine body armor grants its wearer damage reduction against physical damage equal to your item power. This damage reduction is overcome by adamantine weapons. Adamantine shields have no special effects.
- Adamantine items of any kind have double the hit points and hardness of an equivalent item of the same type.
- Cold Iron:**
- Cold iron is iron that has been magically smelted without the use of heat.
- Cold iron items are especially effective against some supernatural creatures, as indicated in the creature descriptions. In addition, cold iron items have inherent **magic resistance** equal to 10 + the item’s power. This magic resistance is unique to the item, and is not granted to its user. However, the maximum number and price of magical properties that can be imbued into the armor is halved.
- When you damage a creature with a cold iron weapon, it is **impaired** (20% failure) with casting arcane spells for 2 rounds.
- Cold iron body armor grants its wearer immunity to **Compulsion** and **Delusion** effects. Cold iron shields have no special effects.
- Darkwood:** Darkwood is a rare magic wood that is very light.
- Darkwood weapons have the Finesse weapon property, allowing you to apply your Dexterity instead of your Strength when deter-mining your accuracy with physical attacks using the weapon, even if it isn’t a light weapon for you.
- Darkwood shields have their **encumbrance penalty** reduced by 2, and their arcane spell failure reduced by 10%.
- Darkwood items of any kind weigh half as much as an equivalent item of the same type.
- Dragonbone:**
- Dragon bones can be used in place of metal when creating weapons and armor.
- Dragonbone weapons grant twice the normal number of offensive legend points from their enhancement bonus. This does not affect the damage dealt by the weapon.
- Dragonbone armor grants its wearer **magic resistance** equal to 10 + item power.
- Dragonhide:**
- Dragon hide can be used as leather when creating armor.
- Dragonhide body armor grants damage reduction equal to your level against the energy type used by the dragon the hide is taken

Table D.17: Special Materials

Material Name	Material Type	Effect	Weapon Price (Level)	Armor Price (Level)
Adamantine	Metal	Grant or overcome physical damage reduction	12,000 gp (12th)	30,000 gp (14th)
Cold Iron	Metal	Bonuses against enchantments and mages	2,000 gp (8th)	5,000 gp (10th)
Darkwood	Wood	Extraordinarily light	2,000 gp (8th)	5,000 gp (10th)
Dragonbone	Metal	Inherently magical	30,000 gp (14th)	60,000 gp (16th)
Dragonhide	Leather	Resist energy	—	2,000 gp (8th)
Dragonscale	Metal	Resist energy	—	2,000 gp (8th)
Ironwood	Metal	Metallic wood	—	100 gp (5th)
Mithral	Metal	Extraordinarily light	2,000 gp (8th)	5,000 gp (10th)
Silvered	Metal	Effective against supernatural creatures	100 gp (3rd)	200 gp (3rd)

from.

Dragonscale:

Dragon scales can be used in place of metal when creating armor. Dragonscale armor grants damage reduction equal to your level against the energy type used by the dragon the hide is taken from.

Ironwood: Ironwood is a magic wood created by the *ironwood* ritual. It has been magically hardened, giving it the strength of iron. Ironwood can be used in place of metal when creating weapons and armor.

Ironwood items have no special properties except that they are made from wood instead of metal.

Mithral: Mithral is a rare metal that is very light, but has the strength of iron.

Mithral weapons have the Finesse weapon property, allowing you to apply your Dexterity instead of your Strength when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you.

Mithral armor has its **encumbrance penalty** reduced by 2, and its arcane spell failure reduced by 10.

Mithral items of any kind weigh half as much of an equivalent item of the same type.

Silvered:

Silvered items have silver infused into them in the process of their creation. Only metal items made of iron or steel can be silvered.

Silvered items are especially effective against some supernatural creatures, as indicated in the creature descriptions. However, silvered weapons deal damage as if they were one size category smaller, and mithral armor has its defense bonus reduced by 1.

items of the same sort. A damaged magic item continues to function, but if it is **broken**, its magic ceases to function until it is repaired. If it is destroyed, all its magical power is lost.

Repairing Magic Items

A magic item which is **broken** (but not destroyed) can be repaired for 10% of the value of the item.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, fewer than 1% of magic items have intelligence.

Cursed Items

Some items are cursed – incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Many cursed items are difficult to identify and remove, requiring the use of rituals such as *remove curse*.

Magic Item Rules

Magic Item Auras

Magic items radiate magical auras which can be detected with the Spellcraft skill (see Spellcraft, page 59). Each item describes the auras that can be detected on it, including the strength, school, and descriptors, as appropriate.

Damaging Magic Items

A magic item is normally unharmed by attacks unless it is untended or is specifically targeted by an effect. A magic item's non-physical defenses are all equal to 10 + the spellpower of the item. The only exceptions to this are intelligent magic items, which apply their Willpower to their Mental defense.

Magic items, unless otherwise noted, take damage as nonmagical

Magic Item Creation

By investing time, money, and energy, spellcasters and crafters of great skill can imbue items with magical power. Learning how to perform this process requires either the Craft Magic Item (see page ??) or Enchant Item (see page ??) feats. In addition, each magical item has certain requirements that must be met before it can be crafted. These requirements can be met in one of two ways: by casting spells into the item, or by using an appropriate Craft skill.

In almost all cases, “creating” a magic item actually refers to the act of enhancing an existing object with magical power. Creating entirely new items from raw materials is only possible with the Craft skill or specific rituals, such as the *fabricate* ritual.

Requirements

Consider the requirements of a *flaming* weapon.

Creation Requirements: Evocation [Fire]; 2nd level spells or Craft (as weapon) 9 ranks

This is composed of three parts: the school, the ability tags, and the creation requirements.

Using Spells

To create an item with a spell, you must have the Enchant Item feat, and you must know a single spell that has the school and tags listed in the magic item’s requirements. In addition, you must be able to learn and cast spells of the indicated level. For example, a wizard who knows the Fireball spell would be able to craft a *flaming* weapon, because *fireball* is a 3rd level spell from the Evocation school with the **Fire** tag. If an item has multiple tags, you must know a spell with the same combination of tags.

The spell used can have additional tags or schools. For example, *fire shield* also has the **Shielding** tag, but it can still be used to craft a *flaming* weapon.

Some magic items are more complex, requiring multiple schools or tags. You must meet all requirements for the item to craft it.

Crafting

To craft an item, you must have the Craft Magic Item feat, and you must have at least as many ranks in the relevant Craft skill as the magic item requires. In addition, you must know how to create items with all tags present on the item (see page ??).

Many magic items use the same Craft skill as the base item they are applied to. For example, almost all special properties of weapons require the craft skill of the weapon they are on, which may change depending on the weapon being enhanced. For example, adding the *flaming* ability to a longsword would require Craft (metal), but adding it to a quarterstaff would require Craft(wood).

Some magic items are complex, requiring multiple tags or even multiple Craft skills. You must meet all requirements for the item to craft it.

Creation Process

Regardless of the type of item being created, item creation always has certain features in common.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Creating a magic item with a Craft skill also requires access to

the normal tools required to craft items with that skill, such as a forge and anvil or an alchemist’s laboratory.

Negative Levels: Power and energy that a spellcaster would normally have is expended when making a magic item. While crafting a magic item, a spellcaster gains a negative level that cannot be removed. After the magic item is complete, the spellcaster still suffers the negative level for two days per day required to make the item. Scrolls and potions are less draining, and only bestow negative levels for one day per day required to make the item. These negative levels cannot be removed by any means.

Time: Creating an item can require a significant time investment, based on the cost in raw materials required to create the item. The time required to craft an item is specified in the description of the ability that allows you to create items.

Item Cost: Potions and scrolls directly reproduce spell effects, and the power and price of these items depends on the level of the spell they replicate.

Extra Costs: Any potion or scroll that stores a spell with a costly material component also carries a commensurate cost. The creator must expend the material component when creating the item.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

Determining Item Prices

Scaling Bonuses

Items which give simple scaling bonuses are easy to price. Each bonus has a fixed price that depends on the statistic being enhanced, as shown on Table D.18: Scaling Item Costs.

Special Abilities

Abilities more complicated than a simple bonus are more difficult to price. However, there are still consistent principles which can be followed. To assign a price to a special ability, follow the steps below.

1. Assign an effective spell level to the ability based on its power.
 - Apparel items with abilities that affect the wearer are treated as being touch range when determining the level of the ability.
2. Decide how the ability will be activated.
3. Determine the price, using Table D.19: Item Prices by Activation Method (page 176).

Table D.18: Scaling Item Costs

Item Effect	+1 Bonus	+2 Bonus	+3 Bonus	+4 Bonus	+5 Bonus
Offensive legend point and weapon damage	200 gp	1,000 gp	5,000 gp	25,000 gp	125,000 gp
Armor defense ¹	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
offensive legend point and spell damage (single school)	50 gp	250 gp	1,250 gp	6,250 gp	31,250 gp
Offensive legend point and spell damage (all schools)	150 gp	750 gp	3,750 gp	18,750 gp	93,750 gp
Defensive legend point and temporary hit points	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
Item Effect	+2 Bonus	+4 Bonus	+6 Bonus	+8 Bonus	+10 Bonus
Skill (single)	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp

1. Does not stack with Armor defense bonuses from physical armor.

This table is approximate, and not intended for players to use to create new items.

Table D.19: Item Prices by Activation Method

Spell Level	Specific Action ¹ (Item Level)	Triggered ² (Item Level)	Continuous ³ (Item Level)
Cantrip ⁴	100 gp (2nd)	100 gp (3rd)	200 gp (3rd)
1st	200 gp (3rd)	200 gp (3rd)	800 gp (5th)
2nd	800 gp (5th)	800 gp (5th)	2,000 gp (8th)
3rd	2,000 gp (8th)	2,000 gp (8th)	5,000 gp (10th)
4th	5,000 gp (10th)	5,000 gp (10th)	12,000 gp (12th)
5th	12,000 gp (12th)	12,000 gp (12th)	30,000 gp (14th)
6th	30,000 gp (14th)	30,000 gp (14th)	60,000 gp (16th)
7th	60,000 gp (16th)	60,000 gp (16th)	140,000 gp (18th)
8th	140,000 gp (18th)	140,000 gp (18th)	300,000 gp (20th)
9th	300,000 gp (20th)	300,000 gp (20th)	700,000 gp (—)

1 Activated with a time-consuming action, such as making a gesture or drinking a potion.

2 Triggered effects should only modify existing actions, rather than constituting new actions, and should not have beneficial effects that last longer than the current round.

3 Only effects that only target you can be made continuous. The spell level should be calculated as if it was touch range and Extreme (12 hours) duration.

4 Or other effects weaker than a 1st level spell.

This table is approximate, and not intended for players to use to create new items.

Appendix E

Optional Rules

Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Semi-Randomized Point Buy

With this method, you have only a small degree of control over your character’s attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your character’s attribute scores start at 0, and you get 10 points to distribute among your character’s attribute scores. However, you do not have full control over how to distribute those points.

Roll 4d6 for each attribute score, dropping a die of your choice with each roll. First roll for the attribute scores that you care about most, and save the least important attribute scores for last. After rolling for an attribute score, sum results on the three highest dice and consult Table E.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.4: Attribute Score Point Costs. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase any attribute above 3 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

For characters with more extreme attribute scores, use the following approach for each attribute score, starting with 10 points as normal:

- Roll 2d8
- Take the average, rounding down
- Subtract 3
- Spend the points as indicated on Table 1.4: Attribute Score Point Costs until you have no points left.

Random Point Buy

This method gives you no control over the character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except

Table E.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-7	-2	-2 ¹
8-9	-1	-1 ¹
10-11	0	0
12-13	1	1
13-14	2	2
15-16	3	3
17	4	5
18	5	8

¹ You gain extra points for having low stats. You can gain these points any number of times per character.

that you also randomize the order in which the attribute scores are rolled.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. Roll 1d8 for each attribute score and subtract 3 from each result. The result is the attribute score.

Races

Awakened Animal

Awakened animals are animals that have been granted sentience by the *awaken* ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Tiny, Small, or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: +1 Dexterity.

Tiny: +2 Dexterity.

Speed: As the original animal.

Special Abilities: As the original animal.

Racial Bonus Feat: No racial bonus feat.

Sample Awakened Animals

Cat:

Size: Tiny. As a Tiny character, a cat gains several benefits and penalties, as described at Small Characters, page 23.

Attributes: +2 Dexterity, –2 Strength.

Speed: 20 feet.

Special Abilities:

- *Scent* A cat has the scent ability (see Scent, page 47).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 85). A cat's claws do 1d3 damage.
- *Low-light Vision* A cat treats sources of light as if they had double their normal illumination range.

Changeling

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Alter Shape* A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally.

Racial Bonus Feat: Any Skill feat.

Automatic Languages: Common and any one language (except Druidic).

Bonus Languages: Any.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of all dragons.

Although drakkenfel are generally considered to be a lesser creature than true dragons, they have hidden power. While separated from her full draconic essence, a drakkenfel can bridge the divide between the different types of true dragons, gaining the affinity

for multiple energy types and special powers. It is rumored that a drakkenfel who regains her scales retains these enhanced abilities, becoming even more powerful than ordinary dragons.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear horrific scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small.

Attributes: No change.

Speed: 25 feet.

Special Abilities:

- *Draconic Essence* Each drakkenfel was once a type of true dragon. This choice must be made at 1st level, and cannot thereafter be changed. A list of dragons and their associated energy type is given on Table 5.2: Dragon Types (page 71). The drakkenfel is treated as if she had the Draconic Heritage feat in this dragon for the purpose of feats and abilities.
- *Energy Resistance* A drakkenfel gains damage reduction equal to five times her level against the energy type associated with her draconic essence.
- *Sleeping Dragon* If a drakkenfel recovers her stolen scales, she immediately becomes a true dragon again.

Racial Bonus Feat: Draconic Scales.

Special: At least half of a drakkenfel's class levels must be taken in the drakkenfel class.

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, –1 Dexterity.

Speed: 20 feet.

Special Abilities:

- *Ingrain* As a standard action, a dryaidi can plant roots into natural earth. While ingrained, a dryaid's land speed becomes 5 feet, but she gains a +4 bonus to her Fortitude defense against attacks that would move her. Resting for 4 hours while ingrained gains the same benefits that a human would gain from 8 hours of rest, including healing. In addition, the dryaidi acquires nutrients sufficient to replace a day's worth of food and water. Withdrawing ingrained roots is a full-round action.
- *Photosynthesis* While in sunlight, a dryaidi gains a +10 foot bonus to land speed.

Racial Bonus Feat: Dryad Heritage.

Tieflings

Tieflings are humanoid creatures descended from fiends.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Darkvision* Tieflings can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a tiefling is in a brightly lit area, and does not resume functioning until 1 round after the tiefling leaves the brightly lit area.

- *Energy Resistance* A tiefling has damage reduction against cold, electricity, and fire equal to twice its level.
- Racial Bonus Feat:** Fiendish Heritage.

Feats

Body of the Bending Willow [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +2 bonus to Escape Artist and Stealth checks.

If you have three or more fae bloodline feats, you can also walk between trees. As a move action, you can spend a fae point to step into an adjacent plant of at least Medium size and out of any other plant of at least Medium size within 100 feet.

Body of the Mighty Oak [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +1 bonus to Armor defense.

If you have three or more fae bloodline feats, you can also ingrain in natural earth or stone.

Deep Ingrain [Bloodline, Fae]

Prerequisites: Dryad Heritage, Con 3.

Benefit: When you ingrain, you may spend a fae point to deeply ingrain your roots. While deeply ingrained, your bonus to Fortitude defense against attacks that would move you increases to +8. In addition, you can draw nutrients from the earth to heal hit points equal to your fae power as a swift action. You can only regain hit points in this way 5 times before you deplete the available nutrients in the area.

Dryad Heritage [Bloodline, Fae]

Prerequisite: Dryaidi.

Benefit: This feat functions like the Fae Heritage feat, except that it grants a different special ability.

As a standard action, you can spend a fae point to gain the ability to speak with trees. This ability functions like the druid's wild speech ability, except that it only allows you to communicate with trees.

Fiendish Heritage [Bloodline, Fiendish]

Prerequisite: Tiefling or nongood alignment.

Benefit: You have the blood of a fiendish creature in your veins, granting you fiendish power. Your fiendish power is equal to your Willpower, or your level + the number of fiendish bloodline feats you possess, whichever is higher. You have a pool with a number of fiend points equal to the number of fiendish bloodline feats you possess.

As a standard action, you can spend a fiend point to surround yourself in Medium (20 ft.) radius emanation of darkness for Short (*Focus + 5 rounds*) duration. All light within the area is reduced to be no brighter than shadowy illumination. This typically grants you concealment, allowing you to hide.

Photosynthesis [Bloodline, Fae]

Prerequisite: Dryad Heritage

Benefit: For each you spend an hour in sunlight, you regain one spent fae point.