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Chapter 0

Introduction

What Is Rise?

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

How To Take Actions

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

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

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

Attacks and Checks

In Rise, each character has many different actions they can take. How likely you are to succeed at a particular action depends on your character's numerical statistics. Most abilities require either an **attack roll** or a **check**. In general, abilities that affect unwilling creatures in some potentially harmful way require attack rolls. For example, hitting something with your sword is an attack, and requires an attack roll to succeed. In contrast, abilities that affect yourself, the environment, or willing creatures usually require checks instead. For example, climbing a cliff requires a check using the Climb skill (see Climb, page 71).

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 repurcussions in the game world. However, the exact time it takes

to make that decision and execute on it is not usually important.

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

Principles of Rise

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

Rule of Drama

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

Checks without Rolls

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

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

Taking 10: If a character would not succeed when taking 5,

the character can try to "take 10" instead. Taking 10 requires spending ten times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates her check result if she had rolled a 10.

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

Narrative Time

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

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

Character Creation

The first thing you will probably want to do in Rise is create a character. This involves a mixture of thematic and mechanical decisions that will work together to create a fun character that is rewarding to play. There are five thematic considerations when creating a character: concept, personality, motivation, background, and appearance. There are five mechanical considerations: attributes, 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. A character that is excessively aloof, moody, or obnoxious can make the game more difficult to enjoy for everyone. Likewise, a character who tries to speak for everyone or who repeatedly steals the spotlight from others can be frustrating to work with. You should figure out the right balance with your fellow players and your GM.

Motivation

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

Alignment

Your character's alignment reflects her moral character: is she more inclined to good or to evil, to order or chaos? Alignments are described in more detail at Alignment, page 113.

Attributes

Is your character strong and stupid, frail but agile, or just generally talented? There are six core attributes in Rise: Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. These attributes determine a great deal about your character's strengths and weaknesses. Attributes are described in more detail at Attributes, page 10.

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 30.

Class

Your character's class is what they have chosen to focus on, and their source of power — the fundamental element that makes them rise above a mere commoner. It is the most mechanically significant choice you make. Classes are described in more detail at Classes, page 32.

Background

Appearance

Equipment

Your character begins with 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

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

Attack Rolls

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

To make an attack roll, roll 1d10 and add your **accuracy** with the attack. The sum of your die roll and your accuracy is called your **attack result**. You compare your attack result to a **defense** that your **target** has (see Defenses, page 12). 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 special effects on critical hits. Unless its critical hit effects are otherwise noted, any attack that deals damage deals double that damage on a critical hit.

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

Critical Success

If your check result is at least 10 higher than the DR, your check is a **critical success**. Some checks have a special effect on a critical success. For example, a critical success while climbing means you move twice as quickly (see Climb, page 71).

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 71).

Combat Time

The world of Rise can be a harsh one, and not all disagreements can be resolved peacefully. At some point, you will be forced to enter combat. This section explains how time passes in combat.

Rounds

Combat takes place in a series of **rounds**, which represent about six seconds of time. Each round of a combat is divided into three **phases** (see Phases, page 9). After all phases are complete, the round ends and the next round begins.

Actions

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

Standard Actions

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

    You can take one standard action per round.

Minor Actions

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

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

Move Actions

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

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

Free Actions

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

    You can take any number of free actions per round.

Phases

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

The Movement Phase

During the **movement phase**, you can take one **move action**. The most common move action is the *hustle* ability, which allows you to move a distance equal to your **speed**. For details, see Movement and Positioning, page 16.

The Action Phase

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

The Delayed Action Phase

During the **delayed action phase**, you can take a **minor action** or **standard action** if you did not use the corresponding action in the **action phase**. Alternately, you can take a **move action** or additional **minor action** in place of a standard action. In addition, some abilities have effects during the delayed action phase instead of or in addition to their effects in the action phase. For example, **spells** normally have no effect during the action phase, and have their full effect during the delayed action phase.

Resolving Actions

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

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

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

Swift Abilities

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

    For example, the *total defense* ability is a swift ability. It increases your defenses against attacks made during the same phase (see Total Defense, page 24).

Delayed Abilities

Some abilities resolve a full phase after they were originally used. These abilities have the **Delayed** tag. For example, all **spells** have the **Delayed** tag. Abilities with this tag cannot be

used during the **delayed action phase**.

During the **action phase**, creatures using delayed abilities do not choose targets or take any later steps in resolving the abilities. The abilities finish resolving during the delayed action phase, allowing creatures to choose targets, make attack rolls, and so on.

You must still make all choices required to use a delayed ability when you first use the ability during the action phase. For example, when casting a spell, you must choose which spell (or **subspell**) you cast, and any **augments** you apply to that spell, during the action phase.

Conflicting Actions

Sometimes, actions that occur at the same time can conflict with each other. In this case, each involved character rolls an **initiative** check (see Initiative, page 12). The creature with the highest check result succeeds. All other creatures come as close as possible to completing their intended action.

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 as close as possible to their intended square.

Character Statistics

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

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.

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: Carrying Capacity by Strength (page 135)).
- Strength affects Strength-based skills: Climb, Jump, and Swim (see Skills, page 65).
- 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 **strike damage** equal to half your Strength in **die increments**.

If you have a high Strength, you can use it to determine several statistics:
- Your **strike damage** (see Strike Damage, page 12).
- Your **threat** (see Threat, page 12).
- Your Fortitude defense (see Defenses, page 12).

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 65).
- You gain a bonus (or penalty) to your Reflex defense equal to your starting Dexterity.
- If your Dexterity is negative, you take a penalty to all Dexterity-based skills equal to your Dexterity.

If you have a high Dexterity, you can use it to determine several statistics:
- Your **accuracy** with **physical attacks** using light melee and thrown weapons (see Physical Accuracy, page 11).
- Your Armor and Reflex defenses (see Defenses, page 12).

Constitution (Con)

Constitution represents your health and stamina. It has the following efects:
- You gain bonus hit points based on your starting Constitution (see Hit Points, page 24).
- You heal additional hit points when you take a **short rest** based on your starting Constitution (see Short Rest, page 28).
- You gain a bonus (or penalty) to your Fortitude defense equal to your starting Constitution.
- You reduce your *encumbrance* for weight or heavy armor by an amount equal to your starting Constitution.

If you have a high Constitution, you can use it to determine your Fortitude defense (see Defenses, page 12).

Intelligence (Int)

Intelligence represents how well you learn and reason. It has the following effects:
- You gain bonus languages equal to your starting Intelligence (see Languages, page 115).
- You gain extra skill points equal to twice your starting Intelligence (see Skill Points, page 65).
- Your Intelligence affects Intelligence-based skills: Craft, Deduction, Disguise, Heal, Knowledge, and Linguistics (see Skills, page 65).
- 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 12).

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

Perception (Per)

Perception describes your ability to observe and be aware of your surroundings. It has the following effects:
- Your Perception affects Perception-based skills: Awareness, Creature Handling, Sense Motive, Spellcraft, and Survival

(see Skills, page 65).

- 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 **physical attacks** (see Physical Accuracy, page 11).
- Your Reflex defense (see Defenses, page 12).

Willpower (Wil)

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

- You gain a bonus (or penalty) to the number of **action points** you have equal to your starting Willpower.
- You gain a bonus (or penalty) to your Mental defense equal to your starting Willpower.

If you have a high Willpower, you can use it to determine your Mental defense (see Defenses, page 12).

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 is **proficient** with a number of weapons. For details about the weapons you can be proficient with, see Weapons, page 117. Your proficiencies are primarily determined by your class, but some abilities also grant proficiency with additional weapons. If you make a **physical attack** with a weapon you are not proficient with, you take a −2 penalty to accuracy.

Damage

Some attacks deal damage when they hit. Damage does not represent serious physical injury to your body. Instead, it represents a depletion of some combination of endurance, luck, or even divine providence that prevents you from suffering more serious injury When you take damage, you reduce your **hit points** by that amount (see Hit Points, page 24). If you have no hit points remaining, you may take that damage as **vital damage** instead, which represents potentially life-threatening injuries (see Vital Damage, page 25).

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

Die Increments

Many abilities can increase or decrease your damage with abilities. These modifiers always increase or decrease your damage by one **die increment**. Increasing by one die increment is written as +1d, and decreasing by one die increment is written as −1d. A set of damage dice can increase in size in **die increments**. Damage dice change in size using the following pattern:

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

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

Standard Damage

Most damaging effects use **standard damage** as a baseline to determine the damage they deal. Your **standard damage** with an ability is based on that ability's **power**, if it has one (see Power, page 25). Otherwise, it is based on your level. In either case, it starts at 1d8 and increases by +1d per two power or per two levels. This is summarized on Table 1.2: Standard Damage.

Table 1.2: Standard Damage

Power	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
22–23	8d10
24–25[1]	9d10

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

Strike Damage

The damage you deal with a single **strike** from a weapon is called your **strike damage**. Your base **strike damage** is equal to **standard damage** based on your level or your Strength, whichever is higher. For example, if you have a Strength of 4, your base **strike damage** would be equal to 2d6 (1d8 +2d). When you make a strike with a weapon, you also apply that weapon's damage modifier, if any. 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 +1d bonus to **strike damage**. Likewise, each creature size below Medium imposes a −1d penalty to damage with strikes. This is described in Table 1.4: Size in Combat (page 14).

Defenses

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

- Armor defense (AD): Your Armor defense protects you from normal physical attacks, such as attempts to hit you with a sword. It is the most commonly used defense.
- Reflex defense: Your Reflex protects you from attacks you have to avoid, such as explosions or falling rocks.
- Fortitude defense: Your Fortitude defense protects you from attacks you have to physically endure or resist, such as poisons and deadly spells.
- Mental defense: Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation.

Defense Values

Each of your defenses is calculated in the following way:

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

The attributes and relevant bonuses which apply to each defense are described in Table 1.3: Defense Calculations.

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

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

Size Modifier: Large creatures have a penalty to Reflex defense. For details, see Table 1.4: Size in Combat (page 14).

Resisting Attacks

If an attack fails against you, you almost always suffer no effects from the attack. Even if the attack had no obvious physical or visual effects, a creature that resists an attack still feels a hostile force or a tingle, but cannot usually deduce the exact nature of the attack. The Spellcraft skill can be used to learn about failed **magical** attacks against you (see Spellcraft, page 88).

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

Initiative

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

Movement-Based Initiative: When making **initiative** checks to determine the success of movement, having a faster movement speed is helpful (see Movement and Positioning, page 16). For every 5 feet of movement you would have available after completing your movement, you gain a +2 bonus to any initiative checks necessary to determine whether your movement succeeds. Regardless of whether your initiative check succeeds or fails, you cannot use that "excess" movement to move after making such an initiative check.

Threat

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

Threat From Equipment

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

Threat From Size

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

Subjective Threat Modifiers

In addition to your base **threat**, some actions and abilities modify the threat that particular creatures perceive you have. The most common threat modifier comes from dealing damage. Whenever you deal damage, you gain a +2 bonus to threat until the end of the next round against all creatures that know you dealt that damage.

Some abilities can also increase or decrease your threat against particular creatures. For example, the *Conceal Threat* ability from the Bluff skill allows you to lower your apparent threat

Table 1.3: Defense Calculations

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

to creatures that fail to see through the deception (see Conceal Threat, page 70).

Consistent Targeting

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

Threat While Incapacitated

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

Size in Combat

Size affects your **space** and **reach** in combat, your Reflex defense, your **strike damage**, and how easily you overwhelm creatures and are overwhelmed yourself. These effects are shown on Table 1.4: Size in Combat.

Space

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

Reach

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

Base Speed

A creature's **base speed** is the distance that it can usually move. In addition to a base speed, most creatures have specific **movement modes** that allow them to move in particular ways. The most common movement mode is a **land speed**, which allows creatures to move across the ground. Most creatures, including all humanoid races, have a land speed equal to their base speed. There are other movement modes that can allow creatures to move in different ways. For example, most birds have a **fly speed**, which allows them to move through the air. For details about other speeds, see Movement Modes, page 17.

Other Effects

A creature's size affects a number of additional skills and abilities. For example, larger creatures have a penalty to Stealth checks (see Size and Stealth, page 89). The effects of unusual size are described in those skills and abilities. Unusually large or small creatures also have other special rules apply to them, as described below.

Very Small Creatures

Space: If a creature takes up less than a single square of space, you can fit multiple creatures in that square. You can fit four Tiny creatures in a square, twenty-five Diminuitive 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 123).

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

Very Large Creatures

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

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

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

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

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

Table 1.4: Size in Combat

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

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

2. This modifier applies to **strike damage**.

3. See Overwhelm Value, page 14.

4. See Overwhelm Resistance, page 14.

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. Circumstnaces that make the task easier or harder increase or decrease the **difficulty rating** of the task, or the defense of the attacked creature.

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

Overwhelm

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

Overwhelm Value: Your **overwhelm value** affects how much of a penalty you impose on creatures you threaten, as described above. For example, Medium creatures have an overwhelm value of 1, and larger creatures have a higher overwhelm value (see Size in Combat, page 13). Some abilities can affect your overwhelm value.

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

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

Overwhelm Resistance: Some abilities grant **overwhelm resistance**. For example, Large and larger creatures automatically gain overwhelm resistance (see Size in Combat, page 13). A creature with overwhelm resistance treats creatures threating it as if their **overwhelm value** was reduced by amount equal to the creatures overwhelm resistance. Some abilities can increase or decrease overwhelm resistance, such as the *boon of many eyes* subspell. A creature without overwhelm resistance is considered to have an overwhelm resistance of 0.

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

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

Range Increments

Most physical ranged attacks are less accurate against distant targets. This is represented with a **range increment** for the attack, which is always measured in feet. You take a −1 penalty to accuracy with the ranged attack for each full range increment between you and your target. For example, when using a longbow with a range increment of 100 feet against a target 170 feet away, you take a −1 penalty to accuracy. You cannot make a ranged attack beyond 10 range increments away from you.

Cover

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

Active Cover: Active cover is provided by mobile obstacles between you and your target, such as creatures or tree branches blowing in the wind. Physical attacks against creatures 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 Armor and Reflex defenses. In addition, creatures with passive cover can hide (see Stealth, page 89).

Measuring Cover:

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

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

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

cover from you. Otherwise, if the line is uninterrupted, the target does not have cover from you.

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

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

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

Concealment

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

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

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

Helpless Defenders

A helpless creature is completely at an opponent's mercy. Its Armor and Reflex defenses are calculated as if it had a Dexterity of −10. Paralyzed, bound, and unconscious creatures are helpless. Any **physical attack** against a helpless creature automatically **explodes** on the first die.

Invisibility

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

Surprise Attacks

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

Stacking Rules

Usually, modifiers stack with each other, meaning that you add or subtract all of the modifiers to get the final result. However, some modifiers do not stack with each other, as described below. When bonuses don't stack with each other, you only apply the largest bonus. Likewise, when penalties don't stack with each ather, 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.
- If a character has two separate abilities which let them add the same attribute to a given roll or statistic, the attribute is still only added once.

Maximum Bonuses

Some bonuses specify that they cannot increase the value beyond a given point. These bonuses must always be applied last, and cannot be combined with other bonuses to exceed the maximum value. If multiple bonuses specify different maximum values, use the lower maximum value. If a bonus with a maximum value is applied to a value that already exceeds the maximum value the bonus can provide, simply ignore the bonus and its maximum value.

Doubling

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

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

Changing Statistics

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

Numerical Modifiers: Changes to numerical modifiers always take effect immediately. For example, if a barbarian enters a

rage, their damage and defenses are all adjusted immediately.

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

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

Movement and Positioning

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

Measuring Movement

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

Squares: Area is commonly measured in 5-ft. by 5-ft. spaces called **squares**. A single square represents the area occupied by a single humanoid creature in combat. Sometimes, movement and distance are represented by the number of squares travelled. A 30-ft. movement is the same thing as moving six squares.

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

Movement Abilities

Almost all creatures can use these abilities to move around a battlefield. Many movement abilities are reactive, allowing you to move automatically in response to the movement of other creatures. For example, you can try to follow a creature wherever it goes that round. In all cases, if you run out of movement speed before accomplishing your intended task, you simply stop where you ran out of movement.

The most common types of reactive movements are the *block*, *follow*, and *withdraw* abilities, which are described below. However, you can can come up with other reactive movements. The only requirement is that a reactive movement must have a simple criteria for determining how you move.

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

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

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

> *Block*
> Choose a creature to block, and the area you want to block it from entering. During the current phase, you automatically move to intercept the target as it approaches the blocked area, up to the limit of your movement speed. Usually, blocking a target requires an opposed **initiative** check against the target. Success means you successfully keep ahead of the target as it moves, preventing it from entering the area (unless it can move through you). Failure means the target moves around you (if there is room) to enter the area.
>
> Multiple creatures can coordinate to block a single creature. The blocked creature must beat the initiative of all blocking creatures to enter the blocked area.

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

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

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

> *Withdraw*
> This ability functions like the *follow* ability, except that you specify a minimum distance between you and the target instead of a maximum distance. In addition, you can specify multiple targets and try to keep away from all of them.

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

> *Sprint* **Swift**
> You double your movement speed until the end of the current phase.

Movement Impediments

Difficult Terrain: Some terrain is hard to move through, like thick bushes or a swamp. If a square is **difficult terrain**, it doubles the movement cost required to move out of the square. That generally means it takes ten feet of movement, or fifteen feet if you are moving diagonally.

If a square is considered difficult terrain for multiple reasons, the cost increases stack. For example, a square in a swamp that also has thick bushes blocking your passage would take twenty feet of movement, or thirty feet to move diagonally.

Obstacles: An obstacle is anything that gets in your way. En-emies and large solid objects like walls completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a **check** to bypass, such as an Acrobatics check (see Acrobatics, page 67).

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 and Armor and Reflex defenses. You can squeeze into tighter spaces with the Escape Artist skill.

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

Accidentally Squeezing: Sometimes a character ends its 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.

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 71). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying: A creature with a **fly speed** can fly through the air at the indicated speed. It must not be carrying weight in excess of its maximum carrying capacity (see Carrying Capacity, page 135).

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

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

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

Good Maneuverability: If a creature has good maneuverability while flying, it gains three benefits while flying. First, it not need to move forward to maintain its flight, allowing it to hover.

Second, it can turn in place without spending movement. Third, it can move up at the same speed as it moves horizontally.

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

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

Gliding: A creature with a glide speed can glide through the air at the indicated speed.

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

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

Ability Mechanics

Targets

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

Targeted Abilities

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

Area Abilities

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

Willing Targets

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

Invalid Targets

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

Range

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

Line of Sight

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

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

Line of Effect

Almost all abilities, including **strikes**, must have a **line of effect** to function. Unless otherwise noted in an ability's description, you cannot target a creature, object, or location that you do not have line of effect to. In addition, 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 between you and a target. It is identified in the same way as **line of sight**, except that it is blocked by physical obstacles instead of obstacles that block sight. For example, a pane of glass would block line of effect, but not line of sight.

Areas

For the purpose of abilities that affect areas, line of effect to a particular target is measured from the ability's **point of origin**. You cannot declare a point of origin for an ability that you do not have line of effect to.

Destroying Barriers

Some abilities deal damage to both creatures and objects. If a physical barrier is **broken** by an ability, that barrier does not affect the ability's line of effect. For example, a thin curtain of silk normally blocks line of effect. However, a spell that destroyed the curtain would have its full effect on everything behind the curtain.

Inside Creatures

Creatures block line of effect to the inside of their own bodies. As a result, you cannot 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 place **point of origin** for an area inside a

creature's mouth, even if the creature has its mouth open at the time.

Area

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

Area Origin

An area's **origin**

Most abilities with an area affect an area within a given range. When you use one of these abilities, you choose one grid intersection within the ability's **range**. This location is the ability's **origin**.

When you use an area that is based on a given creature or object, the ability's **origin** is the creature or object you chose.

Area Shape

Cone: A cone extends from the point of origin in a quarter-sphere, up to the given length.

Cylinder: A cylinder extends out from the point of origin in a circle, up to the given radius. Cylinders also have a specific height. Unless otherwise specified, a cylinder's height is the same as its radius. Cylinders ignore obstacles that partially block line of effect, as long as there is a path around the obstacle that lies entirely within the 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.

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 Size

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.

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.

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.

Ability Durations

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

Conditions

Many abilities impose **conditions** on their targets. A condition lasts until it is removed. You can remove a condition by taking a **short rest** or using the *recover* or *desperate recovery* abilities (see Special Combat Abilities, page **??**). There are several other abilities that can also remove conditions.

Attunement

Many abilities last as long as you **attune** to them. As long as you are attuned to an ability, you cannot regain the **action point** spent to use that ability. If the ability does not normally require spending an action point to use, you can spend an action point to attune to it. That spent action point still counts against the number of action points you recover with a **short rest** or **long rest**. You must release your attunement to abilities before beginning to rest in order to recover the spent action points. Attuning to mul-

tiple abilities can prevent you from regaining any action points when you rest.

You can choose to stop attuning to an ability as a **free action**. If you do, the ability ends, and you can regain the action point spent to use it normally.

Attuned abilities continue to work across any distance, but not across planar boundaries. 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: 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. Minor variations of a single ability are considered to be the same ability for this purpose. Applying different **augments** to a spell or subspell does not allow you to attune to it more than once. However, you can attune to a spell and any number of different **subspells** from that spell.

Some abilities allow you to attune to multiple activations of the same ability at once. Attuning to an additional activation of an ability that allows multiple attunement does not cause the effects of previous activations to end.

Shared Attunement: Some abilities also require the targets of the ability to spend action points to gain the ability's effects. A shared attunement ability lasts as long as the creature using the ability and all targets of the ability **attune** to it. If you target yourself with a shared attunement ability, you only need to spend one action point, not two.

Sustained Abilities

Some abilities last as long as you take an action to sustain them each round. The type of action required is always specified in the ability. At the end of each 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 separate abilities at once if you have available actions.

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

Permanent

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

Targeting and Durations

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

Combining Effects

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

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

Suppressing Abilities

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

Ability Tags

Many 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.

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

Cold: Cold abilities use cold **energy**. It is possible to freeze liquds 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 **dismissed**, 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.

Emotion: Emotion abilities alter a creature's opinons or personality, but do not necessarily affect their actions. All Emotion 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**.

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 defenses are equal to 0.

Fire: Fire abilities use fire **energy**. They do not function underwater.

Fire abilities provide light equivalent to a torch for their duration. Abilities without a duration create a brief burst of torchlight.

Flesh: Flesh abilities manipulate the physical flesh of creatures. They have no effect on creatures without flesh, such as ghosts or oozes.

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.

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 ends, 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.

Mystic: Mystic abilities alter or destroy magic itself. They do not allow **magic resistance**.

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.

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

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature trained in Spellcraft can notice the sensor by making a DR 20 Spellcraft check. The sensor can be dismissed as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Shaping: Shaping abilities change the shape or structure of their targets.

Shielding: Shielding abilities improve the defenses of their targets.

Sizing: Sizing abilities alter the size of their targets. Unless otherwise stated, multiple effects which increase or decrease size do not stack. Opposing size modifications cancel each other out on a one for one basis, and any remaining effects occur normally.

Sonic: Sonic abilities use sonic **energy**.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures 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 88), but the DR is 10 higher than normal.

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

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 carrying capacity (see Carrying Capacity, page 135). Any excess items are left behind, in order of their distance from the creature's body.

Temporal: Temporal abilities alter the flow of time.

Trap: Trap abilities do not have their full effect immediately. All Trap abilities specify a condition or circumstance, such as opening a door, which triggers the full effect of the ability.

Unless otherwise noted, active Trap effects can be detected with the Awareness skill and disabled with the Devices skill

before their effect triggers (see Awareness, page 68, and Devices, page 76). The DR to detect and disable the effect is equal to 20 + the **power** of the effect.

No more than one Trap ability can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dismissed before any new traps can be placed.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it.

Water: Water abilities use water to cause their effects.

Damage Types

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

Table 1.5: Damage Types

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

Magical and Physical 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 **mundane**.

Many abilities which fundamentally concern magical effects are not themselves magical in nature. This is most commmon 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. 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. Phys-

ical attacks often target Armor and Reflex defenses. Unless otherwise indicated, all abilities are physical in nature. Abilities that are not physical are **magical**.

Universal Abilities

All creatures can use the following abilities.

Strikes

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

All strikes are **mundane** abilities. Your **accuracy** with a strike is equal to your accuracy with **physical attacks** (see Physical Accuracy, page 11). Your **damage** with a strike has special rules (see Strike Damage, page 12).

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

Melee Strike

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

On a hit with any weapon, the target takes **strike damage** from one weapon you hit with (see Strike Damage, page 12). On a critical hit with any weapon, the target takes double damage from one weapon you hit with, as normal for critical hits.

Projectile Strike

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

On a hit with any weapon, the target takes **strike damage** from one weapon you hit with. On a critical hit with any weapon, the target takes double damage from one weapon you hit with, as normal for critical hits.

Thrown Strike

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

On a hit with any weapon, the target takes **strike damage** from one weapon you hit with. On a critical hit with any weapon, the target takes double damage from one weapon you hit with, as normal for critical hits.

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 1.6: Combat Maneuvers

Maneuver	Defense	Brief Description
Dirty Trick	Any	Impose penalty on a foe
Disarm	Reflex	Attack item, knocking it free
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: As a standard action, you can use the *dirty trick* ability to creatively impair a foe's ability to fight.

Dirty Trick

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

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

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

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

Disarm

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

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

Feint: As a standard action during the **action phase**, you can use the *feint* ability to distract an opponent, allowing you to strike them more accurately.

Feint

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

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

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

Grapple

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

On a hit against both defenses, you and the target are **grappled** by each other. For details, see Grappling, page 25.

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

Shove

Make a melee **physical attack** with a free hand against a creature's Fortitude defense. For each size category larger or smaller than the target that you are, you gain a +4 bonus or penalty to **accuracy**.

On a hit, you move the target up to 10 feet in a direction of your choice. Effects that limit movement speed, such as **difficult terrain**, similarly limit the distance you can move the target. You can move the same distance that you push the target. You cannot normally keep moving the target if it stops being adjacent to you. If the target encounters a creature or solid object, you must stop moving it.

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

> *Trip*
> Make a melee **physical attack** with a free hand against a creature's Reflex defense.
>   On a hit, the target becomes **prone**.

Special Combat Abilities

Charge: As a standard action during the **action phase**, you can spend an **action point** to use the *charge* ability.

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

Desperate Recovery: As a standard action, you can use the *desperate recovery* ability to remove a **condition** from yourself. As long as you are conscious, no effect can prevent you from using this ability, even effects that prohibit using any other abilities.

> *Desperate Recovery*
> 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 the *recover* ability. As long as you are conscious, no effect can prevent you from using this ability, even effects that prohibit using any other abilities.

> *Recover*
> You heal hit points equal to your **standard damage** −1d. In addition, you may remove one **condition** affecting you.

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

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

Special Movement Abilities

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

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

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

> *Overrun*
> You can try to move directly through creatures in your way during the current phase. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered. If a creature does not attempt to avoid you, you make a Strength vs. Fortitude attack against it.
>   On a hit, you can move through the creature's space, though you treat it as **difficult terrain**. On a critical hit, the creature is also knocked prone, and you do not treat its space as difficult terrain. On a miss, you end your movement immediately.

Injury, Death, and Healing

Hit Points

Your hit points measure how hard you are to kill. When you take damage, you subtract that damage from your hit points. No matter how many hit points you lose, you aren't significantly hindered until your hit points drop to 0. When you run out of hit points, your actions are limited and you might die. You can't normally exceed your maximum hit points, even with magical healing.

Your hit points are calculated as follows:

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

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

Vital Damage

When you take damage in excess of your hit points while **wounded**, that damage represents serious physical injury to your body. This is called **vital damage**. For every 4 points of **vital damage** you have, you take a −1 penalty to **accuracy**, **checks**, and **defenses**.

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

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 losing all of your hit points. 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: At the end of each phase, if you are at half your hit points or below, you become **bloodied**. A bloodied creature takes a −4 penalty to Fortitude and Mental defense. If you end a phase with more than half your hit points, you stop being bloodied. Becoming bloodied can also make you **staggered**, as described below.

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

Wounded: At the end of each round, if you have no hit points remaining, you become **wounded**. In addition, you are wounded if you have any **vital damage**. A wounded creature suffers no immediate ill effects. However, it becomes vulnerable to **vital damage**, as described below. At the end of each phase, if you have hit points remaining and do not have any **vital damage**, you stop being wounded.

Vital Damage: If you are not **wounded**, damage dealt in excess of your hit points has no effect. However, if you are wounded, this damage can become vital damage. At the end of each phase, if were wounded during that phase and you took damage in excess of your hit points that phase, the excess damage is dealt as **vital damage**. If you take **vital damage**, you begin dying (see Dying, below).

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 attack roll, but **vital damage** and other effects 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. When you stabilize, you no longer need to make attacks against yourself each round, and any failures that brought you closer to death are negated. If you take additional **vital damage** while dying, any successes you rolled to resist death are negated, but any failures remain unchanged.

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

Subdual Damage

Some attacks and environmental effects deal subdual damage. Subdual damage works in the same way as normal damage, except that it cannot turn into **vital damage**. Instead, if you deal subdual damage to a **wounded** creature, it immediately falls unconscious.

Special Rules

Power

Many abilities have a **power** which represents the overall strength of the ability. This usually determines your **accuracy** with the ability and the ability's **standard damage**. For example, your **power** with **spells** is called your **spellpower**. Your **power** with an ability usually determines your **accuracy** and **damage** with that ability, if applicable.

Most abilities explicitly specify how to calculate their power. If an ability does not have an explicitly stated power, use your level as its power.

Encumbrance

Your encumbrance is a value that represents how much you are burdened by armor and weight. You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make. You can increase your encumbrance by wearing armor or by carrying an excessive weight (see Carrying Capacity, page 135). In addition, you reduce your encumbrance by amount equal to your starting Constitution.

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

Grappling

A grappled creature is physically struggling with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

Being In A Grapple

While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act normally. You can also take certain actions in a grapple, as described in Grapple Actions, page 26

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

Grapple Actions

While grappled, you can use four special abilities to try to affect the grapple.

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

> *Bind Foe*
> You must have physical restraints, such as rope, in hand to use this ability (in addition to the free hand required to grapple).
>   Make a **physical attack** vs. Fortitude and Reflex against a creature who is grappled by you. If you have the time, you can **take 10** on this attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.
>   *Hit*: The target is bound, rendering it **helpless** and effectively **paralyzed**. The only physical actions a bound creature can take are to escape or break the bindings. Escaping the bindings requires a **physical attack** or Escape Artist check which beats the attack result made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature.

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

> *Escape Grapple*
> Make a **physical attack** vs. Reflex against every creature that you are grappled by.
>   *Hit*: You are not grappled by each target, and each target is not grappled by you.

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

> *Move Grapple*
> Make a **physical attack** vs. Fortitude against every creature grappled by you. If a target also uses this ability to affect you during the same phase, you compare your attack result against its attack result instead of against its Fortitude defense.
>   If you hit every target or beat every target's attack result, you can move yourself and all other creatures grappled by you a distance up to half your speed.

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

> *Pin*
> Make a **physical attack** vs. Fortitude and Reflex against a creature who is grappled by you. This ability requires two free hands to use.
>   *Hit*: The target is completely immobile as long as you use two free hands to hold it still. The only physical action the target can take is the *escape grapple* ability (see above), though it can take mental actions. At your discretion, you can cover the mouth of a pinned creature to prevent it from speaking. You may release the target as a **free action**, ending this effect.

Asymmetric Grappling

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

Unarmed Combat

Every creature can attack with its body using an unarmed attack. You are not proficient with your unarmed attack, so you are usually **defenseless** while unarmed. In addition, an unarmed attack always deals **subdual damage**. You may use any appropriate part of your body to make an unarmed attack – fists, feet, elbows, and so on. However, you only have one unarmed attack. You cannot dual-wield unarmed attacks as if you were fighting with two weapons at once (see Strikes, page 22).

    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 121).

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. At the start of each round, you must make a DR 10 Ride check to control such a horse. Success means you can act normally that round, directing the horse's movements as if it was trained for combat. Failure means that the horse acts of its own volition that round, usually fleeing in panic.

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

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

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

    If your mount is moving in the current phase, you gain a +1d bonus to damage with Mounted weapons (see Mounted Weapon, page 123). You also take a −2 penalty to accuracy with ranged strikes. If your mount uses the *sprint* action, this penalty increases to −4 (see Sprint, page 17).

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 fall to the ground with it.

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

Drowning

You can hold your breath for a number of rounds equal to 5 + your Constitution. After that time, you must roll 1d10. This attack gains a +5 bonus for each round you hold your breath beyond your limit. If the result exceeds your Fortitude defense, you take **vital damage** equal to the difference.

Damage Reduction

Some abilities can give you **damage reduction**. Each **round**, you ignore the first points of damage you would take. Damage reduction always specifies an amount of damage it reduces. Once it reduces that much damage, it stops functioning until the start of the next round.

Magic Resistance

Some abilities can give you **magic resistance**. Magic resistance is an additional defense against **magical** abilities such as spells. To affect a creature that has magic resistance with a magical ability, you must make an additional attack against the creature's magic resistance. 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* spell, do not allow magic resistance. In addition, **Mystic** and **Physical** abilities do not allow magic resistance (see Ability Tags, page 20).

Normally, creatures with magic resistance can choose to allow abilities through their resistance. This choice is made when the ability targets the creature. 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.

Daily Resources

Action Points

You can perform a wide variety of special actions by spending **action points**. You normally have six action points. You gain a bonus or penalty to the number of action points you have equal to your starting Willpower, and some abilities can grant you additional action points.

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 you gain power and influence in the world, you also gain **legend points**. Legend points allow you to change fate to ensure you succeed.

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 28. 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.

Resting

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

Short Rest

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

- You heal hit points equal to half your maximum hit points. The Heal skill can increase this healing (see Accelerate Recovery, page 79).
- You regain all action points you spent since your last rest, up to a maximum equal to half of your maximum action points. Being **attuned** to effects at the start of your rest can reduce the number of action points you recover in this way (see Attunement, page 19).
- You remove all **conditions** affecting you (unless they cannot be removed normally).
- Some other abilities have specific effects that last until you take a short rest. For example, a barbarian cannot use their *rage* ability again after raging until after they take a short rest (see Rage, page page 33).

Long Rest

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

- You heal vital damage equal to your starting Constitution + half your level, to a minimum of 1 vital damage. The Heal skill can increase this healing (see Accelerate Recovery, page 79).
- You regain all spent **action points**. Being **attuned** to effects at the start of your rest can reduce the number of action points you recover in this way (see Attunement, page 19).
- You regain all spent **legend points**.
- You regain all spent **item slots**.
- Some other abilities have specific effects that last until you take a long rest.

Character Advancement

As you accomplish challenges and defeats foes, you gain experience. If you have enough experience, you 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 1.7: Character Advancement.

A character that increases in level gains additional benefits.

- At 1st, 3rd, 6th, and 9th level, you gain an **item slot**.
- At 2nd, 5th, and 9th level, you gain a feat (see Feats, page 92).
- At 2nd level, and every 4 levels thereafter, you gain a **legend point** (see Legend Points, page 27).
- At 4th level, and every 4 levels thereafter, you gain a **legacy item** upgrade (see Legacy Items, page 197).

Table 1.7: Character Advancement

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

1. This is the number of abilities you gain with your **legacy item** (see Legacy Items, page 197).
2. All races grant a bonus feat at 1st level. The feat must be chosen from a specific list of racial bonus feats (see Races, page 30).

Increasing Attributes

As your level increases, your attributes increase as well, as shown on Table 1.8: Increasing Attributes with Level.

Table 1.8: Increasing Attributes with Level

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

Determining Attributes

There are several options for how to determine attribute scores.

Predefined Attribute Scores

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

   3, 2, 1, 1, 0, 0

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

   3, 3, 0, 0, 0, 0.

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

   2, 2, 2, 2, 0, 0

Any of these distributions can be altered by taking penalties to any attributes given as 0. For each penalty you take, you gain two additional **skill points** (see Skills, page 65).

Point Buy

With this method, you can fully control your attribute scores to match what you want to be able to do. All your attribute scores start at 0. You get eight points to distribute among your attributes. Attributes can be bought according to the costs on Table 1.9: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed starting attribute. You are 1st level when you start, which adds appropriately to your total attribute score.

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

Table 1.9: Attribute Score Point Costs

Starting At- tribute Score	Total Attribute Score	Cumulative Point Cost
-2^1	-2	0^2
-1^1	-1	0^3
0	0	0
1	1 + half level	1
2	1 + level	2
3	2 + level	4

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

Extraordinary Attributes

Some abilities can increase your starting attributes above 3. For each point of starting attribute beyond 3, you increase your current attribute by the same amount.

For example, a 20th level half-orc cleric with the Strength domain who spent 4 points on her starting Strength would have a total starting Strength of 5. Her Strength would be two higher than it would be with a starting attribute of 4, for a total of 24.

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 82, for details about languages.

Small Characters

A Small character has the following effects based on their size.
- −1d penalty to **strike damage**.
- +2 bonus to Reflex defense.
- +4 bonus to Stealth.
- Carrying capacity is three-quarters that of a Medium character (see Carrying Capacity, page 135).

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 gain 4 bonus **skill points**. They can spend those skill points on any skills.

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

Automatic Language: Common.

Dwarves

Size: Medium.

Attributes: +1 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*: Wearing medium or heavy **body armor** does not reduce a dwarf's movement speed (see Moving in Armor, page 125).

Racial Bonus Feat: Any from the following list: Blindfighter, Craft Specialization, Guardian, Iron Will, Martial Training, Regenerator, 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 Bonus Feat: Any from the following list: Any Spell feat (see Spell Feats, page 93), Agility, Awareness Specialization, Sniper.

Automatic Languages: Common, Elven.

Gnomes

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

Attributes: +1 starting Constitution.

Speed: 25 feet.

Special Abilities:
- *Earthen Resilience*: Gnomes gain a +1 bonus to Fortitude defense.
- *Low-light Vision*: Gnomes treat sources of light as if they had double their normal illumination range.
- *Mystic Essence*: Gnomes gain an additional **action point**.

Racial Bonus Feat: Any Spell feat (see Spell Feats, page 93), 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.
- *Hybrid Training*: Choose a class. You gain the **class skills** of that class in addition to your existing class skills. In addition, you can exchange one class archetype from your class with one class archetype from that class. If that class has any basic class abilities which are not part of an archetype and do not have abilities of the same on other classes, such as a cleric's *divine power*, you gain those abilities.
- *Low-light Vision*: Half-elves treat sources of light as if they had double their normal illumination range.

Racial Bonus Feat: Any Skill feat (see Skill Feats, page 93), or Class Versatility.

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

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

Speed: 30 feet.

Special Abilities:
- *Darkvision*: Half-orcs can see in the dark clearly up to 50 feet. 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.
- *Intimidating*: Half-orcs gain a +2 bonus to Intimidate.

Racial Bonus Feat: Any Combat feat (see Combat Feats, page 94), or Toughness.

Automatic Languages: Common, Orc.

Halflings

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

Attributes: +1 starting Dexterity.

Speed: 25 feet.

Special Abilities:
- *Nimble Combatant*: Halflings gain a +1 bonus to Armor defense.

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

Archetypes

Each class has three **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 achetypes from two different classes (see Class Versatility, page 98).

Duplicate Archetypes

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

Class Introductions

There are nine classes in Rise.
- Barbarians are mighty warriors who can enter a deadly 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.
- Warlocks are arcane spellcasters who draw their power from a dark pact made with infernal creatures.

Class Description Format

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

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

Alignment: Some classes require specific alignments (see Alignment, page 113). Most classes allow characters of any alignment.

Skills: Each class has specific **skills** that members of that class are typically good at (see Skills, page 65). These skills are called **class skills**. It is easier to become **mastered** in class skills than in other skills. For details, see Skill Training, page 65.

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	Agile defense, primal exertion, rage
2nd	Battle-scarred
3rd	Athletic prowess
4th	Blood frenzy
5th	Battleforged awareness
6th	Primal exertion
7th	Frenzied assault
8th	Soulscarred
9th	Athletic prowess
10th	Mindless rage
11th	Brute resilience
12th	Primal exertion
13th	Greater blood frenzy
14th	Greater agile defense
15th	Primal prowess
16th	Greater mindless rage
17th	Greater battleforged awareness
18th	Primal exertion
19th	Deathless rage
20th	Greater soulscarred

Alignment: Any nonlawful.

Archetypes: Barbarians have the Battlerager, Primal Warrior, and Battleforged Resilience **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 6 **skill points**. In addition, you have the following **class skills**:
- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Acrobatics, Ride.
- *Intelligence*: Craft.
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

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

Battlerager

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

Rage

Rage	**Attune**, **Swift**

As a **free action**, you can spend an **action point** to use this ability. If you do, you gain the following benefits and drawbacks:
- You gain a +1d bonus to **strike damage**.
- You gain a +2 bonus to **threat**.
- 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 that round, you take **subdual damage** equal to your level. This damage ignores damage reduction and any similar abilities.

When this ability ends, you become **fatigued** and unable to use it again until you take a **short rest**.

4th – Blood Frenzy

You reduce your penalties for being **bloodied** by 2 while raging.

7th – Frenzied Assault

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

10th – Mindless Rage

You are immune to **Mind conditions** while raging.

13th – Greater Blood Frenzy

You do not take penalties for being **bloodied** while raging.

16th – Greater Mindless Rage

You are immune to all hostile **Mind** abilities while raging.

19th – Deathless Rage

You reduce your **vital damage penalties** by an amount equal to your level while raging.

Primal Warrior

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

Primal Exertion

You can channel your primal energy into ferocious attacks. Choose two *primal exertions* from the list below. As a standard action, you can spend an **action point** to use a *primal exertion* ability.

Battle Cry	**Mind**, **Sustain** (minor)

You and all allies within a Large *(50 ft.)* radius burst from you heal hit points equal to your Willpower.

At 6th level, the healing increases to twice your Willpower. At 12th level, the area increases to a Huge *(100 ft.)* radius. At 18th level, the healing increases to three times your Willpower.

Brace for Impact   **Swift**

You take half damage from all attacks. This halving is applied before damage reduction and similar abilities. This ability lasts until the end of the round.

At 6th level, you can **sustain** this ability as a standard action. At 12th level, you also gain damage reduction equal to your level. At 18th level, the damage reduction increases to twice your level.

Certain Strike

Make a **strike** with a +2 bonus to accuracy.

At 6th level, the accuracy bonus increases to +3. At 12th level, the accuracy bonus increases to +4. At 18th level, the accuracy bonus increases to +5.

Demoralizing Shout   **Mind**

Make a Willpower vs. Mental attack against all enemies within a Large *(50 ft.)* radius burst from you.

Hit: Each target is **shaken** by you as a **condition**.

Critical Hit: Each target is **frightened** by you as a **condition**.

At 6th level, if you do not hit any targets with the attack, you regain the action point spent to use this ability. At 12th level, the area increases to a Huge *(100 ft.)* radius. At 18th level, a critical hit makes each target **panicked** instead of frightened. In addition, a hit makes each target frightened instead of shaken.

Ground Pound

Make a Strength vs. Reflex attack against all enemies standing on solid ground adjacent to you. You can only use this ability while standing on solid ground. If you use this ability during the **action phase**, you can also make a **strike** during the **delayed action phase**.

Hit: Each target is knocked **prone**.

At 6th level, the area increases to a Medium *(20 ft.)* radius burst. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the area increases to a Large *(50 ft.)* radius burst.

Gut Punch

Make a **strike** with a bludgeoning weapon. The attack is made against Fortitude defense instead of Armor defense. If the target takes damage from the strike, it is **sickened** as a **condition**.

At 6th level, you gain a +1 bonus to accuracy with the strike. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the accuracy bonus increases to +2.

Leaping Strike

You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to your **base speed** (see Leap, page 80). If you use this ability during the **action phase**, you can also make a **strike** from your new location during the **delayed action phase**.

At 6th level, you gain a +1d bonus to damage with the strike per 10 feet of height you travelled downward towards your foe during the leap, up to a maximum of +2d. At 12th level, the maximum damage bonus increases to +4d. At 18th level, the maximum damage bonus increases to +6d.

Potent Maneuver

You use a **combat maneuver** with a +3 bonus to accuracy.

At 6th level, the accuracy bonus increases to +4. At 12th level, the accuracy bonus increases to +5. At 18th level, the accuracy bonus increases to +6.

Power Attack

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

At 6th level, if you miss with the strike, you regain the action point spent to use this ability. At 12th level, the damage bonus increases to +3d. At 18th level, the damage bonus increases to +4d.

Rapid Assault

Make a **strike** against a creature. If you use this ability during the **action phase**, you can make another strike during the **delayed action phase**. You take a −2 penalty to accuracy on both strikes.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with both strikes. At 18th level, the damage bonus increases to +2d.

Reaping Charge

You can move up to your movement speed in a straight line. Choose either the right or left side of the line. You can make a melee **strike** with a slashing or bludgeoning weapon against each creature and object on that side of the line that you **threaten** at any point during your movement, except for the space you start in and the space you end in. You take a −2d penalty to damage on each strike.

At 6th level, you do not have to choose a side of the line. Instead, you can attack creatures and objects that you threaten at any point during your movement. At 12th level, the damage penalty is reduced to −1d. At 18th level, the damage penalty is removed.

Strip the Flesh

Make a **strike** with a slashing weapon. At the end of the current phase, if you hit with the strike and the target is not **bloodied**, it takes additional damage equal to the damage you dealt with the strike.

At 6th level, if you hit with the strike, the target continues taking the same damage at the end of each **action phase** until it becomes **bloodied**. This is a **condition**, and can be removed by abilities that remove conditions. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Sweeping Strike

Make a melee **strike** with a slashing or bludgeoning weapon. The strike targets each of up to three creatures or objects you **threaten**. You take a −1d penalty to **strike damage** with the strike.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

Thunderous Shout **Sonic**

Make a Constitution vs. Fortitude attack against all creatures and objects in a Medium *(20 ft.)* cone-shaped burst from you. Your **power** with this ability is equal to your Constitution.

Hit: Each target takes sonic **standard damage** -1d.

At 6th level, a hit also makes each target **deafened** as a **condition**. At 12th level, the area increases to Large *(50 ft.)*. At 18th level, the damage increases by +1d.

Whirlwind Spin

Make a melee **strike** with a slashing weapon. The strike targets all creatures you **threaten**. You take a −2d penalty to **strike damage** with the strike.

At 6th level, the damage penalty is reduced to −1d. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

3rd – Athletic Prowess

You gain two additional skill points.

6th – Primal Exertion

You learn an additional *primal exertion*.

9th – Athletic Prowess

You gain two additional skill points.

12th – Primal Exertion

You learn an additional *primal exertion*.

15th – Primal Prowess

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

18th – Primal Exertion

You learn an additional *primal exertion*.

Battleforged Resilience

This archetype improves your defenses in combat.

1st – Fury of the Storm

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

2nd – Battle-Scarred

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

5th – Battleforged Fortitude

You gain a +2 bonus to Fortitude defense.

8th – Soulscarred

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

11th – Greater Fury of the Storm

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

14th – Agile Defense

You gain a +1 bonus to Armor defense.

17th – Greater Battle-Scarred

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

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, spell point, spells
2nd	2	—	Spell knowledge
3rd	3	—	Domain gift
4th	3	2	—
5th	3	2	Domain aspect
6th	3	3	Augments
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	—
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).

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

Basic Class Abilities

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

Defenses

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

Skills

You gain 4 **skill points**. In addition, have the following **class skills**:
- *Intelligence*: Craft, Deduction, Heal, Knowledge (arcana, local, religion, the planes), Linguistics.
- *Perception*: Awareness, Sense Motive, Spellcraft.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

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

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.

Divine Spellcasting

This archetype grants you the ability to cast divine spells.

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 143). 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.

Rituals

You can perform divine rituals to create unique magical effects (see Rituals, page **??**). You have a ritual book containing one divine ritual of your choice (see Divine Rituals, page 143).

6th – Augments

Choose two **augments** (see Augments, page 139). You can apply those augments to divine spells you cast and divine rituals you perform. At 10th, 14th level, and 18th level, you learn an additional augment.

8th – Spell Knowledge

You learn an additional divine spell (see Divine Spells, page 143).

Domain Influence

This archetype grants you divine influence over two domains of your choice. All abilities from this archetype 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

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

- Water
- Wild

Domain Gift

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

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 Cleric Domain Abilities, page 38).

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, you can remove an additional condition.

11th – Domain Essence

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

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 Cleric Domain Abilities, page 38).

17th – Domain Mastery

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

19th – Greater Cleansing Prayer

The bonus to healing from your *cleansing prayer* ability increases to +2d. In addition, when you use the *recover* ability, you can remove any number of **conditions**.

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

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

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**.

2nd – Spell Knowledge

You learn an additional divine spell (see Divine Spells, page 143).

4th – Subspells

Choose two **subspells** for divine spells you know. You can use those subspell when you cast those spell (see Subspells, page

??). At 6th level, and every two levels thereafter, you learn an additional subspell for a divine spell you know.

Cleric Domain Abilities

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

Air

Gift: You add the Jump skill to your **class skill** list and gain a +5 bonus to Jump attacks and checks (see Jump, page 80).

Aspect: You gain a **glide speed** equal to your **base speed** (see Gliding, page 18).

Essence: As a standard action, you can spend an **action point** to use the *speak with air* ability.

Speak with Air   **Sustain** (minor)

You can speak with and command air within Long *(300 ft.)* 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 do the best of its ability until this effect ends. You cannot compel the air to move faster than 50 mph.

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

Mastery: You gain a **fly speed** with good **maneuverability** equal to your **base speed** (see Flying, page 17).

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 the *twist of fate* ability.

Twist of Fate

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

Mastery: 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. If you do, you make a *divine power* vs. Fortitude attack against a creature within Medium *(100 ft.)* range.

Hit: The target takes life **standard damage** +2d. This damage is increased by +2d if the target is **bloodied**.

Mastery: You constantly radiate an aura of death in a Huge *(100 ft.)* radius emanation from you. If a living enemy in the area takes **vital damage**, it immediately dies.

Destruction

Gift: As a standard action, you can spend an **action point** to use the *power attack* ability, as the fighter *martial exertion* (see Martial Exertion, page 45). This includes all improvements to that ability appropriate for your level.

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

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

Lay Waste

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

Hit: For each target, if its **hardness** is lower than your divine power, it crumbles into a fine power 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, its 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** equal to your *divine power* against damage from **physical attacks**.

Essence: As a standard action, you can spend an **action point** to use the *speak with earth* ability.

Speak with Earth   **Sustain** (minor)

You can speak with and command earth within Long *(300 ft.)* 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.

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

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

only against damage from physical attacks.

Evil

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

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

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

Compel Evil   **Compulsion**, **Mind**
Make a *divine power* vs. Mental attack against a creature within Medium *(100 ft.)* range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.
   Hit: The target takes an evil action as soon as it can. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire.

Mastery: When you use your Evil domain gift, you can spend an **action point**. If you do, you can redirect your damage to an unwilling creature that phase. You cannot use this ability to redirect damage to the same unwilling creature more than once between **short rests**.

Fire

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 before any damage reduction and damage immunity abilities you have.

Essence: As a standard action, you can spend an **action point** to use the *speak with fire* ability.

Speak with Fire
You can speak with and command fire within Long *(300 ft.)* 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.
   This effect lasts as long as you **sustain** it as a **minor action**. 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** as a **condition**.

Good

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

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

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

Compel Good   **Compulsion**, **Mind**
Make a *divine power* vs. Mental attack against a creature within Medium *(100 ft.)* range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.
   Hit: The target takes an good action as soon as it can. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire.

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

Knowledge

Gift: You add all Knowledge skills to your cleric **class skill** list. In addition, you gain two skill points.

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

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

Share Knowledge
You make a Knowledge check of any kind with a bonus equal to your *divine power*. You and all willing creatures within a Large *(50 ft.)* radius learn the results of your check. Creatures believe the information gained in this way to be true as if they it had seen it with their own eyes.
   You cannot alter the knowledge you gain with this check in any way, such as by adding or withholding information.

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

Law

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

Aspect: 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 the *compel law* ability.

Compel Law   **Compulsion**, **Mind**

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

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

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

Mastery: 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 **magical** spells and abilities can heal **vital damage** as easily as they heal hit points.

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

Revivify

Choose a dead creature adjacent to you. If it was dead for no more than 5 minutes, it is restored to life, as the *resurrection* ritual.

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

Magic

Gift: You learn an additional divine spell.

Aspect: You learn two additional subspells for divine spells you know.

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, and Swim to your cleric **class skill** list. In addition, you gain two skill points.

Aspect: You reduce the **encumbrance** of body armor you wear by 1.

Essence: You gain a +5 bonus to Strength for the purpose of checks and determining your carrying capacity.

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

Travel

Gift: You add Knowledge (geography), Survival, and Swim to your cleric **class skill** list. In addition, you gain two skill points.

Aspect: You gain a +30 foot bonus to your **base speed**, up to a maximum of double your normal speed.

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

Dimensional Jaunt   **Teleportation**

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

Mastery: 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, including vertically.

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

Trickery

Gift: You add Bluff, Disguise, and Stealth to your cleric **class skill** list. In addition, you gain two skill points.

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

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

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

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

Hit: The target continues to maintain the chosen belief, regardless of any evidence to the contrary. It will interpret any evidence that the falsehood is incorrect to be somehow wrong – an illusion, a conspiracy to decieve it, or any other reason it can think of to continue believing the falsehood. At the end of the effect, the creature can decide whether it believes the falsehood or not, as normal.

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

War

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

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

Essence: As a **minor action**, you can spend an **action point** to use the *battlefield magic* ability.

Battlefield Magic	Swift

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

- Legion: If the spell would normally affect five or more specific targets, it instead affects five times that many targets.
- Selective: If the spell has an area, 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 +1 bonus to **accuracy** with **physical attacks**.

Water

Gift: You add Swim to your cleric **class skill** list and gain a +5 bonus to Swim attacks and 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 **base speed**.

Essence: As a standard action, you can spend an **action point** to use the *speak with water* ability.

Speak with Water	**Sustain** (minor)

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.

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 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.

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 42). 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 for your transgressions to your deity.

Druid

Table 3.4: Druid Progression

Level	Spells	Subspells	Abilities
1st	2	—	Rituals, spell point, spells, wild speech
2nd	2	—	Natural lore, spell knowledge
3rd	2	—	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	—
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.

Archetypes: Druids have the Natural Influence, Nature Spellcasting, and Nature Spell Mastery **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 6 **skill points**. In addition, you have the following **class skills**:

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

Weapon and Armor Proficiencies

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

Druidic Language

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

Metal Abhorrence

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

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

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.

Natural Influence

This archetype grants you influence over the natural world, and the ability to embody aspects the natural world in your own form.

Wild Speech (Magical)

As a standard action, you can spend an **action point** to use this ability. If you do, choose an animal within Long *(300 ft.)* range. You can speak to and understand the speech of the target animal, and any other animals of the same species. This ability does not make the target any more friendly or cooperative than normal. Wary and cunning animals are likely to be terse and evasive, while stupid ones tend to make inane comments and are unlikely to say or understand anything of use.

This effect lasts as long as you **attune** to it.

2nd – Natural Lore

You gain two extra skill points.

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 **minor 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 118, 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, granting you bite and claw **natural weapons**. The bite deals +0d damage for a Medium creature, and the claws deal −1d damage.

Gore: Your head transforms, granting you a gore **natural weapon**. The weapon deals +0d damage for a Medium druid, and has the Forceful weapon tag (see Weapon Tags, page 123).

Monkey Climb: You gain a **climb speed** equal to your **base 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 you to pass. However, plants magically manipulated to impede motion still affect your movement.

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

7th – Constrict: Your body transforms, improving your grappling prowess. You gain a +2 bonus to accuracy with the *grapple* ability and all grapple actions (see Grapple, page 23, and Grapple Actions, page 26). In addition, you gain a constrict **natural weapon**. This weapon deals +1d damage for a Medium druid, and it has the Grappling weapon tag (see Weapon Tags, page 123). However, it can only be used against a foe you are grappling with.

7th – Flight of the Hawk: You grow wings, granting your a glide speed equal to your **base speed**. See Gliding, page 18, for more details. In addition, your feet transform, granting you a talon **natural weapon**. The weapon deals −1d 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 13). This is a **Sizing** effect.

7th – Slither: You gain a **climb speed** equal to your **base speed**. You do not need to use your hands to climb in this way. In addition, you gain a bite **natural weapon** that deals +0d damage 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 defenses against the *grapple* ability (see Grapple, page 23).

11th – Grow: You increase in size by one size category (see Size in Combat, page 13). However, you take a −1 penalty to **strike damage**, which offsets the damage bonus you gain for increasing your size. This is a **Sizing** effect.

11th – Wolfpack: You increase your **overwhelm value** by 1.

11th – Venom: As a **minor action**, you can secrete venom from your natural weapons. This is a **swift ability**, and it lasts until the end of the round. When you deal damage with a **strike** using a natural weapon, the target is poisoned. This is a **condition**, and lasts until removed. When you poison a target, and at the end of each **action phase** in subsequent rounds, you make a *nature power* vs. Fortitude attack against all creatures you have poisoned in this way. The effects of the poison are described below.

- First success: the target is **sickened**.
- Second success: the target is **nauseated**.
- Third success: the target is **paralyzed**.
- Third failure: the the condition is removed, causing any lingering effects from the poison to end.

In addition, you gains a bite **natural weapon** that deals +0d damage for a Medium druid.

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

15th – Stable Foundation: As long as you are on solid ground, you gain a +1 bonus to all defenses.

15th – Wings: You grow wings, granting you a **fly speed** equal to your **base speed**, allowing you to fly (see Flying, page 17).

19th – Solar Radiance: You continuously radiate 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 making a **strike** against you from within the radius of bright light becomes **dazzled** as a **condition** after the attack.

5th – Natural Vigor

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

9th – Natural Lore

You gain two extra skill points.

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 has 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.

While not possessing a plant or animal, you can rest, or you can focus on reincarnating your physical form. Creating a new body in this way takes 12 consecutive hours of concentration. At the end of that time, you are reincarnated in a new body in your location, as the effect of the *reincarnation* ritual, except that you can choose your 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 Spellcasting

This archetype grants you the ability to cast nature spells.

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 143). 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.

Rituals

You can perform nature rituals to create unique magical effects (see Rituals, page **??**). You have a ritual book containing one nature ritual of your choice (see Nature Rituals, page 144).

6th – Augments

Choose two **augments** (see Augments, page 139). You can apply those augments to nature spells you cast and nature rituals you perform. At 10th, 14th level, and 18th level, you learn an additional augment.

8th – Spell Knowledge

You learn an additional nature spell (see Nature Spells, page 143).

Nature Spell Mastery

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

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**.

2nd – Spell Knowledge

You learn an additional nature spell (see Nature Spells, page 143).

4th – Subspells

Choose two **subspells** for nature spells you know. You can use those subspells when you cast those spells (see Subspells, page **??**). 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 for your transgressions.

Fighter

Table 3.5: Fighter Progression

Level	Abilities
1st	Armor expertise, disciplined threat, martial exertion
2nd	Weapon focus
3rd	Martial lore
4th	Discipline
5th	Greater armor expertise
6th	Martial exertion
7th	Disciplined defense
8th	Weapon master
9th	Martial lore
10th	Greater disciplined threat
11th	Supreme armor expertise
12th	Martial exertion
13th	Greater discipline
14th	Greater weapon focus
15th	Exertion expertise
16th	Greater disciplined defense
17th	Armored juggernaut
18th	Martial exertion
19th	Legendary discipline
20th	

Alignment: Any.

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

Basic Class Abilities

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

Defenses

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

Skills

You gain 6 **skill points**. In addition, you have the following **class skills**:
- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Acrobatics, Escape Artist, Ride.
- *Intelligence*: Craft.
- *Perception*: Awareness.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

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

Martial Mastery

This archetype grants you abilities to use in combat and improves your resistance to combat maneuvers.

Martial Exertion

You can channel your martial prowess into devastating attacks. Choose two *martial exertions* from the list below. As a standard

action, you can spend an **action point** to use a *martial exertion* ability.

Brace for Impact   **Swift**
You take half damage from all attacks. This halving is applied before damage reduction and similar abilities. This ability lasts until the end of the round.

At 6th level, you can **sustain** this ability as a standard action. At 12th level, you also gain damage reduction equal to your level. At 18th level, the damage reduction increases to twice your level.

Certain Strike
Make a **strike** with a +2 bonus to accuracy.

At 6th level, the accuracy bonus increases to +3. At 12th level, the accuracy bonus increases to +4. At 18th level, the accuracy bonus increases to +5.

Challenge   **Attune**
Make a **strike**. If the strike hits, you gain a +4 bonus to **threat** against all creatures aware of the attack. If it misses, this bonus is decreased to +2.

At 6th level, you gain a +1 bonus to accuracy with the strike. At 12th level, the accuracy bonus increases to +2. At 18th level, the accuracy bonus increases to +3.

Counterattack
Make a **strike**. If the target attacked you in the same phase, you gain a +2 bonus to accuracy and a +2d bonus to damage.

At 6th level, if the target did not attack you in the same phase, you regain the action point spent to use this ability. At 12th level, the accuracy bonus increases to +3 and the damage bonus increases to +3d. At 18th level, the accuracy bonus increases to +4 and the damage bonus increases to +4d.

Daunting Blow   **Mind**
Make a **strike**. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.

Hit: As a **condition**, the target suffers a −3 penalty to defenses against your attacks.

Critical Hit: As above, except that the penalty is increased to −6.

At 6th level, you gain a +1 bonus to accuracy on the strike. At 12th level, the accuracy bonus increases to +2. At 18th level, the accuracy bonus increases to +3.

Gut Punch
Make a **strike** with a bludgeoning weapon. The attack is made against Fortitude defense instead of Armor defense. If the target takes damage from the strike, it is **sickened** as a **condition**.

At 6th level, you gain a +1 bonus to accuracy with the strike. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the accuracy bonus increases to +2.

Penetrating Strike

Make a **strike** with a piercing weapon. The attack is made against the target's Reflex defense instead of its Armor defense.

At 6th level, if you miss with the strike, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Potent Maneuver

You use a **combat maneuver** with a +3 bonus to accuracy.

At 6th level, the accuracy bonus increases to +4. At 12th level, the accuracy bonus increases to +5. At 18th level, the accuracy bonus increases to +6.

Power Attack

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

At 6th level, if you miss with the strike, you regain the action point spent to use this ability. At 12th level, the damage bonus increases to +3d. At 18th level, the damage bonus increases to +4d.

Rally the Troops

You and all allies within a Medium *(20 ft.)* radius can each remove one **condition**.

At 6th level, the area increases to Large *(50 ft.)*. At 12th level, each target can instead remove two conditions. At 18th level, each target can instead remove any number of conditions.

Rapid Assault

Make a **strike** against a creature. If you use this ability during the **action phase**, you can make another strike during the **delayed action phase**. You take a −2 penalty to accuracy on both strikes.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with both strikes. At 18th level, the damage bonus increases to +2d.

Reaping Charge

You can move up to your movement speed in a straight line. Choose either the right or left side of the line. You can make a melee **strike** with a slashing or bludgeoning weapon against each creature and object on that side of the line that you **threaten** at any point during your movement, except for the space you start in and the space you end in. You take a −2d penalty to damage on each strike.

At 6th level, you do not have to choose a side of the line. Instead, you can attack creatures and objects that you threaten at any point during your movement. At 12th level, the damage penalty is reduced to −1d. At 18th level, the damage penalty is removed.

Strip the Flesh

Make a **strike** with a slashing weapon. At the end of the current phase, if you hit with the strike and the target is not **bloodied**, it takes additional damage equal to the damage you dealt with the strike.

At 6th level, if you hit with the strike, the target continues taking the same damage at the end of each **action phase** in subsequent rounds until it becomes **bloodied**. This is a **condition**, and can be removed by abilities that remove conditions. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Sweeping Strike

Make a melee **strike** with a slashing or bludgeoning weapon. The strike targets each of up to three creatures or objects you **threaten**. You take a −1d penalty to **strike damage** with the strike.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

Whirlwind Spin

Make a melee **strike** with a slashing weapon. The strike targets all creatures you **threaten**. You take a −2d penalty to **strike damage** with the strike.

At 6th level, the damage penalty is reduced to −1d. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

3rd – Martial Lore

You gain two additional skill points.

6th – Martial Exertion

You learn an additional *martial exertion*.

9th – Martial Lore

You gain two additional skill points.

12th – Martial Exertion

You learn an additional *martial exertion*.

15th – Exertion Expertise

You gain a +1d bonus to **strike damage** when using any of your *martial exertion* abilities.

18th – Martial Exertion

You learn an additional *martial exertion*.

Equipment Training

This archetype improves your combat prowess with weapons and armor.

Armor Expertise

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

2nd – Weapon Focus

By spending an hour training with a weapon, you can use the *weapon focus* ability.

Weapon Focus

Choose a **weapon group** that the weapon you trained with belongs to. You gain proficiency with that weapon group. In addition, you gain a +1 bonus to **accuracy** with attacks using weapons from that weapon group. This ability does not grant you proficiency with **exotic weapons** from that group.

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

5th – Greater Armor Expertise

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

8th – Weapon Master

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

11th – Supreme Armor Expertise

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

14th – Greater Weapon Focus

You can use your *weapon focus* ability as a **minor action**.

17th – Armored Juggernaut

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

Combat Discipline

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

Disciplined Threat

You know how to control your actions to appear more or less threatening, as you choose. As a **minor action**, you can choose to enter a threatening stance, enter a nonthreatening stance, or act normally. If you enter a threatening stance, you gain a +2 bonus to your **threat**. If you enter a nonthreatening stance, you take a −2 penalty to your **threat**.

4th – Discipline

As a **minor action**, you can spend an **action point** to use the *discipline* ability.

Discipline   Swift

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

7th – Disciplined Defense

You gain a +1 bonus to Armor defense.

10th – Greater Disciplined Threat

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

13th – Greater Discipline

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

16th – Greater Disciplined Defense

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

19th – Legendary Discipline

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

Mage

Table 3.6: Mage Progression

Level	Spells	Subspells	Abilities
1st	2	—	Mage armor, rituals, spell point, 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	Augments
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	—
17th	5	8	Greater essence lore
18th	5	9	Augment
19th	5	9	Arcane insight
20th	5	10	Archmage

Alignment: Any.

Archetypes: Mages have the Arcane Spellcasting, Arcane Lore, and Arcane Spell Mastery **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 4 **skill points**. In addition, you have the following **class skills**:

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

Weapon and Armor Proficiencies

You are proficient with simple weapons and one other weapon group. You are not proficient with any type of armor or shield. Armor of any type interferes with your 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 wizard.

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

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

Arcane Spellcasting

This archetype grants you the ability to cast arcane spells.

Arcane Spells

You can cast arcane spells. You learn two arcane spells from the arcane **spell list** (see Arcane Spells, page 143).

Sorcerer: Your spellpower with arcane spells is equal to your level or your Willpower, whichever is higher. The maximum spell level you can cast is equal to half your 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 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 **??**). You have a ritual book containing one arcane ritual of your choice (see Arcane Rituals, page 143).

Arcane Spell Failure

Whenever you cast an arcane spell while using **armor**, you must roll 1d10. If your result is less than or equal to your **encumbrance**, you **miscast** your spell.

6th – Augments

Choose two **augments** (see Augments, page 139). You can apply those augments to arcane spells you cast and arcane rituals you perform. At 10th, 14th level, and 18th level, you learn an additional augment.

Arcane Lore

This archetype grants you esoteric abilities relating to arcane magic. You must be able to cast arcane spells to gain the abilities from this archetype.

Mage Armor

Mage Armor

As a standard action, you can use this ability. If you do, you create a translucent suit of magical armor on your body. This functions like body armor that provides a +2 bonus to Armor defense and has no **encumbrance**. You cannot wear it alongside other armor. This ability lasts until you **dismiss** it as a free action.

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, you must choose a different spell each time.
- Personal Spell: Choose a spell you know. You cannot miscast that spell (see Miscasting, page 141). If you would miscast it, the spell simply fails without effect. In addition, you automatically succeed 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 that you know a spell from. 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 do, you may learn subspells from this spell in the same way as you learn subspells from other spells you know.

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 cause the spell's effect. The ritual costs one action point to perform, and other creatures may not participate in it. You can apply **augments** or **subspells** to the spell normally, increasing the ritual's level appropriately.

5th – Lesser Essence Lore (Magical)

You gain an ability based on your choice of arcane essence.

Sorcerer: Whenever a spell resolves, if you were a target of the spell, you heal hit points equal to that spell's spellpower. This healing applies even if the spell's attack fails or if you resist it with **magic resistance**. You can only gain this healing once per round.

Wizard: You gain two additional skill points. In addition, you gain a +2 bonus to all Knowledge skills.

9th – Spell Knowledge

You learn an additional spell from the arcane **spell list** (see Arcane Spells, page 143).

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 that can be cast as a **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 the time required to cast the spell, you specify what circumstances cause the spell to take effect.

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

If the spell needs to be targeted, the trigger condition can specify a simple rule for identifying how to target the spell, such as "the closest enemy". If the rule is poorly worded or imprecise, the spell may target incorrectly or fail to activate at all. Any spells which require decisions, such as the *dimension door* spell, must have those decisions made at the time it is cast. You cannot alter those decisions when the contingency takes effect.

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

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

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**.

2nd – Spell Knowledge

You learn an additional spell from the arcane **spell list** (see Arcane Spells, page 143).

4th – Subspells

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

Monk

Table 3.7: Monk Progression

Level	Abilities
1st	Ki manifestation, serene strike, unarmed warrior, unfettered defense
2nd	Unfettered athletics
3rd	Ki vessel
4th	Sage lore
5th	Intuitive reaction
6th	Ki manifestation
7th	Transcend frailty
8th	Unfettered athletics
9th	Dual manifestation
10th	Greater serene strike
11th	Greater intuitive reaction
12th	Ki manifestation
13th	Transcend flesh
14th	Greater unfettered defense
15th	Ki wellspring
16th	Inner peace
17th	Supreme intuitive reactoin
18th	Myriad manifestation
19th	Transcend mortality
20th	—

Alignment: Any nonchaotic.
Archetypes: Monks have the Ki, Unfettered Warrior, and Transcendent Sage **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 6 **skill points**. In addition, you have the following **class skills**:
- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Acrobatics, Escape Artist, Ride, Stealth.
- *Intelligence*: Craft, Deduction, Heal.
- *Perception*: Awareness, Spellcraft, Survival.
- *Other*: Bluff, Intimidate, Perform, Persuasion, Profession.

Weapon and Armor Proficiencies

Monks are proficient with simple weapons, monk weapons, and any one other weapon group. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses the benefit of your *enlightened defense* and *fast movement* abilities, as well as all abilities from the Ki archetype.

Ki

This archtype grants you abilities you can use in combat. All abilities from this archetype are **magical**.

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.

Ki Manifestation

You can channel your ki to temporarily enhance your abilities. Choose two *ki manifestations* from the list below. You can spend an **action point** to use a *ki manifestation*, using the type of action indicated in the ability's description. You cannot use more than one *ki manifestation* per round.

Abandon the Fragile Self **Swift**

As a **minor action**, you can use this ability. It lasts until the end of the round. You are immune to all **conditions**.

At 6th level, this ability lasts until the end of the next round. At 12th level, you can also remove one condition affecting you when you use this ability. At 18th level, you can remove two conditions instead of one.

Burst of Blinding Speed

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

At 6th level, you can also ignore **difficult terrain**. At 12th level, you can also move or stand on liquids as if they were solid. At 18th level, the speed bonus increases to +60 feet, up to a maximum of triple your original speed.

Dance of Falling Feathers

At the start of the round, you can use this ability. It lasts until the end of the round. 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.

At 6th level, this ability's effect lasts as long as you **sustain** it as a **minor action**. At 12th level, you can control the speed of your fall, up to a maximum of 120 feet per round and a minimum of 30 feet per round. At 18th level, your maximum falling speed becomes 180 feet per round and your minimum falling speed becomes 10 feet per round.

Elegant Whirl of Fluid Motion

At the start of the round, you can use this ability. It lasts until the end of the round. You gain a +5 bonus to Acrobatics (see Acrobatics, page 67).

At 6th level, you also gain a +1 bonus to Armor and Reflex defenses. At 12th level, the Acrobatics bonus increases to +10. At 18th level, the defense bonus increases to +2.

Flash Step **Teleportation**

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

At 6th level, the distance you can teleport is increased to half your movement speed. At 12th level, you can teleport in multiple steps within the same phase. Each step costs movement equal to twice the distance you teleport. At 18th level, you can attempt to teleport to locations outside of **line of sight** and **line of effect**. If your intended destination is invalid, the distance you spent teleporting is wasted, but you suffer no other ill effects.

Ki Strike

You can use this ability as a standard action. If you do, you make a **strike**. You may use your *ki power* in place of your Perception to determine your **accuracy** with the strike, and in place of your Strength to determine your **strike damage** with the strike. If the strike misses, you regain the action point spent to use this ability.

At 6th level, your **reach** is increased by 5 feet for the strike. At 12th level, the bonus to your reach increases to 10 feet. At 18th level, this ability does not cost an action point to use.

Leap of the Heavens

At the start of the round, you can use this ability. It lasts until the end of the round. You gain a +5 bonus to Jump (see Jump, page 80).

At 6th level, the bonus increases to +10. At 12th level, the bonus increases to +15. At 18th level, the bonus increases to +20.

Scale the Highest Tower

At the start of the round, you can use this ability. It lasts until the end of the round. You gain a +5 bonus to Climb (see Climb, page 71).

At 6th level, you also take no penalty for climbing without using your hands. At 12th level, the Climb bonus increases to +10. At 18th level, you also take no penalty for climbing with only one limb, such as an arm or leg.

See the Flow of Life

At the start of the round, you can use this ability. It lasts until the end of the round. You gain the ability to see the ki of living creatures. You can "see" any living creatures and their equipment within 50 feet perfectly, regardless of lighting conditions, blindness, invisibility, or any other means of concealment. This cannot detect living creatures through solid walls, however.

At 6th level, range is increased to 100 feet. At 12th level, the effect lasts as long as you **sustain** it as a **minor action**. At 18th level, the effect lasts as long as you **attune** to it.

Step Between the Mystic Worlds   **Swift**

As a **minor action**, you can use this ability. It lasts until the end of the round. You gain a +2 bonus to defenses against **magical** abilities that directly target you. This does not protect you from abilities that affect an area.

At 6th level, the defense bonus is increased to +4. At 12th level, the defense bonus is increased to +6. At 18th level, you cannot be directly targeted by **magical** abilities.

Surpass the Mortal Limits

At the start of the round, you can use this ability. It lasts until the end of the round. You can use your *ki power* in place of your Strength, Dexterity, and Constitution when making checks.

At 6th level, you also gain a +2 bonus to checks based on Strength, Dexterity, and Constitution. At 12th level, the bonus increases to +4. At 16th level, the bonus increases to +6.

Tranquil Ward of Unshakeable Peace   **Swift**

As a standard action, you can use this ability. It lasts until the end of the round. You take half damage from all attacks. This halving is applied before damage reduction and similar abilties.

At 6th level, you can **sustain** this ability as a standard action. At 12th level, you also gain damage reduction equal to your level. At 18th level, the damage reduction increases to twice your level.

3rd – Ki Vessel

You gain an additional **action point**.

6th – Ki Manifestation

You learn an additional *ki manifestation*.

9th – Dual Manifestation

You can use up to two *ki manifestation* abilities per round.

12th – Ki Manifestation

You learn an additional *ki manifestation*.

15th – Ki Wellspring

You gain two additional **action points**.

18th – Myriad Manifestation

You can use up to three *ki manifestation* abilities per round.

Unfettered Warrior

This archetype improves your combat prowess while unarmed and unencumbered.

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 26.

Unfettered Defense (Magical)

If you are not wearing armor and have no **encumbrance**, you gain a +2 bonus to Armor defense. You lose this bonus when you are **helpless**.

2nd – Unfettered Athletics

You gain two additional skill points.

5th – Intuitive Reaction

You are not **unaware** when attacked by surprise. In addition, you gain a +2 bonus to **initiative**.

8th – Unfettered Athletics

You gain two additional skill points.

11th – Greater Intuitive Reaction

The initiative bonus from your *intuitive reaction* ability increases to +5.

14th – Greater Unfettered Defense

Your bonus to Armor defense from your *unfettered defense* ability improves to +3.

17th – Supreme Intuitive Reaction

The initiative bonus from your *intuitive reaction* ability increases to +10.

Transcendent Sage

This archetype grants you abilities to resist or remove conditions.

Serene Strike

Serene Strike

As a standard action, you can spend an **action point** to use this ability. If you do, you may remove one **condition** affecting you. If you use this ability during the **action phase**, you may also make a **strike** during the **delayed action phase**.

4th – Sage Lore

You gain two additional skill points.

7th – Transcend Frailty

You are immune to being **deafened**, **fatigued**, and **sickened**.

10th – Greater Serene Strike

You gain a +1d bonus to damage with the strike from your *serene strike* ability.

13th – 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.

16th – Inner Peace

You are immune to hostile **Mind** abilities.

19th – Transcend Mortality (Magical)

If you die, you may choose to retain control of your body and soul through sheer force of will. Your body immediately disappears, and your soul does not travel to an afterlife. Instead, your body reforms with no trace of its injuries 8 hours later. The reformed body is in perfect health and can be any age you choose, to a minimum of the age of adulthood for your 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 yourself in this way, it takes an additional hour to reform the next time you "die". You can only be permanently killed by the direct intervention of a deity.

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	Lay on hands, smite, spells
2nd	2	Unfaltering champion
3rd	2	Cleansing touch
4th	2	Zealous offense
5th	2	Aligned aura
6th	2	Augments, unfaltering zeal
7th	2	Unbending devotion
8th	3	Pass judgment
9th	3	Expanded aura
10th	3	Augment, greater unfaltering champion
11th	3	Greater lay on hands
12th	3	Greater smite
13th	3	Greater aligned aura
14th	3	Augment, greater unfaltering zeal
15th	3	Greater cleansing touch
16th	3	Greater zealous offense
17th	3	Greater unbending devotion
18th	3	Augment, supreme unfaltering champion
19th	3	Greater expanded aura
20th	3	Aligned soul

Alignment: Any other than true neutral.

Archetypes: Paladins have the Devoted Paragon, Divine Spellcasting, and Zealous Warrior **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 4 **skill points**. In addition, you have the following **class skills**:
- *Dexterity*: Ride.
- *Intelligence*: Craft, Deduction, Heal, Knowledge (local, religion).
- *Perception*: Awareness, Intimidate, Sense Motive.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

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 repurcussions.

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

This archetype grants you healing abiliies and an aura reflecting your alignment.

Lay on Hands (Magical)

> *Lay on Hands*
> As a standard action, you can spend an **action point** to use this ability. If you do, choose an adjacent willing creature. The target is healed for hit points equal to **standard damage** +1d. Your **power** with this ability is equal to your *devotion power*.

3rd – Cleansing Touch

When you use your *lay on hands* ability, the target can also remove one **condition**.

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 a 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 **minor 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.

7th – Greater Lay on Hands

You gain a +1d bonus to the healing from your *lay on hands* ability.

9th – Expanded Aura

The area of your *aligned aura* ability increases to Large *(50 ft.)*.

11th – Unbending Devotion (Magical)

You are immune to **Mind conditions**.

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.

15th – Greater Cleansing Touch

When you use your *lay on hands* ability, the target can remove any number of conditions, not just one.

17th – Greater Unbending Devotion

You are immune to all hostile **Mind** effects.

19th – Greater Expanded Aura

The area of your *aligned aura* ability increases to Huge *(100 ft.)*.

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.

Divine Spellcasting

This archetype grants you the ability to cast divine spells.

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 143). 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.

Rituals

You can perform divine rituals to create unique magical effects (see Rituals, page **??**). You have a ritual book containing one divine ritual of your choice (see Divine Rituals, page 143).

6th – Augments

Choose two **augments** (see Augments, page 139). You can apply those augments to divine spells you cast and divine rituals you perform. At 10th, 14th level, and 18th level, you learn an additional augment.

8th – Spell Knowledge

You learn an additional divine spell (see Divine Spells, page 143).

Zealous Warrior

This archetype improves your combat prowess, especially against foes who do not share your devoted alignment.

Smite (Magical)

> *Smite*
> As a standard action, you can spend an **action point** to use this ability. If you do, make a **strike**. If your target shares your devoted alignment, the strike deals no damage. Otherwise, the strike gains a +2d bonus to **strike damage**.

2nd – Unfaltering Champion

You gain a +2 bonus to **threat** and a a +1 bonus to Armor defense.

4th – Zealous Offense (Magical)

Whenever you deal damage with your *smite* ability, you gain a +1 bonus to **accuracy** until the end of the next round.

6th – Unfaltering Zeal

You gain a +1 bonus to Fortitude and Mental defense.

8th – Pass Judgment (Magical)

> *Pass Judgment* **Attuned**
> Whenever you use your *smite* ability, you can spend an additional **action point** to use this ability. If you do, the target of your strike is treated as if it had the alignment opposed to your devoted alignment for all spells and effects, including for your initial *smite*. This only affects its alignment along the alignment axis your devoted alignment is on. For example, if your devoted alignment was evil, a chaotic neutral target would be treated as chaotic good.
> You can use this ability to do battle against foes who share your alignment, but you should exercise caution in doing so. Persecution of allies can lead you to fall and become an ex-paladin.

10th – Greater Unfaltering Champion

The **threat** bonus from your *unfaltering champion* ability increases to +4.

12th – Greater Smite

The damage bonus from your *smite* ability increases to +3d.

14th – Greater Unfaltering Zeal

The defense bonuses from your *unfaltering zeal* ability increase to +2.

16th – Greater Zealous Offense (Magical)

The accuracy bonus from your *zealous offense* ability increases to +2.

18th – Supreme Unfaltering Champion

The Armor defense bonus from your *unfaltering champion* ability increases to +2.

Ex-Paladins

If you cease to follow your devoted alignment, you lose all **magical** paladin class abilities. If your 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, wild exertion
2nd	Learned perception, tracker
3rd	Wilderness lore
4th	Hunting style
5th	Blindsense
6th	Wild exertion
7th	Hunting lore
8th	Farsight
9th	Wilderness lore
10th	Hunting style
11th	Blindsight
12th	Wild exertion
13th	Fluid style
14th	Greater farsight
15th	Wilderness mastery
16th	Hunting style
17th	Truesight
18th	Wild exertion
19th	Dual quarry
20th	

Alignment: Any.

Archetypes: Rangers have the Keen Senses, Wilderness Warrior, and Master of the Wild **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 8 **skill points**. In addition, you have the following **class skills**:

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

Weapon and Armor Proficiencies

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

Keen Senses

This archetype improves your senses.

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, 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.

2nd – Learned Perception

You gain two skill points.

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 of **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

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

Wild Exertion

You can channel your martial prowess into devastating attacks. Choose two *wild exertions* from the list below. As a standard action, you can spend an **action point** to use a *wild exertion* ability.

Brace for Impact   **Swift**

You take half damage from all attacks. This halving is applied before damage reduction and similar abilities. This ability lasts until the end of the round.

At 6th level, you can **sustain** this ability as a standard action. At 12th level, you also gain damage reduction equal to your level. At 18th level, the damage reduction increases to twice your level.

Certain Strike

Make a **strike** with a +2 bonus to accuracy.

At 6th level, the accuracy bonus increases to +3. At 12th level, the accuracy bonus increases to +4. At 18th level, the accuracy bonus increases to +5.

Gut Punch

Make a **strike** with a bludgeoning weapon. The attack is made against Fortitude defense instead of Armor defense. If the target takes damage from the strike, it is **sickened** as a **condition**.

At 6th level, you gain a +1 bonus to accuracy with the strike. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the accuracy bonus increases to +2.

Leaping Strike

You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to your **base speed** (see Leap, page 80). If you use this ability during the **action phase**, you can also make a **strike** from your new location during the **delayed action phase**.

At 6th level, you gain a +1d bonus to damage with the strike per 10 feet of height you travelled downward towards your foe during the leap, up to a maximum of +2d. At 12th level, the maximum damage bonus increases to +4d. At 18th level, the maximum damage bonus increases to +6d.

Penetrating Strike

Make a **strike** with a piercing weapon. The attack is made against the target's Reflex defense instead of its Armor defense.

At 6th level, if you miss with the strike, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Potent Maneuver

You use a **combat maneuver** with a +3 bonus to accuracy.

At 6th level, the accuracy bonus increases to +4. At 12th level, the accuracy bonus increases to +5. At 18th level, the accuracy bonus increases to +6.

Power Attack

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

At 6th level, if you miss with the strike, you regain the action point spent to use this ability. At 12th level, the damage bonus increases to +3d. At 18th level, the damage bonus increases to +4d.

Rapid Assault

Make a **strike** against a creature. If you use this ability during the **action phase**, you can make another strike during the **delayed action phase**. You take a −2 penalty to accuracy on both strikes.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with both strikes. At 18th level, the damage bonus increases to +2d.

Reaping Charge

You can move up to your movement speed in a straight line. Choose either the right or left side of the line. You can make a melee **strike** with a slashing or bludgeoning weapon against each creature and object on that side of the line that you **threaten** at any point during your movement, except for the space you start in and the space you end in. You take a −2d penalty to damage on each strike.

At 6th level, you do not have to choose a side of the line. Instead, you can attack creatures and objects that you threaten at any point during your movement. At 12th level, the damage penalty is reduced to −1d. At 18th level, the damage penalty is removed.

Strip the Flesh

Make a **strike** with a slashing weapon. At the end of the current phase, if you hit with the strike and the target is not **bloodied**, it takes additional damage equal to the damage you dealt with the strike.

At 6th level, if you hit with the strike, the target continues taking the same damage at the end of each **action phase** in subsequent rounds until it becomes **bloodied**. This is a **condition**, and can be removed by abilities that remove conditions. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Sweeping Strike

Make a melee **strike** with a slashing or bludgeoning weapon. The strike targets each of up to three creatures or objects you **threaten**. You take a −1d penalty to **strike damage** with the strike.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

Whirlwind Spin

Make a melee **strike** with a slashing weapon. The strike targets all creatures you **threaten**. You take a −2d penalty to **strike damage** with the strike.

At 6th level, the damage penalty is reduced to −1d. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

3rd – Wilderness Lore

You gain two extra skill points.

6th – Wild Exertion

You learn an additional *wild exertion*.

9th – Wilderness Lore

You gain two extra skill points.

12th – Wild Exertion

You learn an additional *wild exertion*.

15th – Wilderness Mastery

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

18th – Wild Exertion

You learn an additional *wild exertion*.

Master of the Hunt

This archetype grants you and your allies abilities to hunt down specific foes.

Quarry

As a **minor action**, you can spend an **action point** to use the *quarry* ability.

> *Quarry*
> Choose a creature within Long *(300 ft.)* range. The target becomes your quarry. You and any allies within range gain a +1 bonus to **accuracy** with **physical attacks** against your quarry. You and your allies affected by this ability are called your **hunting party**. In addition, you gain a +5 bonus to checks made to follow the target's tracks.
> This effect lasts as long as you **attune** to it.

2nd – Tracker

You gain a +2 bonus to checks made to follow tracks. In addition, you may use your *quarry* ability on any creature whose tracks you are following, regardless of the creature's current location.

4th – Hunting Style

You learn specific hunting styles to defeat particular quarries. Choose two hunting styles from the list below. Whenever you use your *quarry* ability, you may also use one of your *hunting styles*.

Anchoring [Magical]: As long as your quarry is **threatened** by at least two members of your **hunting party**, it cannot travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

At 10th level, this effect instead applies if your quarry is within Medium *(100 ft.)* range of at two members of your hunting party. At 16th level, this effect instead applies if your quarry is within Long *(300 ft.)* range of any member of your hunting party.

Brutal Assault: The accuracy bonus from your *quarry* ability is replaced with a −1 penalty to accuracy with **strikes** against your quarry. In exchange, your hunting party gains a +1d bonus to **strike damage** against your quarry.

At 10th level, the accuracy penalty is removed. At 16th level, the damage bonus is increased to +2d.

Coordinated Stealth: Your quarry takes a −5 penalty to Awareness checks to notice members of your **hunting party**.

At 10th level, your hunting party gains a +1d bonus to damage against your quarry if it is **unaware** of every member of the hunting party. At 16th level, the damage bonus increases to +2d.

Cover Weaknesses: The accuracy bonus against your quarry is replaced with a +1 bonus to defenses against your quarry's attacks.

At 10th level, your hunting party gains **damage reduction** equal to half your level against your quarry's attacks. At 16th level, the damage reduction increases to be equal to your level.

Decoy: If you **threaten** your quarry, it takes a −2 penalty to accuracy on attacks against members of your **hunting party** other than you.

At 10th level, this penalty increases to −3. At 16th level, this penalty increases to −4.

Lifeseal [Magical]: As long as your quarry is **threatened** by at least two members of your **hunting party**, it cannot regain hit points.

At 10th level, this effect instead applies if the target is within Medium *(100 ft.)* range of at two members of your hunting party. At 16th level, this effect instead applies if your quarry is within Long *(300 ft.)* range of any member of your hunting party.

Martial Suppression: As long as your quarry is **threatened** by at least two members of your **hunting party**, it takes a −1 penalty to accuracy with **physical attacks**.

At 10th level, the penalty increases to −2 if your quarry is threatened by at least two members of your hunting party. At 16th level, the penalty increases to −3 if your quarry is threatened by at least three members of your hunting party.

Merciless: Whenever your **hunting party** deals damage to your quarry, any damage in excess of its remaining hit points is dealt as **vital damage**.

At 10th level, any vital damage dealt in this way is doubled. At 16th level, the accuracy bonus against your quarry is increased to +2 if it is **bloodied**.

Mystic Guidance: The accuracy bonus from your *quarry* ability applies to all attacks your **hunting party** makes against your quarry, instead of only to **physical attacks**.

At 10th level, your hunting party gains a +1 bonus to Fortitude, Reflex, and Mental defenses against attacks from your quarry. At 16th level, the accuracy bonus against your quarry is increased to +2.

Mystic Suppression: As long as your quarry is **threatened** by at least two members of your **hunting party**, it takes a −1 penalty to accuracy with **magical attacks**.

At 10th level, the penalty increases to −2 if your quarry is threatened by at least two members of your hunting party. At 16th level, the penalty increases to −3 if your quarry is threatened by at least three members of your hunting party.

Solo Hunter: Your hunting party other than you gains no benefit

from your *quarry* ability. In exchange, you gain a +1 bonus to defenses against your quarry.

At 10th level, the accuracy bonus against your quarry increases to +2. At 16th level, the defense bonus increases to +2.

Swarm Hunter: When you use your *quarry* ability, you can target any number of creatures.

At 10th level, you gain a +1 bonus to **overwhelm resistance**. At 16th level, the bonus to overwhelm resistance applies to all members of your **hunting party**.

Unerring: Your **hunting party** rolls twice and takes the better result for miss chances on attacks against your quarry, such as from **active cover**.

At 10th level, your hunting party also ignores the defense bonus from **cover** on attacks against your quarry. At 16th level, your hunting party ignores all miss chances on attacks against your quarry.

Wolfpack: As long as your quarry is **threatened** by at least two members of your **hunting party**, it moves at half speed.

At 10th level, the quarry is **immobilized** instead of moving at half speed. At 16th level, the accuracy bonus against your quarry increases to +2 if it is threatened by at least two members of your hunting party.

7th – Hunting Lore

You gain two extra skill points.

10th – Hunting Style

You learn an additional *hunting style*.

13th – Fluid Style

At the start of each round, you can change which *hunting style* you are using. This does not cost an **action point** or change the target of your *quarry* ability.

16th – Hunting Style

You learn an additional *hunting style*.

19th – Dual Quarry

You can attune to two separate uses of your *quarry* ability simultaneously. You can use different *hunting style* abilities with each *quarry*.

Rogue

Table 3.10: Rogue Progression

Level	Abilities
1st	Combat trick, skill lore, sneak attack
2nd	Assassinate
3rd	Uncanny dodge
4th	Skill exemplar
5th	Stealth lore
6th	Combat trick
7th	Skill lore
8th	Darkstalker
9th	Evasion
10th	Greater skill exemplar
11th	Greater sneak attack
12th	Combat trick
13th	Skillful defense
14th	Rapid assassination
15th	Greater uncanny dodge
16th	Supreme skill exemplar
17th	Greater darkstaler
18th	Combat trick
19th	Legendary fortune
20th	

Alignment: Any.

Archetypes: Rogues have the Assassin, Jack of All Trades, and Scoundrel **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 8 **skill points**. In addition, you have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Acrobatics, Escape Artist, Sleight of Hand, Stealth.
- *Intelligence*: Craft, Deduction, Devices, Disguise, Knowledge (dungeoneering, local), Linguistics.
- *Perception*: Awareness, Sense Motive.
- *Other*: Bluff, Intimidate, Perform, Persuasion, Profession.

Weapon and Armor Proficiencies

Rogues are proficient with simple weapons, any two other weapon groups, light armor, and bucklers. They are also proficient with saps.

Assassin

This archetype improves your stealth and combat prowess, especially against unaware or distracted foes.

Sneak Attack

You gain a +1d bonus to damage with attacks against creatures who are unable to defend themselves effectively. This applies against creatures who are **unaware**, **defenseless**, 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 – Assassinate

As a standard action, you can use the *assassinate* ability.

> *Assassinate*
> You study a creature within Long *(300 ft.)* range, finding weak points you can take advantage of. Until the end of the next round, if you make a melee **strike** against the target while it is **unaware**, your attack deals maximum damage.

5th – Stealth Lore

You gain two extra skill points.

8th – Darkstalker

As a standard action, you can spend an **action point** to use the *darkstalker* ability.

> *Darkstalker*   **Attune**
> You become completely undetectable by your choice of one of the following senses:
> - Blindsense and blindsight
> - Darkvision
> - Scent
> - Tremorsense and tremorsight

11th – Greater Sneak Attack

The damage bonus from your *sneak attack* ability increases to +2d.

14th – Rapid Assassination

You can use your *assassinate* ability as a **minor action**.

17th – Greater Darkstalker

When you use your *darkstalker* ability, you become undetectable by all of the listed senses, not just one.

Jack of All Trades

This archetype improves your skills.

Skill Lore

You gain three extra skill points.

4th – Skill Exemplar

You gain a +1 bonus to all skills.

7th – Skill Lore

You gain three extra skill points.

10th – Greater Skill Exemplar

The skill bonus from your *skill exemplar* ability increases to +2.

13th – Skillful Defense

You gain a +1 bonus to all defenses.

16th – Supreme Skill Exemplar

The skill bonus from your *skill exemplar* ability increases to +3.

19th – Legendary Fortune

Whenever you make a skill attack or check, you roll two dice and take either result.

Scoundrel

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

Combat Trick

You can confuse and confound your foes in combat. Choose two *combat tricks* from the list below. As a standard action, you can spend an **action point** to use a *combat trick* ability.

> *Certain Strike*
> Make a **strike** with a +2 bonus to accuracy.
> At 6th level, the accuracy bonus increases to +3. At 12th level, the accuracy bonus increases to +4. At 18th level, the accuracy bonus increases to +5.

> *Counterattack*
> Make a **strike**. If the target attacked you in the same phase, you gain a +2 bonus to accuracy and a +2d bonus to damage.
> At 6th level, if the target did not attack you in the same phase, you regain the action point spent to use this ability. At 12th level, the accuracy bonus increases to +3 and the damage bonus increases to +3d. At 18th level, the accuracy bonus increases to +4 and the damage bonus increases to +4d.

> *Daunting Blow*   **Mind**
> Make a **strike**. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.
> *Hit*: As a **condition**, the target suffers a −3 penalty to defenses against your attacks.
> *Critical Hit*: As above, except that the penalty is increased to −6.
> At 6th level, you gain a +1 bonus to accuracy on the strike. At 12th level, the accuracy bonus increases to +2. At 18th level, the accuracy bonus increases to +3.

> *Gut Punch*
> Make a **strike** with a bludgeoning weapon. The attack is made against Fortitude defense instead of Armor defense. If the target takes damage from the strike, it is **sickened** as a **condition**.
> At 6th level, you gain a +1 bonus to accuracy with the strike. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the accuracy bonus increases to +2.

Hamstring

Make a **strike** with a slashing or piercing weapon. In addition to the strike's normal effects, you also compare the attack result against the target's Reflex defense.

Hit: The target is **slowed** as a **condition**.

Critical Hit: The target is **immobilized** as a **condition**.

At 6th level, you gain a +1 bonus to accuracy on the strike. At 12th level, the accuracy bonus increases to +2. At 18th level, the accuracy bonus increases to +3.

Head Shot **Mind**

Make a **strike** with a bludgeoning weapon. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.

Hit: The target is **dazed** as a **condition**.

Critical Hit: The target is **stunned** as a **condition**.

At 6th level, you gain a +1 bonus to accuracy on the strike. At 12th level, the accuracy bonus increases to +2. At 18th level, the accuracy bonus increases to +3.

Penetrating Strike

Make a **strike** with a piercing weapon. The attack is made against the target's Reflex defense instead of its Armor defense.

At 6th level, if you miss with the strike, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Potent Maneuver

You use a **combat maneuver** with a +3 bonus to accuracy.

At 6th level, the accuracy bonus increases to +4. At 12th level, the accuracy bonus increases to +5. At 18th level, the accuracy bonus increases to +6.

Rapid Assault

Make a **strike** against a creature. If you use this ability during the **action phase**, you can make another strike during the **delayed action phase**. You take a −2 penalty to accuracy on both strikes.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, you gain a +1d bonus to damage with both strikes. At 18th level, the damage bonus increases to +2d.

Strip the Flesh

Make a **strike** with a slashing weapon. At the end of the current phase, if you hit with the strike and the target is not **bloodied**, it takes additional damage equal to the damage you dealt with the strike.

At 6th level, if you hit with the strike, the target continues taking the same damage at the end of each **action phase** until it becomes **bloodied**. This is a **condition**, and can be removed by abilities that remove conditions. At 12th level, you gain a +1d bonus to damage with the strike. At 18th level, the damage bonus increases to +2d.

Sweeping Strike

Make a melee **strike** with a slashing or bludgeoning weapon. The strike targets each of up to three creatures or objects you **threaten**. You take a −1d penalty to **strike damage** with the strike.

At 6th level, if you missed all of your targets, you regain the action point spent to use this ability. At 12th level, the damage penalty is removed. At 18th level, you gain a +1d bonus to damage with the strike.

3rd – Uncanny Dodge

You gain a +2 bonus to Reflex defense and **initiative** checks. In addition, you are not **unaware** when attacked by surprise.

6th – Combat Trick

You learn an additional *combat trick*.

9th – Evasion

You may use your Reflex defense to resist any attack from an ability that affects an area, even if that attack would normally be made against a different defense.

12th – Combat Trick

You learn an additional *combat trick*.

15th – Greater Uncanny Dodge

The bonuses from your *uncanny dodge* ability increase to +3. In addition, you gain a +1 bonus to **overwhelm resistance**.

18th – Combat Trick

You learn an additional *combat trick*.

Warlock

Table 3.11: Warlock Progression

Level	Spells	Abilities
1st	2	Infernal pact, malevolent boon, spells, whispers of the lost
2nd	3	Spell knowledge
3rd	3	Armor tolerance
4th	3	Pact augment
5th	3	Abyssal lore
6th	3	Augments, greater malevolent boon
7th	3	Greater whispers of the lost
8th	3	Pact augment
9th	3	Abyssal lore
10th	3	Augment, supreme malevolent boon
11th	3	Greater armor tolerance
12th	3	Pact augment
13th	3	Supreme whispers of the lost
14th	3	Augment, infernal power
15th	3	Abyssal defense
16th	3	Pact augment
17th	3	Supreme armor tolerance
18th	3	Dual pact
19th	3	
20th	3	

Alignment: Any.

Archetypes: Warlocks have the Arcane Spellcasting, Blessings of the Abyss, and Pact Magic **archetypes**.

Basic Class Abilities

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

Defenses

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

Skills

You gain 4 **skill points**. In addition, you have the following **class skills**:
- *Dexterity*: Ride.
- *Intelligence*: Craft, Deduction, Disguise, Knowledge (arcana, planes, religion), Linguistics.
- *Perception*: Awareness, Sense Motive, Spellcraft.
- *Other*: Bluff, Intimidate, Persuasion, Profession.

Weapon and Armor Proficiencies

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

Infernal Pact

To become a warlock, you must make a pact with a powerful demon or devil. You must make a dark sacrifice, the details of which are subject to negotiation, and offer a part of your immortal soul. In exchange, you gain the powers of a warlock. The creature you make the pact with is called your soulkeeper.

Offering your soul to an entity in this way grants it the ability to communicate with you in limited ways. This communication typically manifests as unnatural emotional urges or whispered voices audible only to you.

Your pact specifies how much of your soul is granted to your soulkeeper, and the circumstances of the transfer. The most common arrangement is for a soulkeeper to gain possession of your soul immediately after you die. It will keep the soul for one decade per year of your life that you spend as a warlock. During that time, it will not prevent you from being resurrected. At the end of that time, if your soul remains intact, your soul will pass on to its intended afterlife. However, other arrangements are possible, and each warlock's pact can be unique.

The longer you spend in an afterlife that is not your own, the more likely you are to lose your sense of self and become subsumed by the plane you are on. Only a soul of extraordinary strength can maintain its integrity after decades or centuries in the Abyss. Many warlocks seek power zealously while mortal to gain the mental fortitude necessary to keep their soul after death.

Arcane Spellcasting

This archetype grants you the ability to cast arcane spells.

Arcane Spells

You can cast arcane spells. You learn two arcane spells from the arcane **spell list** (see Arcane Spells, page 143). Your spellpower with arcane spells is equal to your level or your Willpower, whichever is higher. The maximum spell level you can cast is equal to half your level (minimum 1).

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.

Arcane Spell Failure

Whenever you cast an arcane spell while using **armor**, you must roll 1d10. If your result is less than or equal to your **encumbrance**, you **miscast** your spell.

6th – Augments

Choose two **augments** (see Augments, page 139). You can apply those augments to arcane spells you cast and arcane rituals you perform. At 10th, 14th level, and 18th level, you learn an additional augment.

Blessings of the Abyss

This archetype grants you powers relating to the connection to the Abyss granted by your pact.

Whispers of the Lost

You hear the voices of souls lost to the Abyss, linked to you through your soulkeeper. Choose one of the following types of whispers that you hear.

Mentoring Whispers: You hear the voice of a dead warlock whose soul is bound to the same soulkeeper. This provides no benefit immediately, but the warlock can sometimes provide good advice.

Sycophantic Whispers: You hear the voices of adoring souls who praise your talents and everything you do. You gain a +2 bonus to Mental defense, and you are immune to **Fear** abilities.

Warning Whispers: You hear the voices of paranoid and fearful souls warning you of danger, both real and imagined. You gain a +2 bonus to Reflex defense, and you are not **unaware** when attacked by surprise.

Whispers of the Mighty: Your soulkeeper forges the connection to your soul into a boon granted to any soul in the Abyss strong enough to claim it in battle. You hear the voice of whatever soul currently possesses the boon - until that soul is defeated. You gain a +2 bonus to Fortitude defense.

3rd – Armor Tolerance

You reduce your **encumbrance** by 2 when determining your **arcane spell failure**.

5th – Abyssal Lore

You gain two additional skill points.

7th – Greater Whispers of the Lost

You gain an additional ability depending on the voices you chose with your *whispers of the lost* ability.

Mentoring Whispers: If you can cast arcane spells, you learn an additional arcane spell.

Sycophantic Whispers: The defense bonus increases to +3.

Warning Whispers: You gain a +2 bonus to **initiative** checks.

Whispers of the Mighty: You reduce your **vital damage penalties** by an amount equal to half your level.

9th – Abyssal Lore

You gain two additional skill points.

11th – Greater Armor Tolerance

The penalty reduction from your *armor tolerance* ability improves to 3.

13th – Supreme Whispers of the Lost

You gain an additional ability depending on the voices you chose with your *whispers of the lost* ability.

Mentoring Whispers: You gain a +1 bonus to **accuracy** with arcane spells.

Sycophantic Whispers: The defense bonus increases to +4.

Warning Whispers: The initiative bonus increases to +4.

Whispers of the Mighty: The penalty reduction increases to be equal to your level.

15th – Abyssal Defense

You gain a +1 bonus to Fortitude, Reflex, and Mental defenses.

17th – Supreme Armor Tolerance

The penalty reduction from your *armor tolerance* ability improves to 4.

Pact Magic

This archetype improves your ability to cast spells with the power of your dark pact. You must be able to cast arcane spells to gain the abilities from this archetype.

Malevolent Boon

When you cast a spell that makes an attack roll, if you miss, you may regain the **action point** spent to cast the spell (if any). If you are **attuned** to the spell, you cannot regain an action point in this way. You can use this ability on spells that do not normally have attacks if you apply an **augment** that makes an attack. You cannot use this ability when casting **subspells**.

2nd – Spell Knowledge

You learn an additional spell from the arcane **spell list** (see Arcane Spells, page 143).

4th – Pact Augment

You learn one pact augment from the list below. Pact augments function like other **augments** (see Augments, page 139), with the following exceptions.
- Pact augments cannot be applied to divine spells, nature spells, subspells, or rituals.
- To apply a pact augment to a spell, you must spend an **action point**.
- You can only apply a single pact augment to a spell. You can apply that pact augment in addition to any other non-pact augments the spell has.

Your **power** with pact augments is equal to your **spellpower** with the spell you apply them to.

(+1) **Abyssal Flame**: Non-physical damage dealt by the spell becomes life damage in place of its other damage types. In addition, you gain a +1d bonus to life damage dealt by the spell. This does not change any other aspects of the spell's effects.

This augment can be applied to any spell that deals non-physical damage.

(+1) **Dark Expansion**: The spell's area is increased by one step, to a maximum of Huge *(100 ft.)*. The steps are, in order: Small *(10 ft.)*, Medium *(20 ft.)*, Large *(50 ft.)*, and Huge *(100 ft.)*. Normally, a Small or Medium line is 5 ft. wide, while a Large or Huge line is 10 ft. wide. A line used to define a wall does not have a width.

This augment can be applied to any spell with an area that is one of the above areas.

(+1) **Infernal Focus**: You gain a +10 bonus to Concentration checks to cast the spell (see Concentration, page 141). In addition, you gain a +1 bonus to **accuracy** with the spell.

(+1) **Sickening**: Make a **power** vs. Fortitude attack against one creature targeted by the spell. On a hit, the target is **sickened** as a **condition**.

This augment can be applied to any spell that targets at least one creature.

(+1) **Soulrending**: Whenever a creature is dealt damage by the

spell, if it has no hit points remaining, it dies.

This augment can be applied to any spell that deals damage.

(+1) **Terrifying**: Make a **power** vs. Mental attack against one creature targeted by the spell. On a hit, the target is **shaken** by you as a **condition**.

This augment can be applied to any spell that targets at least one creature.

(+3) **Bloodreaving**: Whenever a creature takes damage from the spell, you heal hit points equal to the damage dealt.

This augment can be applied to any spell that deals damage.

(+3) **Exsanguinating**: Whenever a creature takes damage from the spell, it begins bleeding as a **condition**. At the end of each **action phase**, a bleeding creature takes life **standard damage** −2d.

This augment can be applied to any spell that deals damage.

(+3) **Inevitable Doom**: You gain a +2 bonus to accuracy with the spell.

This augment can be applied to any spell that makes an attack.

(+3) **Infernal Potency**: You gain a +2d bonus to damage with the spell.

This augment can be applied to any spell that deals damage based on a dice pool.

(+5) **Dark Miasma**: Whenever a creature takes damage from the spell, it becomes **sickened** as a **condition**.

This augment can be applied to any spell that deals damage.

(+5) **Unholy Terror**: Whenever a creature takes damage from the spell, it becomes **shaken** by you as a **condition**.

This augment can be applied to any spell that deals damage.

(+7) **Greater Inevitable Doom**: You gain a +4 bonus to accuracy with the spell.

This augment can be applied to any spell that makes an attack.

(+7) **Greater Infernal Potency**: You gain a +4d bonus to damage with the spell.

This augment can be applied to any spell that deals damage based on a dice pool.

6th – Greater Malevolent Boon

You can cast spells that make attack rolls without spending **action points**. You cannot **attune** to a spell you cast in this way. In addition, you cannot use this ability when casting **subspells**.

8th – Pact Augment

You learn an additional *pact augment*.

10th – Supreme Malevolent Boon

You can cast all spells without spending **action points**. You cannot **attune** to a spell you cast in this way. In addition, you cannot use this ability when casting **subspells**.

12th – Pact Augment

You learn an additional *pact augment*.

14th – Infernal Power

You gain a +1 bonus to **accuracy** with spells.

16th – Pact Augment

You learn an additional *pact augment*.

18th – Dual Pact

You can apply two different *pact augments* to the same spell, paying separate action points for each.

Chapter 4

Skills

Skills represent the myriad of talents that people can have, such as cooking or swimming. This chapter describes each skill, including common uses for those skills.

Skill Overview

This section desribes how you acquire and use 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, below). Unless otherwise noted, skill points can be spent to improve any skill.

Class Skill Points

You get a base allotment of 4, 6, or 8 skill points, depending on your class.

Other Skill Points

You gain additional skill points equal to twice your starting Intelligence. If your Intelligence is negative, you similarly lose skill points equal to twice your Intelligence. Some other abilities, such as the rogue *skill lore* ability, can grant additional skill points (see Skill Lore, page page 60).

Skill Training

You can spend skill points to become **trained** or **mastered** in skills. Your level of training determines your base modifier for attacks and checks using that skill, as described below.

- *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 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 2 + either the skill's **key attribute** (if any) or half your level, whichever is higher.
- *Mastered* Mastering a skill costs three skill points, or two skill points if the skill is a **class skill** for you. Your modifier with a mastered skill is equal to 4 + either the skill's key attribute (if any) or your level, whichever is higher.

Skill Modifier

Your bonus with a skill is calculated as follows:

Training modifier (see Skill Training, page 65) + other bonuses and penalties

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

Class Skills

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

Trying Again

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

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

Special Skill Checks

Opposed Checks

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

Group Skill Checks

When multiple characters are trying to use the same skill simultaneously, they may be able to work together. Most skills can be done as a group skill check, where the more skilled characters

Table 4.1: Class Skills

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

C: class skill

1. Attribute varies depending on skill usage

2. No attribute applies

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.

Tasks

Each skill contains a brief description of how the skill is usually used. This description is followed by a series of **tasks**, which are particular ways to use skills. These tasks are simply examples, and do not list everything the skill can be used for. You should be creative with your skills, rather than only using the tasks explicitly listed.

Table 4.2: Example Opposed Checks

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

1 An Intimidate check can be opposed by the target's Mental defense, not a skill check. See the Intimidate skill description for more information.
2 You can also tie up a creature while grappling with them (see Grapple Actions, page 26).

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 you should not have access to. For example, you can make a Sense Motive check to identify whether a creature is lying. If you are told to make a Sense Motive check when a creature talks, you can deduce that it is probably lying regardless of the success or failure of the check. To solve this issue, any checks for hidden tasks should be made secretly by the GM. Usually, you should not even know that you made a check unless you learn a result from it.

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

Acrobatics (Dex)

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

Agile Charge

You can make a DR 10 Acrobatics check while **charging** to change directions while charging. Success means you can make a single turn of up to 90 degrees during the movement. Failure means you can't change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall **prone**.

Balance

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

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

Table 4.3: Balancing DRs

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

Mitigate Fall

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

Rapid Stand

As a **minor action**, you can use the *rapid stand* ability.

Rapid Stand Swift

As a **minor action**, you can make a DR 15 Acrobatics check to stand up from a prone position quickly. Success means you stand up. Since this is a **Swift** ability, standing up in this way means you do not suffer the penalties for being prone during the current phase. Failure means you fail to stand up.

Awareness (Per)

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

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

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

Discern Illusion [Hidden]

Whenever you observe a **Figment** or **Glamer**, you can make an Awarenss 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 78). 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 73). 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 use the *search* ability to closely investigate a small area.

> *Search*
> Make a Awareness check to notice things in a single 5-ft. square within 10 feet of you. You gain a +5 bonus to this check.

Senses

Sight: The DR to see something depends on the obviousness of the sight, as shown on Table 4.4: Sight-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

Table 4.4: Sight-based DRs

Situation	Base DR[1]
Creature or object	0
Creature trying to hide	Stealth check result[2]
Hidden trap, secret door, or mechanism	Craft or Devices check result
Magic trap	15 + double level of spell used to create trap

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 70)
2 Don't add size-based DR modifiers to the Awareness check.

Sound: The DR to hear a sound depends on the intensity of the sound, as shown on Table 4.5: Sound-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

Scent: The DR to smell something depends on the intensity of the scent, as shown on Table 4.6: Scent-based DRs, and other modifiers given at Table 4.7: Awareness DR Modifiers.

The DRs given are for a creature with an ordinary sense of

Table 4.5: Sound-based DRs

Situation	Base DR[1]
Creature shouting	–5[1]
Creature talking normally or fighting	0
Creature whispering	5
Creature standing still	10
Creature trying to be quiet	Stealth check result[2]

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 70)
2 Don't add size-based DR modifiers.

smell, like a human.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a DR which is 5 lower. An unusually weak smell, such as a creature who has just taken an unscented bath, has a DR which is 5 higher.

Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks.

Scent Ability: Some creatures have an unusually good sense of smell. Creatures with the scent ability gain a +5 bonus to scent-based Awareness checks.

Table 4.6: Scent-based DRs

Situation	Base DR[1]
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature	10

1 Always add any appropriate modifiers from Table 4.7: Awareness DR Modifiers (page 70)

Other Senses: Other senses can exist, and creatures can make Awareness checks to use those other senses appropriately.

Modifiers

All Awareness checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.7: Awareness DR Modifiers.

This table should not generally be consulted during a game. It is provided to make it easier to estimate a task's difficulty.

Table 4.7: Awareness DR Modifiers

Distance	DR Modifier[1]
Up to 20 feet away	+0
21–100 feet away	+2
101–500 feet away	+5
501–2500 feet away	+10
2500–10000 feet away	+15
Number	**DR Modifier**
1–4 creatures or objects	+0
5–20 creatures or objects	−2
21–100 creatures or objects	−5
101–500 creatures or objects	−10
501–2500 creatures or objects	−15
Background	**DR Modifier**
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

1 Doubled for scent-based Awareness checks.

Bluff (—)

The Bluff skill represents your ability to mislead people with your words. It is usually used when you are lying. Using a Bluff check is part of conversation or other actions, so it requires no special action to perform.

Blend In

You can make a Bluff check to blend in with a crowd. Your Bluff check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in a temple or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Conceal Threat

As a **minor action**, you can use the *conceal threat* ability to look less threatening.

Conceal Threat	**Sustain** (minor)

Choose a **threat** value you wish to portray and make a Bluff check. The intended threat cannot exceed your actual threat. Your Bluff check is opposed by the Sense Motive checks of anyone observing you.

Hit: Your threat against each target is equal to your chosen threat.

Distract

As a standard action, you can make a Bluff check to distract a creature you are interacting with. Your Bluff check is opposed by your target's Sense Motive check. Success means they take a

−5 penalty to 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 89, for details).

Impersonate

When you are pretending to be another creature, you can assume the mannerisms and speech patterns of the creature you are impersonating. To do so, you must make a Bluff check. Anyone observing you can oppose your check with a Sense Motive check to identify the impersonation (see the *identify disguise* ability, page page 68). If you succeed, the observer thinks your impersonation is accurate. If you critically succeed, they also take a −5 penalty to any other check to see through your impersonation, such as to notice a flawed disguise. If they succeed, they notice inconsistencies or mistakes in your impersonation, and may realize you are not what you seem.

If you do not know how you are supposed to act, or are physically unable to perform necessary actions, impersonation is more difficult. You take a −2 penalty if you cannot replicate minor details of an impersonation, such as a deep voice beyond your vocal range. You take a −5 penalty if you cannot replicate significant details of an impersonation, such as the singing voice of a famous bard or the noble manners of a crown prince. You take a −10 or greater penalty if you cannot replicate fundamental aspects of the impersonation, such as the actions required to lead a complex ritual as an archmage. Observers who do not know your impersonation is inaccurate can take similar penalties; see the *identify disguise* ability for details.

A creature may not believe your impersonation even if you make a successful Bluff check. For example, a halfling can impersonate an orc's voice perfectly with a Bluff check, but without a disguise anyone who sees the halfling will immediately realize it is not an orc (see Disguise, page 78).

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 84).

Secret Message

As part of normal speech, you can make a Bluff check to attempt to convey a hidden message to another character without others understanding it using codes, metaphors, and similar misdirection tools. The DR is 10 for simple messages and 15 for complex messages. If the message contains completely new information, the DR increases by 5. You can freely increase the DR to make the message more difficult to intercept, but doing so also makes it more difficult for the intended recipient to interpret.

Anyone witnessing the exchange may make a Sense Motive check against the same DR to identify the hidden message. Creatures who know your system for conveying hidden messages – normally, the intended recipient – receive a +10 bonus. Creatures who know in advance that a message will be conveyed also receive a +5 bonus on this check.

Climb (Str)

The Climb skill represents your ability to climb obstacles.

Climb

You can make a Climb check as a move action to move up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds). Success means you move a number of feet equal to the size of your space, as described on Table 4.8: Climb Speeds. Critical success means you move at twice that speed. Failure means your action is wasted and you do not move. Critical failure means you fall.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand.

Table 4.8: Climb Speeds

Size	Speed	Size	Speed
Medium	5 ft.		
Small	5 ft.	Large	10 ft.
Tiny	2-1/2 ft.	Huge	15 ft.
Diminuitive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

The DR of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.9: Climb DRs and Table 4.10: Climb DR Modifiers.

Table 4.9: Climb DRs

DR	Surface or Activity	Example
0	Steep slope	A hill too steep to walk up
5	Surface with large hand and foot holds	Knotted rope, Very rough rocks, ship's rigging
10	Surface with some hand and foot holds	Surface with pitons or carved holes, rough wall
10	Surface with only large hand holds	Pulling yourself up by your hands while dangling
15	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
15	Overhang or ceiling with large handholds	Tree limbs, butcher's ceiling with meat hooks
20	Rough surface with no holds	Weathered natural rock, well-made stone wall
30	Bracing between two opposite smooth surfaces	Parallel glass windows
35	Smooth surface	Glass window

Climbing Distractions: If you take damage while climbing, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you must make another Climb check against the wall's DR to avoid falling.

Climb Speed: A creature with a climb speed can move a distance equal to its climb speed with a successful Climb check. However,

Table 4.10: Climb DR Modifiers

DR Modifier[1]	Description
−5	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
−2	Climbing a corner where you can brace against perpendicular walls
−2	Inclined surface (between 45 and 60 degrees)
−2	Climbing a free-hanging object, such as a rope, where you can brace against a nearby wall
+2	Surface is slightly slippery, such as damp stone
+5	Surface is very slippery, such as ice or oil-covered stone

1 These modifiers are cumulative with modifiers of different kinds. Use any that apply (but not if one modifier is just a more extreme version of another).

it does not move double its speed if it gets a critical success on a Climb check.

Grab Edge

If you are next to the edge of a wall or cliff, you can grab it. Grabbing an edge is done as part of other movement, and does not take an action in itself. The DR of the check depends on the nature of the edge, but a typical stone or similarly solid edge has a DR of 5. You can pull yourself up from a grabbed edge as a move action that requires a Climb check against the edge's DR.

Your ability to grab an edge depends on your reach. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) The maximum vertical reach for an individual creature is usually given by the 1 and 1/2 times the creature's height. Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

If you can't reach an edge, you can jump to grab it (see Leap,).

Stop Fall

It is possible, but difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a DR equal to the wall's DR + 10.

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The DR is 5 higher than normal for the wall, but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 5.

Wallrunning on a ceiling is impossible.

Creature Climb

As a standard action, you can make a Climb vs. Reflex attack against a creature adjacent to you. The creature must be three or more size categories larger than you. Success means you can climb the creature as if it were a solid object with a Climb DR equal to its Reflex defense. The creature takes a −4 penalty to **accuracy** on physical attacks against you, but is not otherwise encumbered by your presence unless it cannot support your weight. It can attempt 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.

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 73), and the expenditure of one quarter of the item's price in raw materials. In order to craft an item, you must make a Craft check against the item's Craft DR, as shown on Table 4.12: Craft DRs. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending on the tools available and the item to be crafted. For example, crafting a bow with improvised woodworking tools would impose a −5 penalty, but cutting a diamond without specialized tools is impossible. Note that raw materials for some items, particularly alchemical items, may be hard to come by in some areas. A typical day's work consists of 8 hours of work.

To determine the time required to craft an item, consult the table below.

Table 4.11: Crafting Time

Item Price	Crafting Time
1gp or less	One hour
10gp or less	Eight hours
100gp or less	One week[1]
500gp or less	One month[1]
1000gp or less	Two months[1]

1 Assuming 8 hours of work each day.

Table 4.12: Craft DRs

Item	Craft Skill	Craft DR
Acid	Alchemy	5
Alchemist's fire, smokestick, or tindertwig	Alchemy	10
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	15
Armor or shield	Metal or wood	5 + AD bonus
Longbow or shortbow	Wood	10
Crossbow	Wood	10
Simple melee or thrown weapon	Metal or wood	5
Martial or exotic melee or thrown weapon	Metal or wood	10
Mechanical trap	Traps	Varies[1]
Very simple item (wooden spoon)	Varies	2
Typical item (iron pot)	Varies	5
High-quality item (bell, average lock)	Varies	10
Complex or superior item (fine china, document with official seal)	Varies	15+

1 Traps have their own rules for construction.

Appraise Item

You can make a Craft check to estimate the value of an item with 1 minute of careful study. The Craft skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer. This functions like crafting the item from scratch, except that the Craft DR is 5 lower than normal, and you use one-half the item's price to determine the price of raw materials and the crafting time.

Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for use. A forgery can be detected with the Identify Forgery uses of the Craft and Awareness skills.

Identify Forgery

As a standard action, you can make a Craft check to evaluate whether an item is a forgery. The DR to identify a forgery is equal to the Craft check used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you randomly identify the item as genuine or forged. The check is made secretly, so you can't be sure how good the result is.

Repair Item

You can make a Craft check to repair a broken item. This functions like crafting the item from scratch, except that you use one-tenth of the item's price to determine the price of raw materials and the crafting time.

Other Tasks

You can use the Craft skill for various tasks related to the object of your craft. For example, you could use Craft (wood) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The DRs of such tasks, and what can be accomplished, can vary widely. In general, the more difficult the task, and the more loosely it is related to the skill, the higher the DR.

Creature Handling (Per)

The Creature Handling skill represents your ability to handle creatures without being able to speak with them. With it, you can convince them to do what you want or train them to follow commands. This skill can only be used with creatures with an Intelligence of −6 or lower.

Animals are easier to handle than other kinds of creatures. The DRs listed are for animals; the DRs to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions using these abilities. Critical failure with these abilities may make the target hostile, depending on the circumstances.

As a standard action, you can use the *pacify* ability to prevent creatures from attacking.

Pacify	**Compulsion**, **Mind**

Make a Creature Handling vs. Mental attack against a creature within Medium *(100 ft.)* range. On a hit, the target is unable to take any actions except the *recover* and *desperate recovery* actions. If damaged or feels that it is in danger, this effect is automatically broken. This effect lasts as long as you **sustain** it as a **standard action**.

The target's defense is increased if it is not an animal, as normal for Creature Handling attacks and checks. You take a −10 penalty to accuracy against an actively hostile target.

As a **free action**, you can use the *perform trained action* ability to convince a creature to perform an action it knows.

Perform Trained Action

Make a DR 5 check on a willing creature within Long *(300 ft.)* range and choose an action that creature could take. If you succeed, the target performs the chosen action if it is trained to perform it. Generally, wild animals are not trained in any actions, so this is not effective on them.

As a standard action, you can use the *push* ability to convince a creature to perform an action it does not know.

Push

Make a DR 15 check on a willing creature within Long *(300 ft.)* range and choose an action that creature could take. If you succeed, the target performs the chosen action if it is physically capable of performing it. This can include convincing creatures to perform **forced marches** 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 two tricks per point of Intelligence it has above −10. Thus, a creature with an Intelligence of −9 can learn two tricks, while a creature with an Intelligence of −5 can learn ten tricks. Possible tricks (and their associated DRs) include, but are not necessarily limited to, the following.

Attack (DR 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. Normally, a creature will attack only humanoids, monstrous humanoids, giants, or other creatures. Teaching a creature to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DR 5): The creature comes to you, even if it normally would not do so.

Defend (DR 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DR 5): The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DR 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DR 10): The creature stays in place and prevents others from approaching.

Heel (DR 5): The creature follows you closely, even to places where it normally wouldn't go.

Messenger (DR 15): The creature carries a small item to a destination. Once it arrives, it waits for up to 24 hours for someone to take the item from it. The destination must be known to the creature.

When you instruct the creature to deliver the item, you must communicate the destination to the creature. This normally requires a DR 20 Creature Handling check as a standard action. The DR of this check is lowered to 15 for locations the creature is extremely familiar with, such as its home. If you have other means of communicating the destination to the creature, such as the *wild speech* druid ability (see Wild Speech, page page), that check is unnecessary.

Perform (DR 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DR 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DR 5): The creature stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DR 10): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DR 5): The creature pulls or pushes a medium or heavy load.

Rear a Wild Creature: To rear a creature means to raise a wild creature from infancy so that it becomes domesticated. The time required depends on the creature in question. The DR for this check is equal to 5 + the number of levels the creature has. You can rear as many as three creatures of the same kind at once without penalty. You can rear additional creatures, but you take a cumulative −2 penalty to checks you make to rear all of the animals. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

Bonus Tricks: Some trainers can teach creatures bonus tricks in addition to their normal maximum number of tricks known. Once a creature has learned a bonus trick, that trick may not be retrained into a different trick by any trainer without the same ability to grant bonus tricks. However, any trainer may untrain the trick.

Deduction (Int)

You can use the Deduction skill to make logical deductions based on evidence. It includes both determining which facts and observations are relevant to use as evidence, and reaching conclusions based on that evidence. However, this skill cannot protect you from coming to inaccurate conclusions if you rely on inaccurate or incomplete facts and observations.

Analyze Evidence

As a standard action, you can make use the *analyze evidence* ability.

Analyze Evidence

Make a Deduction check to analyze evidence available to you and try to reach an accurate conclusion. This includes both determining which evidence is relevant and deciding what that evidence proves. Most deductions have two components: observations you make, and knowledge you have. When you use this ability, you can decide to trust your own observations, your own knowledge, or both.

If you trust your own observations, and the deduction requires making observations, your Deduction modifier on the check is limited to be no greater than your modifier with the skill used to make observations. This skill is typically Awareness or Sense Motive. If you trust your own knowledge, and the deduction requires knowledge, your Deduction modifier on the check is limited to be no greater than twice your Knowledge modifier with any relevant knowledge. If you trust both your observations and your knowledge, both limits apply.

Alternately, you can explicitly specify either the observations or knowledge your deduction is relying on. For example, you could make a deduction based on information given to you by an ally. If you do, your Deduction check is not limited, but your conclusions may be inaccurate if your assumptions are inaccurate.

The base DR for this check is 10. This DR is modified depending on the difficulty of the deduction and the quality of the evidence available to you, as shown on Table 4.13: Deduction DR Modifiers.

Devices (Int)

You can use the Devices skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The DR of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DR accordingly. DRs are listed on Table 4.14: Devices DRs.

Special Circumstances:

You can attempt to leave no trace of your tampering while making a Devices check to activate or subvert a device. This increases the Devices DR by 5, but increases the Awareness DR to notice the tampering by 10.

Activate Device

As a standard action, you can make a Devices check to make a device perform a function it was designed to do, even if you lack the normal requirements. For example, you could tie or untie a knot, apply a poison, lock or unlock a lock without its key, or activate a trap without using its normal triggering mechanism (hopefully without being in its line of fire).

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The DR is 10 lower than normal. Success grants you an insight into the device's mechanisms. For every 5 points by which you succeed, you glean additional information about the device, which can also help you estimate the device's true difficulty. Failure means you learn nothing about the device.

Break Device

As a standard action, you can make a Devices check to break a device. The DR is 5 lower than normal. This is generally not subtle, such as jamming a lock or breaking a trap while triggering it in the process. It cannot change the state of a device, but you can prevent it from being used normally; a locked door will remain locked, but you can prevent it from being unlocked with its key. Failure means the device continues to function. Critical failure may cause you to think that you successfully broke the device, while in fact it functions normally.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding, including binding a helpless foe. The DR to escape the binding is equal to your check result.

Improvise

You can construct ad-hoc devices from available materials. It takes five minutes to make a device of up to Tiny size. You can make a Small device in the time required to make two Tiny devices, a Medium device in the time required to make two Small devices, and so on. You make a Devices check against the DR required to craft the item normally. Success means you create a device that lasts long enough for a single use before breaking.

Table 4.13: Deduction DR Modifiers

Evidence Quality	Example	Modifier
No irrelevant or misleading evidence	Determining a historical truth by reading the relevant passage in a history book	+5
Some evidence is irrelevant or misleading	Determining a historical truth by reading contemporary accounts	+0
About half of the evidence is irrelevant or misleading	Determining a historical truth by reading eyewitness accounts	−5
Almost all evidence is irrelevant or misleading	Determining a historical truth by reading military propaganda	−10 or more[1]
All evidence is irrelevant or misleading	Determining a historical truth by reading a cookbook	— [2]
Complexity	**Example**	**Modifier**
Exceptionally simple logic using no more than one piece of evidence	The sun is out; therefore, it is daytime	+5
Simple logic using one or two pieces of evidence	It is raining, and the cleric's clothes and boots are dry; therefore, he was not out in the rain	+0
Moderately complex logic using at least three pieces of evidence	It is raining, the mage's clothes are wet but her boots are dry, she was observed stepping into the bar, and there are no tracks leading up to the door; therefore, she can probably fly	−5
Exceptionally complex logic	A difficult logic puzzle	−10 or more

1. If there is an exceptionally large amount of irrelevant or misleading evidence relative to the amount of useful evidence, this penalty may be even larger. 2. It is impossible to make a correct deduction if there is no relevant and accurate evidence.

Table 4.14: Devices DRs

Device Type	Base DR
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Challenging device (typical lock or trap)	15
Difficult device (good lock, complex trap)	20
Magic trap	15 + double spell level
Extraordinary device (extraordinary lock)	25

For every 5 points by which you succeed, the device lasts for an additional use.

Normally, you must have materials at hand which are designed for the construction of the device. You can jury-rig devices together from inappropriate materials by increasing the DR by 10. The materials do not have to be well-suited to the device's construction, but they must be physically capable of performing any necessary actions. For example, you could construct a simple arrow-throwing trap from bent sticks or creatively strung rope, but not from sand. Especially appropriate or inappropriate materials may decrease or further increase the DR.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DR is 5 higher than normal. This could allow you to sabotage a hinge or lock so it breaks once it is used, disable a trap without triggering it, or disable a lock so it is perpetually closed or open. Failure means you were unsuccessful, and your action was wasted. Critical failure means you break the device immediately, think you sabotaged

the device when you did not, or activate the trap, depending on the circumstances.

Once you have disabled a device, you can attempt to recover it for later use if you can carry it. This requires a separate Devices check to subvert the device. The DR is 5 higher than normal, as usual for a check to subvert a device.

Disguise (Int)

The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects. This skill does not help you act appropriately while disguised; see Perform (acting) and Bluff.

Conceal Object

As a standard action, you can make a Disguise check to conceal a creature or object on your person. The target must be at least two size categories smaller than you are. A creature must be willing, and an object must be unattended.

Your Disguise check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Disguise Creature

You can make a Disguise check to change the appearance of a creature using makeup, costumes, and so forth. An observer can perceive the presence of a disguise with a Disguise or Awareness check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you're attempting to change the creature's appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

The Disguise check is made secretly, so that you can't be sure how good the result is. However, you can attempt to judge its effectiveness with an identify disguise check using either Disguise or Awareness.

Creation Time: Creating a disguise takes 30 minutes. You can take a −5 penalty to reduce the time to 5 minutes, a −10 penalty to reduce the time to 5 rounds, or a −15 penalty to reduce the time to 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 99).

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 attack result
Entangle and similar spells	Spellcaster's attack result

Tight Squeeze

As a standard action, you can use the *tight squeeze* ability to squeeze into spaces too small to normally fit you.

Tight Squeeze

Make an Escape Artist check to move one foot forward into a tight space. A DR 15 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. A DR 20 check allows you to move in a space that can fit your head, but not your shoulders. Success means you make progress through the space, while failure means your action is wasted.

This functions like **squeezing**, except that the penalties are increased to −4. If you are squeezing in a space that cannot fit your shoulders, you are also treated as **helpless**.

Heal (Int)

The Heal skill allows you to tend the wounds of others. In order to heal a creature, you must be able to see and touch it.

Accelerate Recovery

If you tend to a creature while it rests, you can make a DR 10 Heal check to accelerate its recovery. Success means that it heals twice the normal number of hit points and **vital damage** from its rest.

To accelerate a creature's recovery, you need a few items and supplies (bandages, salves, and so on) that are easy to come by in civilized areas. You can tend to up to four creatures, including yourself, without penalty. For every creature beyond that, you take a cumulative −2 penalty to your Heal check for all creatures.

First Aid

As a standard action, you can make a DR Heal check to stabilize a dying character (see Dying, page 25). 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 25.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. To resist the next attack by the poison or disease, it can use your Heal check or its Fortitude defense, whichever is higher. Treating a poison takes a standard action. Treating a disease takes five minutes of work.

Treat Wound

As a standard action, you can make a Heal check to treat some specific wounds, such as from a caltrop. Success usually means the wound is gone, as indicated by the effect's description.

Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Check Modifiers: You gain a bonus of up to +10 on Intimidate checks if the target thinks you or your group is stronger than it is, or that it is otherwise in some real danger from you. Likewise, you take a penalty of up to −10 if the target thinks you or your group is weaker than it is, or that there is otherwise no chance that you could cause it harm.

Choosing an Attribute: Depending on how you are trying to intimidate creatures, you can use any attribute as a key attribute for Intimidate. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can use Strength to make the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can use Willpower to make the Intimidate check.

Augment Threat

As a **minor action**, you can use the *augment threat* ability to look more threatening.

Augment Threat	**Sustain** (minor)

Make an Intimidate check. Your Intimidate check is opposed by the Sense Motive checks of anyone observing you.
   Hit: You gain a +2 bonus to **threat** against each target.

You can make an Intimidate check to appear more threatening. Your Intimidate check is opposed by the Sense Motive checks of anyone observing you. Success means that you gain a +5 bonus to **threat** against anyone observing you. Failure means that observers perceive your threat accurately.

Coerce

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you do not apply a relationship modifier. In addition, the DR is up to 10 lower if the group thinks your group is significantly stronger than them, or up to 10 higher if the group thinks your group is significantly weaker.

Demoralize

As a standard action, you can use the *demoralize* ability to intimidate creatures in combat.

Demoralize

Make an Intimidate vs. Mental attack against a creature within Medium *(100 ft.)* range. On a hit, the target is **shaken** by you as a **condition**.

Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform. Distance moved with Jump checks is counted against your normal maximum movement in a phase.

Several modifiers apply to all Jump checks, which are described below.

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult. If you make a Jump attack or check without a running start, you roll twice and take the lower result.

Hop Up

You can make a DR 5 Jump check while moving to jump up onto an object as tall as your waist, such as a table or small boulder. Doing so counts as 5 feet of movement. Success means you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. You do not need to get a running start to hop up.

Jump Down

You can make a DR 5 Jump check while moving to intentionally jump down from a height to reduce your falling damage. Success means you take damage as if you had dropped 10 fewer feet than you actually did. Failure means you take the normal falling damage. You do not need to get a running start to hop up.

Leap

As part of movement, you can make a Jump check to jump. You move forward any number of feet, up to a maximum equal to one quarter of your land speed + your Jump check result. Your maximum height must be no greater than half of your Jump check result, and at least equal to a quarter of your forward distance travelled. For example, if you have a land speed of 30 feet and you get a Jump check result of 20, you can move forward a maximum of 25 feet. If you instead jump forward twenty feet, your maximum height must be between 5 and 10 feet.

You always reach your maximum height at the midpoint of the jump. However, you can interrupt your leap before travelling the full horizontal distance. For example, if you need to travel five feet forward and five feet vertically to reach a rope, you can start a leap which would take you ten feet forward and reach a maximum height of five feet. Making such a leap would require a Jump check result of 10. When you reach the rope, you can stop your movement there, ignoring the forward motion which would make you travel the full ten feet.

When leaping, your movement may not stopped by hitting the ground after travelling the normal distance, such as if you jump off of a ledge. In that case, you move one quarter of your jump distance farther forward as you fall before your fall becomes entirely downward. If an insufficiently long jump would cause you to fall into a gap, you can attempt to stop your fall (see Stop Fall, page 72) 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 115). Normally, you don't make Linguistics checks to speak or understand languages. You either know a language or you don't. However, training in Linguistics causes you to learn additional languages, and you can use Linguistics to attempt to decipher unfamiliar languages.

Learning Languages: If you are trained in Linguistics, you learn additional **common languages** equal to one plus one quarter of your level. If you have mastered Linguistics, you instead learn additional common languages equal to two plus half your level. In place of two common languages, you may instead learn a **rare language**. Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

Druidic is a special language. Druids learn Druidic as part of their initation 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 115.

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 Perforamances: 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.

Table 4.15: Believability Modifiers

Description	DR Modifier
Expected to be true ("Nothing interesting happened while I was on patrol")	−5
Plausible ("The mayor is too busy to see you now.")	+0
Unlikely ("The north gate is under attack!")	+5
Extremely unlikely ("The mayor is secretly a werewolf.")	+10
Virtually impossible ("Your husband is secretly a werewolf.")	+15 or more
Demonstratably untrue ("You are secretly a werewolf.")	— [1]

1 You cannot convince someone of something that is proven to be false.

Table 4.16: Motivation Modifiers

Description	DR Modifier
Target wants to believe ("That dress looks lovely on you.")	−5
Target does not have strong feelings ("I'm busy.")	+0
Target doesn't want the story to be true ("Your brother is a murderer.")	+5

Form Agreement

You can make a Persuasion check to convince a group to accept a deal you offer. This can be used to persuade the chamberlain to let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the ogre mages that have captured you that they should ransom you back to your friends instead of twisting your limbs off one by one.

Success means the group will fulfill their end of the deal. Of course, if you don't fulfill your part, they are likely to react poorly. Failure means they did not accept the deal, but they may propose an alternate arrangement, or you can propose another deal without penalty. Critical failure means that there is virtually no chance to reach an agreement, and the group may become hostile or take other steps to end the conversation. They may have been insulted by how unfair the deal was, or you may have made a critical verbal misstep.

Your check is modified by your relationship with the group and how favorable the deal is.

Gather Information

An evening's time, a few gold pieces for buying drinks and making friends, and a DR 5 Persuasion check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DR for the check is generally at least 5. The difficulty depends on how widely known and shared the information you seek is.

Relationship	Modifier
Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.	−15
Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.	−10
Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.	−5
Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.	−2
Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.	+0
Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.	+2
Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.	+5
Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.	+10
Nemesis: Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.	+15

Profession (Varies)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with a separate degree of training. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Choosing an Attribute: Depending on your profession, you can use any attribute as a key attribute for Profession.

Appraise Item

You can make a Profession check to estimate the value of an item with 1 minute of careful study. The Profession skill used must be related to the item. This check is always Intelligence-based, regardless of your profession.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 20.

Success means you know the value of the item. Failure means

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.

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 of less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the subject. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The subject is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against an ancient red dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the subject ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a rusty kitchen knife for a shiny new longsword.	+15 or more

Ride (Dex)

The Ride skill allows you to ride horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page 86.

Control Mount

When riding a willing creature in combat that is not trained for battle, you must a DR 10 Ride check as a move action to control it. Success means it obeys your commands that round. Failure means it remains still and refuses to obey your commands until you make a successful check to control it. Critical failure means the mount acts of its own volition.

Fall

If you fall off your mount, or if your mount is downed in battle, you take damage from the fall. Falling off of a typical Large creature, such as a horse, deals 1d6 bludgeoning damage, while falling from larger creatures deals damage appropriate to the distance fallen.

Guide Mount

While riding a willing creature, you must make a DR 0 Ride check at the start of your turn to guide it with your knees. Success means it obeys your commands, and you can have both hands free to take other actions. Failure means you must use a hand to control the mount that round. Critical failure means the mount acts of its own volition. If you cannot use a hand to control the mount, you fall off the mount if it moves during your turn.

Leap

You can make a DR 5 Ride check to stay on your mount as it jumps. This check is made as part of your mount's movement. Success means that you stay on the mount. Failure means you fall off your mount as it starts to jump.

Spur Mount

You can make a DR 5 Ride check as a move action to get your mount to move faster. Success means it takes the *sprint* action to move faster (see Sprint, page 17). Failure means your action was wasted.

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DR 5 Ride check to stay in your saddle. This does not take an action. Success means you stay in your saddle. Failure means you fall off your mount.

Take Cover

You can make a DR 10 Ride check as a move action to drop low and take cover behind your mount. This requires the use of both your hands. Success means you gain the benefits of active cover. Failure means you can't get low enough and gain no benefit from the action. Critical failure means you fall off your mount. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

Ride Modifiers

If a mount is not trained as a mount, the DR to ride it increases by 10. If it lacks a saddle and other riding gear, the DR to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the DR to ride it that round increases by 5.

Sense Motive (Per)

The Sense Motive skill represents your ability to read body language and emotion. Most Sense Motive tasks are **hidden tasks**.

Discern Enchantment [Hidden]

Whenever you interact with a creature, you can try to notice whether it is affected by mind-affecting abilities with a Sense Motive check. If the creature is not affected by any such abilities, the check automatically fails. If the creature is affected by Compulsion or Delusion effects that are not currently altering its behavior, the check also automatically fails. If the creature's behavior is currently being altered by a **Compulsion** effect, the DR is 10, and success means you identify the presence of a Compulsion. If the creature's behavior is currently being altered by a **Delusion** effect, the DR is 20, and success means you identify the presence of a Delusion. Failure means you do not notice any such effects on the creature.

You can also make this check 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 70). Success means you recognize that a hidden message is present, but not its contents. Critical success means you can understand the message. Failure means you don't notice the hidden message.

Social Assessment

You can make a DR 5 Sense Motive check to get a general assessment of a social situation. This does not take an action by itself, but you must observe the group for at least a minute. Success means you learn a piece of useful information about the situation, such as a general understanding of expected behaviors or a rough understanding of the social hierarchy. For every 5 points by which you beat the DR, you gain an additional insight into the situation.

You can make a social assessment after only a single round of observation, but you take a −10 penalty on the check. If you don't understand the language the group is using, you take a −10 penalty on the check. The information gained at a given DR may vary in usefulness depending on how obvious or subtle the situation is.

Sleight of Hand (Dex)

The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 4.17: Sleight of Hand Modifiers.

Table 4.17: Sleight of Hand Modifiers

Size	Check Modifier
Fine	+8
Diminuitive	+4
Tiny	+0
Small	−4
Medium	−8
Large	−12
Huge	−16
Gargantuan	−20
Colossal	−24

Conceal Action

You can make a Sleight of Hand check to conceal an action you take, preventing observers from noticing that you took the action. You can conceal any physical action that only requires the use of your hands and arms. Your check is opposed by the Awareness check of any observers. Success means your action is unnoticed. Failure means they are able to notice your action normally.

The space required to perform the action is the size of the action, and applies a bonus or penalty as noted above. For example, winking only requires moving your eye, so you gain a +8 bonus to conceal the action. Firing a longbow requires manipulating an object as large as you are, so you take a −8 penalty to conceal the action.

Observers that you touch as part of the action gain a +10 bonus to their Awareness check. If you strike them hard, as with an attack, the bonus increases to a +20 bonus.

If you successfully conceal a ranged attack, the attack is treated as if it were an attack from an invisible creature. The target may be **unaware** of the attack. If the target is hit, it can tell the direction the attack came from, but not that you made the attack.

Nonhumanoid creatures without hands and arms may conceal actions using different parts of their body. Large movements can never be concealed with this ability; see the Stealth skill.

Conceal Object

You can make a Sleight of Hand check as a standard action to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Sleight of Hand check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Pickpocket

You can make a Sleight of Hand check as a standard action to steal an object from another creature. The object must be loose and accessible, such as in a pocket. The DR depends on whether the creature notices your attempt using Awareness. If the creature's Awareness check exceeds your Sleight of Hand check, the creature notices your attempt and the DR is equal to the creature's Reflex Defense. Otherwise, the creature does not notice your attempt, and the DR is 10. Success means you successfully steal the object. Failure means you do not steal the object.

Spellcraft (Per)

The Spellcraft skill represents your ability to notice and understand spells and magical effects.

While sleeping, you take a −10 penalty to 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.

Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or hiding. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Size and Stealth: A creature larger or smaller than Medium gains an bonus or penalty on Stealth checks to hide equal to +4 per size larger than Medium, or −4 for per size smaller than Medium: Fine +16, Diminutive +12, Tiny +8, Small +4, Large −4, Huge −8, Gargantuan −12, Colossal −16.

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Hide [Hidden]

As a move action, or as part of movement, you can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Awareness checks of any observers. Success means that you can't be seen, heard, or detected in any way. Failure means that the observer can observe you using any senses they detected you with.

If you do not have passive cover or concealment from a creature (see Cover, page 15 and Concealment, page 15), your Stealth check is automatically treated as a 0 against sight-based Awareness checks that creature makes, regardless of your modifiers. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as a shield you hold in front of you.

If you move at up to half your speed during your turn, you take a −5 penalty to Stealth checks. If you move at up to your full speed during your turn, you take a −10 penalty to Stealth checks. It's practically impossible (−20 penalty) to remain unobserved while attacking, sprinting, or charging.

Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, as well as your mastery of various survival-related tasks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The DR depends on the terrain, as shown on Table 4.18: Terrain DRs. Success means that you and any group you lead can move without any trouble. Failure means you may encounter a natural hazard, depending on the terrain. Critical failure means you become lost.

You can notice that you are lost the next time that you succeed on a check to navigate in the wilderness. Rediscovering your location requires backtracking for 1d6 hours and another Survival check against the same DR.

This check is made once every 8 hours you spend travelling overland. If you move at half speed, you gain a +5 bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The DR depends on the terrain, as shown on Table 4.18: Terrain DRs. Success means that you can feed yourself, and require no additional food or water. For every 2 points by which you succeed, you can provide food and water to an additional person.

This check is made once every 8 hours you spend travelling overland. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.18: Terrain DRs

Terrain	Navigation DR	Sustenance DR
Desert	15	20
Forest	10	15
Jungle	10	10
Mountains	10	15
Hills	5	10
Plains	5	10
Swamp	15	15

Predict Weather

You can make a DR 10 Survival check to predict the weather. This requires a minute of observation. Success means you know what the weather will be like up to 24 hours in advance. For every 5 points by which you succeed, you can predict the weather one additional day in advance.

Track

As a standard action, you can make a Survival check to follow tracks. The DR of the check depends on how easy the tracks are to notice, as shown on Table 4.19: Track DRs and Table 4.20: Track Modifiers. You must use this ability each round to continue

following the trail, though you do not have to make an additional Survival check each round. You must make another Survival check if you change your movement speed, if you follow the trail for 1 mile, or if it becomes especially difficult to follow for any reason.

If you move at up to half your normal speed as the same round that you use this ability, you take no penalty on the check. If you move at your full speed, you take a −5 penalty to the check.

The DR depends on the surface and the prevailing conditions, as given on the table below: The base DR to follow tracks is 5 if you use scent to track, regardless of the condition of the ground.

A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance.

Table 4.19: Track DRs

Surface	Description	Survival DR
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15

If you fail a Survival check to track, you can retry after 5 minutes of searching.

Use Rope

You can make a Survival check as a standard action to tie knots. Success means you tie the knot successfully. Failure means your action is wasted, but you can try again. Tying a typical knot is DR 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DR 15. Knots can also be tied with the Devices skill.

You can also make a Survival check in place of a ranged attack to set a grappling hook. You take a −2 penalty per 10 feet.

Table 4.20: Track Modifiers

Condition	DR Modifier
Every three creatures in the group being tracked	−1
Size of creature or creatures being tracked:[1]	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	−4
Huge	−8
Gargantuan	−12
Colossal	−16
Every 24 hours since the trail was made	+1[3]
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.
2 Apply only the largest modifier from this category.
3 With scent-based tracking, apply this modifier per hour since the trail was made.

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 4.21: 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 4.21: Swim DRs

Water	Swim DR
Calm water	5
Rough water	10
Stormy water	15

Swimming Underwater

You can swim underwater just like you can above water. If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to 5 + your Constitution. After that period of time, you must make a DR 10 Constitution check every round to continue holding your breath. Each round, the DR for the check

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 in a particular area, to gain new abilities, or to change the way you do certain things.

Gaining Feats

You gain one feat from your race (see Races, page 30 at 1st level). At 2nd, 5th, and 9th level, you also gain any feat of your choice that you qualify for. You cannot gain the same feat twice.

Prerequisites

Some feats have prerequisites. Unless you meet all of the prerequisites, you cannot take the feat. Prerequisites can include a minimum starting attribute score, another feat or feats, a minimum level of training in a skill, or some other property of a character. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character 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. Spell feats are useless to characters who cannot cast spells.

Skill: Skill feats improve your skills. They can make you more likely to succeed with skill checks and grant you new abilities based on your skills.

Bloodline Feats: Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those posibilities by gaining abilites related to their ancestry. You can only have one Bloodline feat.

Magical Feats: All abilities granted by feats with the [Magical] type are magical in nature. Many feats are not entirely magical, but have specific effects that are magical.

Feat Tables

Table 5.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	97
Draconic Heritage	—	Gain aspects of draconic power	Bloodline	100
Iron Will	Wil 2	Increase mental resilience	—	104
Null	Wil 2	Become immune to magic	—	106
Regenerator	Con 2	Heal from wounds with inhuman speed	—	108
Swift	Dex 2	Move more quickly	—	111
Toughness	Con 2	Increase physical fortitude	—	111
Class Feats	**Prerequisites**	**Benefits**	**Feat Types**	**Page**
Class Versatility	—	Swap for abilities from additional class	—	98
Class Dedication	Class Versatility feat	Gain archetype from additional class	—	98
Skill Feats	**Prerequisites**	**Benefits**	**Feat Types**	**Page**
Acrobatics Specialization	Mastered Acrobatics	—	—	95
Awareness Specialization	Mastered Awareness	—	—	95
Bardic Exemplar	Perform Specialization	Mock foes and bolster allies with performances	Magical	96
Bluff Specialization	Mastered Bluff	—	—	96
Climb Specialization	Mastered Climb	—	—	98
Craft Specialization	Mastered Creaft	—	—	98
Creature Handling Specialization	Mastered Creature Handling	—	—	99
Devices Specialization	Mastered Devices	—	—	99
Disguise Specialization	Mastered Disguise	—	—	99
Escape Artist Specialization	Mastered Escape Artist	—	—	102
Intimidate Specialization	Mastered Intimidate	—	—	104
Heal Specialization	Mastered Heal	—	—	103
Jump Specialization	Mastered Jump	—	—	104
Knowledge Specialization	Mastered Knowledge	—	—	105
Linguistics Specialization	Mastered Linguistics	—	—	105
Perform Specialization	Mastered Perform	—	—	107
Persuasion Specialization	Mastered Persuasion	—	—	107
Ride Specialization	Mastered Ride	—	—	109
Sense Motive Specialization	Mastered Sense Motive	—	—	109
Sleight of Hand Specialization	Mastered Sleight of Hand	—	—	109
Spellcraft Specialization	Mastered Spellcraft	—	—	110
Stealth Specialization	Mastered Stealth	—	—	110
Survival Specialization	Mastered Survival	—	—	110
Swim Specialization	Mastered Swim	—	—	111
Spell Feats	**Prerequisites**	**Benefits**	**Feat Types**	**Page**
Abjurer	Abjuration spell	Improve Abjuration spells	Magical	95
Boongiver	Any spell	Benefits when casting spells on allies	Magical	97

Conjurer	Conjuration spell	Improve Conjuration spells	Magical	98
Diviner	Divination spell	Improve Divination spells	Magical	100
Eldritch Knight	Any spell	Fight with sword and spell together	—	101
Expanded Spell Lore	Any spell	Learn more subspells and augments	—	102
Enchanter	Enchantment spell	Improve Enchantment spells	Magical	101
Evoker	Evocation spell	Improve Evocation spells	Magical	102
Illusionist	Illusion spell	Improve Illusion spells	Magical	103
Miscaster	Any spell	Miscast spells intentionally and effectively	Magical	106
Mystic Archer	Any spell	Imbue projectiles with magic	Magical	106
Transmuter	Transmutation spell	Improve Transmutation spells	Magical	111
Vivimancer	Vivimancy spell	Improve Vivimancy spells	Magical	112
Combat Feats	**Prerequisites**	**Benefits**	**Feat Types**	**Page**
Agility	Dex 2	Increase reaction speed	—	95
Blindfighter	Per 2	Fight unseen foes better	—	96
Duelist	Dex 1, Int 1	Fight one-on-one better	—	100
Executioner	Str 1, Per 2	Kill weakened foes more easily	—	103
Guardian	Per 1, Wil 1	Protect nearby allies	—	103
Leadership	Wil 2	Inspire nearby allies	—	105
Martial Training	—	Improve combat abilities	—	105
Precognition	Int 2	React to future events	—	108
Savage	Str 2	Shove and overrun foes to deal damage	—	109
Sniper	Per 2	Aim precisely at distant foes	—	109
Whirlwind Warrior	Dex 2, Per 1	Fight hordes with agile ease	—	112

Feat Descriptions

Each feat has a set of benefits it provides to a character with the feat. Some feats also have specific requirements that a character must meet before taking the feat. These are listed under a **Prerequisites** heading. If a character loses the prerequisites for a feat, they lose all benefits of the feat until they meet the prerequisites again.

Abjurer [Magical, Spell]

You have great talent with Abjuration spells.

Prerequisite: Abjuration spell known.

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 Armor defense 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**: As a standard action, you can spend an **action point** to use the *counterspell* ability.

Counterspell
Choose a creature within Medium *(100 ft.)* range of you. If the target is casting a spell, and your maximum spell level is at least as high as the target's maximum spell level, their spell has no effect when it resolves.

6th – **Personal Shield**: You gain a +1 bonus to Armor defense.

9th – **Greater Abjurant Shield**: Your *abjurant shield* also grants **damage reduction** against **physical damage** equal to your highest **spellpower**.

12th – **Improvised Counterspell**: At the start of the **delayed action phase**, if you are casting a spell other than a **cantrip**, you can use your *counterspell* ability without taking an action. If you do, your spell has no effect when it resolves, and you regain the action point spent to cast it (if any).

15th – **Expanded Protection**: The defense bonuses from your *personal shield* and *abjurant shield* abilities apply to all defenses. In addition, the damage reduction from your *greater abjurant shield* ability applies against all damage.

18th – **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.)*.

20th – **Abjurant Bastion**: The defens bonuses from your *personal shield* and *abjurant shield* abilities increase to +2.

Acrobatics Specialization [Skill]

Prerequisite: Acrobatics as a mastered skill.

Rapid Balance: Using Acrobatics to balance on slippery or narrow surfaces does not reduce your speed.

2nd – **Specialization**: You gain a +2 bonus to Acrobatics.

5th – **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 – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Air Dancer** (Magical): You can attempt to move on surfaces that cannot support your weight. Surfaces that can support at least a quarter of your weight, such as thin tree branches and dense liquids, are DR 20. Surfaces that can support at least a tenth of your weight, such as water, are DR 25. Surfaces that can support at least a hundredth of your weight, such as tree leaves, are DR 30. Surfaces that cannot support your weight at all, such as air, are DR 40.

Success means you move along the surface at half speed. Failure means you fall through the surface. The DR increases by 5 for each consecutive round that you spend moving in this way.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Greater Surface Tolerance**: The DR modifier reduction from your *surface tolerance* ability increases to 5. This allows you to ignore almost all surface conditions when balancing.

20th – **Aerial Supremacy**: You can move at full speed while using your *air dancer* ability. In addition, for each round that you spend using your *air dancer* ability, the DR increases by 2 instead of by 5.

Agility [Combat]

Prerequisite: Starting Dexterity of 2.

Spring Attack: As a standard action, you can spend an **action point** to use the *spring attack* ability.

Spring Attack
Move up to your movement speed and make a **strike**. If you use this ability during the **action phase**, you may continue moving during the **delayed action phase** if you have remaining movement available.

3rd – **Lightning Reflexes**: You gain a +2 bonus to Reflex defense and **initiative** checks.

6th – **Dodge Roll**: When you use your *spring attack* ability, you gain a +2 bonus to Armor and Reflex defenses during that phase. This is a **Swift** ability.

9th – **Combat Evasion**: You gain a +1 bonus to Armor defense.

12th – **Greater Spring Attack**: You gain a +1d bonus to damage on the strike from your *spring attack* ability.

15th – **Greater Lightning Reflexes**: The bonuses from your *lightning reflexes* ability increase to +4.

18th – **Greater Combat Evasion**: The bonus from your *combat evasion* ability increases to +2.

Awareness Specialization [Skill]

Prerequisite: Awareness as a mastered skill.

Extraordinary Senses: You gain one of the following senses: **blindsense** (50 ft.), **darkvision** (100 ft.), **scent**, or **tremorsense**

(50 ft.).

2nd – **Specialization**: You gain a +2 bonus to Awareness.

5th – **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 – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Greater Extraordinary Senses**: You gain one of the following senses: **blindsense** (200 ft.), **blindsight** (50 ft.), **darkvision** (500 ft.), **tremorsense** (200 ft.), or **tremorsight** (50 ft.).

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **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.

20th – **Supreme Extraordinary Senses**: You can choose an additional sense from the list given in your *greater extraordinary senses* ability. In addition, the range of all senses gained from this feat is doubled.

Bardic Exemplar [Magical, Skill]

Prerequisite: Perform Specialization feat.

1st – **Inspire Courage**: As a standard action, you can spend an **action point** to use the *inspire courage* ability.

Inspire Courage	**Delusion**, **Mind**, **Sustain** (minor)

You begin a performance using one of your Perform skills. All willing allies within a Huge *(100 ft.)* emanation from you gain a +1 bonus to **accuracy** and a +2 bonus to Mental defense.

If a target can neither see nor hear your performance, the effect immediately ends for that target. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

2nd – **Vicious Mockery**: As a standard action, you can spend an **action point** to use the *vicious mockery* ability.

Vicious Mockery	**Delusion**, **Mind**

You make a brief performance using one of your Perform skills. Make a Perform vs. Mental attack against all enemies within a Huge *(100 ft.)* radius from you.

Hit: As a **condition**, each target takes a −1 penalty to **accuracy** and a −2 penalty to Mental defense.

This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

5th – **Song of Serenity**: As a standard action, you can spend an **action point** to use the *song of serenity* ability.

Song of Serenity	**Delusion**, **Mind**, **Sustain** (minor)

You begin a performance using one of your Perform skills. Choose a willing creature within Medium *(100 ft.)* range. The target is immune to hostile **Mind** effects.

If the target can neither see nor hear your performance, the effect immediately ends. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

8th – **Greater Inspire Courage**: Each target affected by your *inspire courage* ability is immune to **Fear** abilities.

11th – **Greater Vicious Mockery**: Your *vicious mockery* ability gains the **Sustain** (minor) tag. At the end of each action phase after the first round, you make an additional attack against all creatures within a Huge *(100 ft.)* radius of you not already affected by the ability.

12th – **Greater Song of Serenity**: When you use your *song of serenity* ability, you can target up to five creatures.

15th – **Supreme Inspire Courage**: A creature affected by your *inspire courage* ability may use your level in place of its accuracy with any attack.

18th – **Supreme Mocking Performance**: The penalties from your *vicious mockery* ability increase to −2 accuracy and a −4 penalty to Mental defense.

20th – **Hybrid Performance**: You can sustain two different **magical** abilities from this feat or the Perform Specialization feat as part of the same **minor action**.

Blindfighter [Combat]

Prerequisite: Starting Perception 2.

1st – **Blind Precision**: Whenever you make an attack with a miss chance caused by being unable to see your opponent, you can roll the miss chance twice and take the better result. In addition, you are not **defenseless** against foes you cannot see if you know their location.

3rd – **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.

9th – **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.

15th – **Greater Blindsight**: The range of your blindsight improves to 100 feet. In addition, the range of your blindsense improves to 500 feet.

18th – **Unseeing Precision**: You gain a +1 bonus to **accuracy**.

20th – **Supreme Sight**: The range of your blindsight improves to 200 feet. In addition, the range of your blindsense improves to 1,000 feet.

Bluff Specialization [Skill]

Prerequisite: Bluff as a mastered skill.

Sustained Distraction: If you successfully distract a creature with the *distract* ability of the Bluff skill, you can sustain that distraction on that creature with a **minor action** as long as you continue to be distracting. You must make a new check each round, and the DR increases by 2 for each round you have distracted the creature. For details, see Distract, page 70.

2nd – **Specialization**: You gain a +2 bonus to Bluff.

5th – **Deceive Magic**: Any magical abilities which detect lies are unable to detect lies you speak.

8th – **Greater Specialization**: The bonus from your *special-*

ization ability increases to +4.

11th – **Dual Speech** (Magical): Whenever you speak, you can spend an **action point** to use the *dual speech* ability.

Dual Speech	**Sustain** (minor)

You speak the same words with two different vocal patterns, such as tone or accent, though you cannot significantly change the volume. You can freely choose which creatures hear which pattern, treating all creatures you are not aware of as a single group.

You can freely choose different vocal patterns each round that you sustain this ability.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **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.

20th – **Greater Dual Speech**: When you use your *dual speech* ability, you can speak entirely different words with your two voices.

Boongiver [Spell]

Prerequisite: Ability to cast a spell.

1st – **Reciprocal Boon**: Whenever you cast a spell with the **Attune** tag that targets a single creature other than yourself, you can use the *reciprocal boon* ability.

Reciprocal Boon

The spell you are casting targets you in addition to its other target.

You can only use this ability on one spell at a time. If you use the ability while it already affects another spell, you choose which spell is affected by the ability.

3rd – **Benevolent Transferance**: As a **minor action**, you can use the *benevolent transferance* ability.

Benevolent Transferance

Choose a creature currently attuning to a spell you cast. In addition, choose another creature to transfer the spell to. Both targets must within that spell's range of you, and must be valid targets for the spell. You cannot target yourself with this ability.

If both targets are willing, the spell's effect is transferred from the first target to the second. The spell's new target must spend an action point to attune to the spell as normal.

6th – **Boon Lore**: You learn an additional **subspell** of 2nd level or lower. The subspell must have the **Attune** (shared) tag.

9th – **Greater Reciprocal Boon**: You can use your *reciprocal boon* ability on up to two different spells at once. If you use the ability while it already affects another spell, you choose which spells are affected by the ability.

12th – **Regenerative Transferance**: When you use your *benevolent transferance* ability successfully, the original target of the spell regains the action point it spent to attune to the spell.

15th – **Greater Boon Lore**: You learn two additional **subspells** of 7th level or lower. The subspells must have the **Attune** (shared) tag.

18th – **Supreme Reciprocal Boon**: You can use your *reciprocal boon* ability on up to three different spells at once.

20th – **Myriad Boon**: When you use your *reciprocal boon* ability on a spell, you can choose a third target for the spell. That target must spend an action point to attune to the spell as normal.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment

Special: You can only have one Bloodline feat.

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 **minor action**, you can spend an **action point** to use the *holy blessing* ability.

Holy Blessing	**Attune** (shared)

Choose a willing creature within Close *(30 ft.)* range. The target gains a +1d bonus to **strike damage**.

This ability does not stack with the *bless* spell.

2nd – **Holy Protection**: As a standard action, you can spend an **action point** to use the *holy protection* ability.

Holy Protection	**Attune** (shared)

Choose a willing creature within Close *(30 ft.)* range. The target gains damage reduction equal to your celestial power against damage from **Evil** attacks and from attacks made by evil creatures.

5th – **Angel Wings**: You gain feathery wings that sprout from your back. These wings grant you a glide speed equal to your **base speed** (see Gliding, page 18). The wings themselves are physical, but the ability to fly and glide with them is **magical**.

8th – **Expanded Boons**: The damage bonus from your *holy blessing* ability applies to all abilities that deal damage or grant healing measured in dice. In addition, the damage reduction from your *holy protection* ability applies against all damage other than damage from good creatures.

11th – **Angelic Flight**: As a **free action**, you can spend an **action point** to use the *angelic flight* ability.

Angelic Flight

You gain a **fly speed** equal to your **base speed** until the end of the round (see Flying, page 17).

14th – **Greater Holy Blessing**: The damage bonus from your *holy blessing* ability increases to +2d.

17th – **Holy Retribution**: Whenever an evil creature makes a **strike** against the target of your *holy protection* ability, you make a *celestial power* vs. Mental attack against the attacking creature.

Hit: The attacker takes divine **standard damage** −1d.

20th – **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.

1st – **Additional Archetype**: Choose an archetype from a class you have chosen with the *additional class* ability of the Class Versatility feat (see 98). You gain all abilities from that archetype.

Class Versatility [Class]

1st – **Additional Class**: Choose a class. You gain the **class skills** of that class in addition to your existing class skills. You can exchange one class archetype from your class with one class archetype from that class. You can also exchange any number of your basic class abilities, such as skill points or weapon proficiencies, for the corresponding abilities of that class. If that class has any basic class abilities which are not part of an archetype and do not have abilities of the same on other classes, such as a cleric's *divine power*, you gain those abilities.

6th – **Versatile Expertise**: Choose one of the following benefits. You gain that benefit.
- +1 bonus to Fortitude defense
- +1 bonus to Reflex defense
- +1 bonus to Mental defense
- One extra **skill point**
- Extra **hit points** equal to half your level

12th – **Expanded Versatility**: You gain the *versatile expertise* ability again.

18th – **Expanded Versatility**: You gain the *versatile expertise* ability again.

Climb Specialization [Skill]

Prerequisite: Climb as a mastered skill.

Damage Tolerance: Taking damage while climbing does not force you to make an additional Climb check to avoid falling.

2nd – **Specialization**: You gain a +2 bonus to Climb.

5th – **Climb Speed**: You gain a **climb speed** equal to half your **base speed**. A successful Climb check to move allows you to travel a distance equal to your climb speed.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **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.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Greater Climb Speed**: Your climb speed increases to be equal to your **base speed**.

20th – **Personal Gravity**: You can wallrun on ceilings in the same way you wallrun on walls. In addition, for every round that you spend wallrunning on any surface, the DR increases by 2 instead of by 5.

Conjurer [Magical, Spell]

Prerequisite: Conjuration spell known.

1st – **Fortified Manifestation**: Objects and creatures you create with **Manifestation** abilities have additional hit points equal to your highest **spellpower**, and gain a +1d bonus to damage with all attacks.

3rd – **Astral Spell Transit**: You double the range of all Conjuration spells you cast. In addition, all **Teleportation** spells you cast can teleport twice their normal distance.

6th – **Resummon**: As a **minor action**, you use the *resummon* ability.

Resummon

You may teleport one creature or object that you summoned with a **Summoning** or **Manifestation** ability into an unoccupied space on stable ground within Close *(30 ft.)* range of you.

9th – **Persistent Manifestations**: Once per round, when you cast or sustain a spell, you can also sustain a **Manifestation** spell as a **free action**. In addition, objects and creatures you have created with **Manifestation** abilities heal hit points equal to your spellpower at the end of each round.

12th – **Greater Astral Spell Transit**: The range doubling from your *astral spell transit* ability applies to all spells you cast, not just Conjuration spells.

15th – **Greater Resummon**: The range of your *resummon* ability increases to Extreme *(1,000 ft.)*. In addition, you can choose up to two creatures or objects to teleport instead of only one.

18th – **Greater Fortified Manifestation**: The hit point bonus from your *fortified manifestation* ability increases to twice your spellpower, and the damage bonus increases to +2d.

20th – **Supreme Astral Spell Transit**: When determining whether you have **line of effect** to a particular location with a spell, you can ignore all physical obstacles in a single five-foot span. This can allow you to cast spells through solid walls, though it does not grant you the ability to see through the wall.

Craft Specialization [Skill]

Prerequisite: Craft (any) as a mastered skill.

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 197. 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.

2nd – **Specialization**: You gain a +2 bonus to all Craft skills.

5th – **Crafting Savant**: You gain two additional **skill points** which can only be spent on Craft skills. In addition, crafting magic items takes you one hour per 100 gp of material components.

8th – **Greater Specialization**: The bonus to Craft from your *specialization* ability increases to +4.

11th – **Item Attunement**: You gain an additional **item slot**. In addition, crafting magic items takes you one hour per 100 gp of material components.

14th – **Supreme Specialization**: The bonus to Craft from your *specialization* ability increases to +6.

17th – : Crafting magic items takes you one hour per 2,500 gp of material components.

20th – **Greater Item Attunement**: You gain an additional **item slot**. In addition, 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.

Sustained Pacify: You can sustain the *pacify* ability from the Creature Handling skill as a minor action, rather than as a standard action (see Pacify, page 74).

2nd – **Specialization**: You gain a +2 bonus to Creature Handling.

5th – **Efficient Training**: You can teach a creature a trick with 12 hours of work, split as you choose, rather than in a week of 4 hour sessions (see Training Creatures, page 74). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page 75).

8th – **Greater Specialization**: The bonus to Creature Handling from your *specialization* ability increases to +4.

11th – **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 **strike damage**.

In addition, the number of bonus tricks you can teach from your *efficient training* ability increases to four.

14th – **Supreme Specialization**: The bonus to Creature Handling from your *specialization* ability increases to +6.

17th – **Rapid Pacify**: You can use the *pacify* ability from the Creature Handling skill as a minor action, rather than as a standard action.

20th – **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 **strike damage**.

In addition, the number of bonus tricks you can teach from your *efficient training* ability increases to six.

Devices Specialization [Skill]

Prerequisite: Devices as a mastered skill.

Rapid Improvisation: As a standard action, you can spend an **action point** to use the *improvise* ability to create a device (see Improvise, page 76).

2nd – **Specialization** (Magical): You gain a +2 bonus to Devices.

5th – **Lesser Disable Arcana** (Magical): You can disable arcane spell effects on objects or areas as if they were merely complex devices. You must be aware of an effect to disable it, either through the Spellcraft skill or because the effect is noticeable. You cannot disable effects on creatures. The DR to disable an effect is equal to 15 + the effect's **power**. Success means the spell is **dismissed**, and its effects end. This has no effect on abilities that cannot be dismissed.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Improbable Improvisation**: You reduce the DR for using the *improvise* ability to make devices from unsuitable materials by 5.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Durable Improvization**: Devices you create with the *improvise* ability last for twice as many uses before they break.

20th – **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.

Quick Change: As a standard action, you can spend an **action point** to use the *disguise creature* or *emulate creature* ability.

2nd – **Specialization**: You gain a +2 bonus to Disguise.

5th – **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 alignment. The maximum **power** you can emulate is equal to your Disguise check result −10.

Anyone using divination magic on the creature must make a **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.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Disguise Size** (Magical): As a **standard action**, you can spend an action point to use the *disguise size* ability.

Disguise Size	**Attune**
You increase or decrease your size by one **size category**. This effect lasts as long as you **attune** to it.	

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Diviner [Magical, Spell]

Prerequisite: Divination spell known.

1st – **Prophesy**: As a **standard action**, you can spend an **action point** to use the *prophesy* ability.

Prophesy

When you use this ability, you must visualize an action that a creature (or group of creatures) could take within the next hour. This time period is called the *time of prophecy*.

You see a brief, cryptic vision describing the most likely outcome of the action you visualized. This vision does not reveal any consequences that might occur after the *time of prophecy* has ended. The vision does not have to be a literally accurate representation of the future. For example, if you used this ability to foresee the results of entering a room that had a group of creatures waiting in ambush, you might see a vision of flashing daggers in darkness darting towards your exposed back, regardless of whether the creatures would actually use daggers to attack.

After using this ability, you cannot use it again until the *time of prophecy* has ended, regardless of whether the action was taken.

3rd – **Precognitive Reaction**: You gain a +1 bonus to Reflex defense and a +2 bonus to **initiative** checks.

6th – **Truesight**: You gain the **truesight** ability with a 50 foot range.

9th – **Deep Prophecy**: When you use your *prophesy* 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.

12th – **Greater Precognitive Reaction**: 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**.

15th – **Dual Prophecy**: You may use your *prophesy* 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 *prophesy* ability again.

18th – **Supreme Precognitive Reaction**: The Reflex defense bonus from your *precognitive reaction* ability increases to +2, and the initiative bonus increases to +4.

20th – **Oracle**: When you use your *prophesy* ability, the maximum *time of prophesy* 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.

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 – **Draconic Weapons**: You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page 118.

2nd – **Breath Weapon**: As a **standard action**, you can spend an **action point** to use the *breath weapon* ability.

Breath Weapon

Make a *draconic power* vs. Reflex attack against everything in the area defined by your *draconic ancestry* ability (see Table 5.2: Dragon Types). A hit deals **standard damage** against each target. The damage type is defined by your *draconic ancestry* ability.

5th – **Draconic Wings**: You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to your **base speed** (see Gliding, page 18). The wings themselves are physical, but the ability to fly and glide with them is **magical**.

8th – **Greater Breath Weapon**: The damage dealt by your *breath weapon* ability increases by +1d. In addition, the area affected increases. A line breath weapon becomes a Huge *(100 ft.)*, 10 ft. wide line. A cone breath weapon becomes a Large *(50 ft.)* cone.

11th – **Draconic Flight**: As a **free action**, you can spend an **action point** to use the *draconic flight* ability.

Draconic Flight

You gain a **fly speed** equal to your **base speed** until the end of the round (see Flying, page 17).

14th – **Supreme Breath Weapon**: The damage dealt by your *breath weapon* ability increases by +1d. In addition, the area affected increases. A line breath weapon becomes a Huge *(100 ft.)*, 20 ft. wide line. A cone breath weapon becomes a Huge *(100 ft.)* cone.

17th – **Draconic Scales**: You gain a +1 bonus to Armor defense.

20th – **Greater Draconic Flight** (Magical): You no longer have a limit on how long you can fly with your *draconic flight* ability.

Duelist [Combat]

Prerequisite: Starting Dexterity of 1, starting Intelligence of 1.

1st – **Focused Strike**: As a standard action, you can spend an **action point** to use the *focused strike* ability.

Focused Strike

Make a melee **strike**. If you are not threatened by more than one creature, you gain a +2 bonus to **accuracy** with the strike. If you are the only creature threatening your target, you gain a +2d bonus to damage with the strike.

3rd – **Parry**: You gain a +1 bonus to Armor defense as long as you are not **threatened** by more than one creature.

6th – **Duel Expertise**: You gain a +2 bonus to **accuracy** with

Table 5.2: Dragon Types

Dragon	Energy Type	Breath Weapon
Black	Acid	Medium *(20 ft.)*, 5 ft. wide line
Blue	Electricity	Medium *(20 ft.)*, 5 ft. wide line
Brass	Fire	Medium *(20 ft.)*, 5 ft. wide line
Bronze	Electricity	Medium *(20 ft.)*, 5 ft. wide line
Copper	Acid	Medium *(20 ft.)*, 5 ft. wide line
Gold	Fire	Medium *(20 ft.)* cone
Green	Acid	Medium *(20 ft.)* cone
Red	Fire	Medium *(20 ft.)* cone
Silver	Cold	Medium *(20 ft.)* cone
White	Cold	Medium *(20 ft.)* cone

the *disarm* and *feint* abilities (see Disarm, page 23, and Feint, page 23).

6th – **Focused Precision**: The accuracy bonus from your *focused strike* ability increases to +3.

9th – **Riposte**: You gain a +1d bonus to damage as long as you are not **threatened** by more than one creature.

12th – **Greater Duel Expertise**: The accuracy bonus from your *duel expertise* ability increases to +3.

12th – **Greater Focused Strike**: The damage bonus from your *focused strike* ability increases to +3d.

15th – **Greater Parry**: The bonus from your *parry* ability increases to +2.

18th – **Supreme Duel Expertise**: The accuracy bonus from your *duel expertise* ability increases to +4.

18th – **Greater Focused Precision**: The accuracy bonus from your *focused strike* ability increases to +4.

20th – **Legendary Duelist**: You are treated as being threatened by one fewer creature than you actually are for the purpose of abilities from this feat.

Eldritch Knight [Spell]

Prerequisite: Ability to cast a spell.

1st – **Combat Caster**: You gain a +2 bonus to Concentration checks made to cast spells. In addition, you reduce your **encumbrance** from **armor** by 1.

3rd – **Spellstrike** (Magical): As a standard action during the **action phase**, you can spend an **action point** to use the *spellstrike* ability.

Spellstrike
You imbue magical power into a weapon you wield or your **unarmed attack**. This requires concentration as if casting a spell, but breaking your concentration does not cause a **miscast backlash**. During the **delayed action phase**, you may make a melee **strike** with the chosen weapon. If you maintained your concentration, the strike gains a +3d bonus to damage.

6th – **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 **physical attacks** against that creature during the next round.

9th – **Greater Combat Caster**: The Concentration bonus from your *combat caster* ability increases to +4. In addition, the **encumbrance** reduction increases to 2.

12th – **Greater Spellstrike** (Magical): The damage bonus from your *spellstrike* ability increases to +4d.

15th – **Greater Spellsword Rhythm**: The accuracy bonus from your *spellsword rhythm* ability increases to +2.

18th – **Supreme Combat Caster**: The Concentration bonus from your *combat caster* ability increases to +6. In addition, the **encumbrance** reduction increases to 3.

20th – **Supreme Spellstrike**: The damage bonus from your *spellstrike* ability increases to +5d.

Enchanter [Magical, Spell]

Prerequisite: Enchantment spell known.

1st – **Mind Fragments**: When you use **Mind** abilities, you can affect creatures that are immune to **Mind** abilities due to not having a mind. You take a −5 penalty to accuracy on attacks against such creatures. This does not allow you to affect creatures who are immune to **Mind** abilities for other reasons.

3rd – **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.

6th – **Subtle Influence**: You gain a +1 bonus to accuracy with **Mind** abilities. In addition, the DR to identify your **Mind** abilities with Spellcraft, and to identify their effects with Sense Motive, increases by 5.

9th – **Greater Mind Fragments**: The accuracy penalty from your *mind fragments* ability decreases to −2.

12th – **Greater Enchanting Presence**: The bonuses and penalties from your *enchanting presence* ability increase to +2 and −2.

15th – **Greater Subtle Influence**: The accuracy bonus from your *subtle influence* ability increases to +2. In addition, the DR increase from that ability increases to 10.

18th – **Supreme Mind Fragments**: The accuracy penalty from your *mind fragments* ability is removed.

20th – **Mental Torment**: Whenever you target a creature with a Mind ability, you may have that creature take a −1 penalty to Mental defense. This effect applies regardless of whether the ability's hits, but the target must be a valid target for the ability. It is a **condition**, and lasts until it is removed. The penalty stacks with itself if you target the same creature multiple times.

Escape Artist Specialization [Skill]

Prerequisite: Escape Artist as a mastered skill.

Rapid Escape: You can squeeze and escape bindings and grapples as a move action, rather than as a standard action.

2nd – **Specialization**: You gain a +2 bonus to Escape Artist.

5th – **Constraint Tolerance**: You reduce your penalties for **squeezing** by 1 (see Squeezing, page 17).

8th – **Greater Specialization**: The bonus to Escape Artist from your *specialization* ability increases to +4.

11th – **Escape Magic** (Magical): As a standard action, you can spend an **action point** to use the *escape magic* ability.

> *Escape Magic*
> You make an Escape Artist attack against all **magical** effects on you. You may exclude any number of effects you are aware of from this attack, allowing you to maintain beneficial magical effects. The DR for each effect is equal to 10 + the effect's **power**.
>   *Hit*: Each effect is **dismissed**, if it is an effect that can be dismissed.

You can only dismiss effects with this ability which target you directly, not area effects which include you as a target. If an ability targets multiple creatures, you can only remove its effects on you.

14th – **Supreme Specialization**: The bonus to Escape Artist from your *specialization* ability increases to +6.

17th – **Greater Constraint Tolerance**: The penalty reduction from your *constraint tolerance* ability increases to 2. In addition, your movement speed is not halved while **squeezing**.

20th – **Greater Escape Magic** (Magical): You can use your *escape magic* ability as a **minor action**.

Expanded Spell Lore [Spell]

Prerequisite: Any spell known.

1st – **Spell Knowledge**: You learn an additional spell from any **magic source** you have access to.

3rd – **Rituals**: You gain the ability to cast **rituals** from any single **magic source** you have access to. If you could already perform rituals from that source, you learn an additional 1st level ritual from that source instead.

6th – **Subspell Knowledge**: You learn an additional **subspell** from any spell you know.

9th – **Spell Knowledge**: You learn an additional spell from any **magic source** you have access to.

12th – **Augment Knowledge**: You learn an additional **augment** (see Augments, page 139).

15th – **Subspell Knowledge**: You learn two additional **subspells** from any spells you know.

18th – **Ritual Mastery**: You can scribe rituals for half the normal cost.

20th – **Augment Knowledge**: You learn an additional **augment** (see Augments, page 139).

Evoker [Magical, Spell]

Prerequisite: Evocation spell known.

1st – **Energy Burst**: As a standard action, you can spend an **action point** to use the *energy burst* ability.

> *Energy Burst* (see text)
> Choose a creature or object within Close *(30 ft.)* range and a type of **energy**: cold, electricity, fire, or sonic. You make a **spellpower** attack against the target's Reflex defense if you chose electricity or fire, or against the target's Fortitude defense if you chose cold or sonic.
>   *Hit*: The target takes **standard damage** +1d of the chosen damage type.
>   This ability has the **ability tag** corresponding to the type of energy chosen.

3rd – **Energy Affinity**: Choose a type of **energy**: cold, electricity, fire, or sonic. You gain a +1d bonus to damage with attacks that deal damage of that type measured in dice. In addition, you gain damage reduction equal to your highest **spellpower** against damage of that type.

6th – **Devastating Evocation**: The area affected by your Evocation spells is doubled.

9th – **Residual Energy Burst**: When your *energy burst* attack hits, the target suffers an additional effect depending on the energy type chosen. These effects are **conditions**, and last until they are removed. On a **critical hit**, the attack still deals double damage in addition to the effects given here.

- Cold: If target is a creature, it is **fatigued**. A **critical hit** makes the target **exhausted** instead.
- Electricity: If the target is a creature, it is **dazed**. A **critical hit** makes the target **stunned** instead.
- Fire: The target is **ignited**. This condition can be removed by putting out the fire.
- 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.

12th – **Greater Energy Affinity**: The benefits from your *energy affinity* apply to all energy types.

15th – **Devastating Caster**: The area doubling from your *devastating evocation* ability applies to all spells you cast, not just Evocation spells.

18th – **Greater Energy Burst**: You gain a +1 bonus to **accuracy** and a +1d bonus to damage with your **energy burst** ability.

20th – **Supreme Energy Affinity**: The damage bonus from your *energy affinity* ability increases to +2d. In addition, the damage reduction increases to be equal to twice your highest spellpower.

Executioner [Combat]

Prerequisites: Starting Strength of 1, starting Perception of 2.

1st – **Execution**: As a standard action, you can spend an **action point** to use the *execution* ability.

> *Execution*
> Make a **strike**. At the end of the current phase, if the target is **bloodied**, it takes additional damage equal to the damage you dealt to it with your strike.

3rd – **Purge the Weak**: You gain a +1 bonus to **accuracy** against **bloodied** creatures.

6th – **Blood Sense** (Magical): You automatically know the location of all **bloodied** living creatures within 50 feet of you, regardless of concealment or invisibility. You must have **line of effect** to a creature to see it in this way.

9th – **Greater Execution**: You gain a +1d bonus to damage with the strike from your *execution* ability.

12th – **Greater Purge the Weak**: The accuracy bonus from your *purge the weak* ability increases to +2.

15th – **Greater Blood Sense** (Magical): Your *blood sense* ability allows you to know the location of all living creatures within range, not just bloodied living creatures. You must have **line of effect** to a creature to see it.

18th – **Supreme Execution**: The damage bonus from your *greater execution* ability increases to +2d.

20th – **Blood Sight** (Magical): Your *blood sense* ability allows you to see creatures perfectly instead of only knowing their location.

Guardian [Combat]

Prerequisite: Starting Perception and Willpower of 1.

1st – **Binding Strike**: As a standard action, you can spend an **action point** to use the *binding strike* ability.

> *Binding Strike*
> Make a melee **strike** against an adjacent creature. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.
> *Hit*: The target is **immobilized** as a **condition**. This effect immediately ends if you are **defeated** or if you stop being adjacent to the target.
> *Critical Hit*: The target is **immobilized** as a **condition**.

3rd – **Protect**: As a **minor action**, you can use the *protect* ability.

> *Protect* **Swift**
> One ally adjacent to you gains a +2 bonus to Armor defense. However, you take a −2 penalty to Armor defense. This effect lasts until the end of the round.

6th – **Certain Bind**: You gain a +1 bonus to accuracy with your *binding strike* ability.

6th – **Defender**: You gain a +2 bonus to **threat**.

9th – **Redirection** (Magical): When you use your *protect* ability, you can spend an **action point** to use the *redirection* ability.

> *Redirection*
> You suffer all effects from **strikes** that hit the target in place of the target as long as the *protect* ability lasts. 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.

12th – **Greater Certain Bind**: The accuracy bonus from your *certain bind* ability increases to +2.

12th – **Greater Defender**: The threat bonus from your *defender* ability increases to +4.

15th – **Expanded Redirection** (Magical): When you use your *redirection* ability, you redirect the effects of all attacks, not just **strikes**.

12th – **Supreme Certain Bind**: The accuracy bonus from your *certain bind* ability increases to +3.

18th – **Supreme Defender**: The bonus from your *defender* ability increases to +6.

20th – **Supreme Protector**: When you use your *protect* ability, you may target any number of allies adjacent to you.

Heal Specialization [Skill]

Prerequisite: Heal as a mastered skill.

Healing Touch (Magical): As a standard action, you can spend an **action point** to use the *healing touch* ability.

> *Healing Touch* **Life**
> Make a Heal check on a willing creature you can touch. The target is healed for an amount equal to the Heal check result.

2nd – **Specialization**: You gain a +2 bonus to Heal.

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**.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Purging Touch** (Magical): As a standard action, you can spend an **action point** to use the *purging touch* ability.

> *Purging Touch*
> Make a Heal check on a willing creature you can touch. For each poison and disease on the target, if your check result is at least 10 higher than the **power** of the effect, the effect is removed.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Lifesaver**: You can stabilize dying creatures as a **minor action**.

20th – **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.

1st – **Create Image**: As a standard action, you can spend an **action point** to use the *create image* ability.

Create Image **Figment**, **Sustain** (minor)

You create a visual illusion of an object, creature, or force within Medium *(100 ft.)* range. 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.

3rd – **Reflexive Illusion**: You gain a +1 bonus to Armor defense, Disguise, Sleight of Hand, and Stealth.

6th – **Muffled Illusions**: You learn the Silent **augment**. In addition, 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 139).

9th – **Control Image**: While your *create image* ability is active, you can use the *control image* ability as a standard action. You gain the *control image* ability.

Control Image **Swift**

You can directly control the movement of the figment from your *create image* ability until the end of the round. 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 dancing. 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.

12th – **Hidden Illusions**: You learn the Stilled **augment**. In addition, 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 139).

15th – **Flexible Image**: Your *create image* ability can create figments between Diminuitive and Huge size. In addition, choose a sense: sound, smell, or temperature. Your *create image* ability can create sensations with the chosen sense.

18th – **Supreme Reflexive Illusion**: The bonus to Armor defense from your *reflexive illusion* ability increases to +2, and the bonuses to skills increase to +3.

20th – **Innate Illusions**: The level cost to apply both the Silent and Stilled **augments** to Illusion spells is removed.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a mastered skill.

Demoralizing Blow: As a standard action, you can use the *demoralizing blow* ability.

Demoralizing Blow

Make a **strike**. If you deal damage to the target, you can immediately use the *demoralize* ability on the target (see Demoralize, page 80).

2nd – **Specialization**: You gain a +2 bonus to Intimidate.

6th – **Critical Demoralization**: If you get a **critical hit** when you take the *demoralize* action, the target is **frightened** by you instead of being shaken. See Demoralize, page 80, for details.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Iron Will [General]

Prerequisite: Starting Willpower of 2.

1st – **Mental Discipline**: You gain a +2 bonus to Mental defense. In addition, you gain additional hit points equal to your Willpower.

4th – **Mind over Matter**: You reduce your penalties for being **staggered** by 2.

7th – **Unclouded Mind**: You are immune to being **dazed**.

10th – **Greater Mental Discipline**: The bonus hit points from your *mental discipline* ability increase to twice your Willpower.

13th – **Greater Mind over Matter**: You do not take penalties for being **staggered**.

16th – **Greater Unclouded Mind**: You are immune to being **stunned**.

19th – **Supreme Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +4.

20th – **Mental Fortress**: You are immune to all hostile **Mind** abilities.

Jump Specialization [Skill]

Prerequisite: Jump as a mastered skill.

Instant Leap: You must move at least five feet before jumping to have a running start, rather than twenty feet (see Running Start, page 80).

2nd – **Specialization**: You gain a +2 bonus to Jump.

5th – **Featherlight Leap**: You gain the *featherlight leap* ability.

Featherlight Leap   **Swift**
As a **free action**, you can spend an **action point**. If you do, your maximum height for jumps during the current phase is equal to your Jump check result, rather than half your Jump check result.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Greater Featherlight Leap**: You do not need to spend an **action point** to use your *featherlight leap* ability.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Greater Instant Leap**: You are always considered to have a running start when jumping, even when rebounding off of objects (see Rebounding Leap, page 81).

20th – **Impact Tolerance**: You are immune to **falling damage**.

Knowledge Specialization [Skill]

Prerequisite: Knowledge as a mastered skill.

Knowledge Savant: You gain two additional **skill points** which can only be spent on Knowledge skills.

2nd – **Specialization**: You gain a +2 bonus to Knowledge.

5th – **Greater Knowledge Savant**: The number of extra skill points from your *knowledge savant* ability increases to four.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Leadership [Combat]

Prerequisite: Willpower 2.

1st – **Bolster**: As a standard action, you can spend an **action point** to use the *bolster* ability.

Bolster   **Mind**
All allies other than yourself within a Large *(50 ft.)* radius burst from you can remove one **condition**. In addition, each target heals hit points equal to your Willpower.

3rd – **Battle Command**: As a standard action, you can use the *battle command* ability.

Battle Command   **Swift**
Choose an ally within Medium *(100 ft.)* range of you. Until the end of the round, whenever it makes a **physical attack**, it can roll the **attack roll** twice and take the higher result.

6th – **Inspiring Presence**: All allies other than yourself within a Large *(50 ft.)* radius emanation from you gain a +1 bonus to Mental defense. This ability is **suppressed** if you are **defeated**.

9th – **Greater Bolster**: The healing from your *bolster* ability increases to twice your Willpower.

9th – **Potent Command**: The target of your *battle command* ability also gains a +1d bonus to **strike damage**.

12th – **Greater Inspiring Presence**: The defense bonus from your *inspiring presence* ability increases to +2.

15th – **Greater Potent Command**: The damage bonus from your *potent command* ability increases to +2d.

18th – **Supreme Inspiring Presence**: The defense bonus from your *inspiring presence* ability increases to +3.

20th – **War Leader**: The area affected by your *bolster* and *inspiring presence* abilities increases to an Huge *(100 ft.)* radius.

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a mastered skill.

Linguistic Savant: You learn two additional **common languages**, or one additional **rare language**.

2nd – **Specialization**: You gain a +2 bonus to Linguistics.

5th – **Language Focus**: By spending a day in focused concentration on learning a specific **common language**, you can use the *language focus* ability. You must have access to either a willing creature fluent in the language or at least a book's worth of material written in the language.

Language Focus
If you had access to written material on the language, including from a teacher, you can read or write the language. If you had access to a speaker of the language, you can speak and understand the language.

Similarly, if the creature teaching you was unable to commu, you cannot read or write the language.

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

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Greater Language Focus**: You can use your *language focus* ability to learn **rare languages** in addition to common languages.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Martial Training [Combat]

1st – **Equipment Training**: You choose one of the following benefits.

- Proficiency with a category of **armor**: light, medium, heavy body armor, or shields. You must be proficient with light armor to gain proficiency with medium armor, and you must be proficient with medium armor to gain proficiency with heavy armor.
- You reduce the **encumbrance** of **body armor** you wear by 1. If you choose this ability multiple times, its effects stack.
- Proficiency with an additional **weapon group** of your choice.
- Proficiency with **exotic weapons** from a weapon group of your choice that you are already proficient with.

3rd – **Honed Strike**: As a standard action, you can spend an **action point** to use the *honed strike* ability.

Honed Strike
You make a **strike** with a +1d bonus to damage. If the strike misses, you regain the **action point** spent to use this ability.

6th – **Equipment Training**: You gain an additional *equipment*

training ability of your choice.

9th – **Practiced Defense**: You gain a +1 bonus to Armor defense.

12th – **Equipment Training**: You gain an additional *equipment training* ability of your choice.

12th – **Greater Honed Strike**: The damage bonus from your *honed strike* ability increases to +2d.

15th – **Practiced Accuracy**: You gain a +1 bonus to **accuracy** with **physical attacks**.

18th – **Equipment Training**: You gain an additional *equipment training* ability of your choice.

18th – **Supreme Honed Strike**: The damage bonus from your *honed strike* ability increases to +3d.

Miscaster [Magical, Spell]

Prerequisite: Ability to cast a spell.

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 the *overchannel* ability.

Overchannel

Your concentration on the spell you are casting cannot be disrupted, and you cannot **miscast** the spell for any other reason. Effects that prevent the spell from having any effect, such as the *counterspell* ability from the Abjurer feat, work normally (see 95). In addition, you cause a **miscast backlash** when the spell resolves.

However, using this ability requires channeling excessive magical energy that temporarily limits your connection to magic. During the next round, you cannot cast spells other than **cantrips**, and you take a −2 penalty to all defenses.

6th – **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 – **Widened Backlash**: The area affected by your **miscast backlash** increases to a Medium *(20 ft.)* radius burst centered on you.

12th – **Resilient Channeler**: In the round after you use your *overchannel* ability, you can cast both cantrips and spells, but you cannot cast **subspells** or apply **augments** to your spells. In addition, the penalty to defenses is reduced to −1.

15th – **Magical Resilience**: You gain **magic resistance** equal to 5 + your level.

18th – **Empowered Channeler**: When you use your *overchannel* ability, you gain a +2 bonus to spellpower with the spell.

Mystic Archer [Magical, Spell]

Prerequisite: Ability to cast a spell.

1st – **Imbue Projectile**: Whenever you cast a spell that affects a single target, you can spend an **action point** to use the *imbue projectile* ability.

Imbue Projectile **Attune**

The spell does not have its effect immediately, and you regain the action point used to cast the spell (if any). Instead, its power is imbued in a **projectile** you hold.

When you make a **strike** using that projectile, the spell affects a target of the strike. After the spell takes effect, this ability's duration ends.

3rd – **Missile Storm**: As a standard action, you can spend an **action point** to use the *missile storm* ability.

Missile Storm

Make a ranged **strike** with a **projectile weapon** you wield. The strike targets up to five creatures and objects within one **range increment** of you with that weapon, except for creatures adjacent to you. You take a −1d penalty to damage with the strike.

6th – **Guided Projectiles**: Your attacks with projectiles ignore **cover**, but not **total cover**.

9th – **Imbue Detonating Projectile**: Whenever you cast a spell that affects an area, you can spend an **action point** to use the *imbue detonating projectile* ability.

Imbue Detonating Projectile **Attune**

The spell does not have its effect immediately, and you regain the action point used to cast the spell (if any). Instead, its power is imbued in a **projectile** you hold.

When you make a **strike** using that projectile, the spell takes effect in addition to the normal effects of the strike. The spell's **point of origin** can be anywhere within the **space** of a target of the strike. It affects targets within the area as if it had just been cast in that area. After the spell takes effect, this ability's duration ends.

12th – **Phasing Projectiles** (Teleportation): When attacking with projectiles, you can ignore all physical obstacles in single five-foot span. This can allow you to fire projectiles through solid walls, though it does not grant you the ability to see through the wall.

15th – **Greater Missile Storm**: When you use your *missile storm* ability, you may target any number of creatures.

18th – **Mystic Precision**: You gain a +1 bonus to **accuracy**.

20th – **Greater Phasing Projectiles** (Teleportation): Your *phasing projectiles* ability improves, allowing you to ignore obstacles in up to four five-foot spans. The spans can be contiguous, which can allow you to ignore a single obstacle up to twenty feet long.

Null [General]

Prerequisite: Starting Willpower of 2.

1st – **Nullify Magic**: You gain **magic resistance** equal to 5 + your Willpower. You cannot lower this magic resistance voluntarily, which can prevent you from being affected by non-hostile magical effects. In exchange, you lose the benefits of all **magical** abilities you possess. In addition, you are unable to **attune** to any **magical** abilities, such as spells cast by other creatures.

4th – **Null Severance**: As a standard action, you can spend an **action point** to use the *null severance* ability.

Null Severance

Make a **strike**. In addition to the strike's normal effects, you also compare the attack result against the target's Mental defense.

Hit: The target breaks its **attunement** to a random ability that it is currently attuned to. This ability does not affect attunement to magic items.

Critical Hit: The target breaks its attunement to all abilities that it is attuned to.

7th – **Disruptive Presence**: All creatures adjacent to you have a 50% chance to **miscast** any spell they cast.

10th – **Greater Nullify Magic**: You gain a +2 bonus to the **magic resistance** from your *nullify magic* ability.

13th – **Greater Null Severance**: Your *null severance* ability breaks the target's attunement to an additional random ability.

16th – **Greater Disruptive Presence**: Your *disruptive presence* ability affects all creatures in a Medium *(20 ft.)* radius **emanation** from you.

19th – **Supreme Null Severance**: Your *null serverance* ability breaks the target's attunement to two additional random abilities.

20th – **True Null**: You are unaffected by all **magical** abilities.

Perform Specialization [Skill]

Prerequisite: Perform as a mastered skill.

Mesmerizing Performance (Magical): As a standard action, you can spend an **action point** to use the *mesmerizing performance* ability.

Mesmerizing   **Delusion**, **Mind**, **Sustain** (minor)
Performance

You begin a performance using one of your Perform skills. Make a Perform vs. Mental attack against up to five creatures within Medium *(100 ft.)* range.

Hit: Each target is **fascinated** by you. Any act by you or your apparent allies that damages a target or that causes it to feel that it is in danger breaks the effect for that creature. An observant target may interpret overt threats to its allies as a threat to itself.

If a target can neither see nor hear your performance, the effect immediately ends for that target. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

2nd – **Specialization**: You gain a +2 bonus to Perform.

5th – **Inspiring Performance** (Magical): As a standard action, you can spend an **action point** to use the *inspiring performance* ability.

Inspiring Performance   **Delusion**, **Mind**, **Sustain** (minor)
You begin a performance using one of your Perform skills. One other willing creature within Medium *(100 ft.)* range gains a +2 bonus to **checks**.

If the target can neither see nor hear your performance, the effect immediately ends for that target. This ability may have the **Auditory** or **Visual** tags, depending on the nature of your performance.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Mesmeric Suggestion** (Magical): As a standard action, you can spend an **action point** to use the *mesmeric suggestion* ability.

Mesmeric   **Delusion**, **Mind**, **Subtle**, **Sustain** (minor)
Suggestion

Make a Perform vs. Mental attack against a target within Medium *(100 ft.)* range. You must also make a verbal suggestion of a particular course of action to the target. You can work this suggestion into an active performance without penalty. If your suggestion does not seem reasonable, you take a −5 penalty to accuracy on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses.

Hit: As a **condition**, the target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. Any act by you or your apparent allies that damages the target or makes it feel that it is in danger breaks the effect.

If the target is not currently **fascinated** by your *mesmerizing performance* ability, this attack automatically fails. If the target can neither see nor hear your performance, the effect immediately ends for that target. This ability lasts as long as you sustain your *mesmerizing performance*.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Projected Performance**: The range of your *mesmerizing performance*, *inspiring performance*, and *mesmeric suggestion* abilities increases to Long *(300 ft.)*.

20th – **Mass Performance**: When you use your *mesmerizing performance* and *inspiring performance* abilities, you can target any number of creatures within range.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a mastered skill.

Compel Attention (Magical): As a standard action, you can spend an **action point** to use the *compel attention* ability.

Compel Attention **Auditory**, **Compulsion**, **Mind**, **Sustain** (minor), **Subtle**

Make a Persuasion vs. Mental attack against a creature within Medium *(100 ft.)* range. You must talk loud enough for the target to hear hear to draw its attention.

Hit: The target is **fascinated** by you as long as you sustain this ability, which requires maintaining your conversation with it. Any act by you or your apparent allies that damages a target or that causes it to feel that it is in danger breaks the effect for that creature. An observant target may interpret overt threats to its allies as a threat to itself.

2nd – **Specialization**: You gain a +2 bonus to Persuasion.

5th – **Center of Attention**: When you use your *compel attention* ability, you may target up to five creatures.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Suggestion**: As a standard action, you can spend an **action point** to use the *suggestion* ability.

Suggestion **Delusion**, **Mind**, **Subtle**, **Sustain** (minor)

Make a Persuasion vs. Mental attack against a target within Medium *(100 ft.)* range. You must also make a verbal suggestion of a particular course of action to the target. If your suggestion does not seem reasonable, you take a −5 penalty to accuracy on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses.

Hit: As a **condition**, the target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. Any act by you or your apparent allies that damages the target or makes it feel that it is in danger breaks the effect.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

Precognition [Combat]

Prerequisite: Starting Intelligence of 2.

1st – **Precognitive Strike**: As a standard action, you can use the *precognitive strike* ability.

Precognitive Strike

Make a **strike**. You can use your Intelligence in place of your Perception to determine your accuracy with this strike.

3rd – **Combat Prediction**: At the start of each phase, you can spend an **action point** to use the *combat prediction* ability.

Combat Prediction

Make an Intelligence vs. Mental attack against a creature within Medium *(100 ft.)* range of you.

Hit: You gain insight into the actions that creature intends to take during the current phase. It may change its actions based on your interference if you communicate this information in a way it understands.

Miss: You regain the action point spent to use this ability.

The insight from this ability allows you to see and hear what actions that creature intends to take. You do not gain any knowledge of actions that have no obvious signs, such as purely mental actions, or actions which you are not observant enough to notice. In addition, you do not know the results of actions with a chance of failure, such as attacks.

6th – **Greater Precognitive Strike**: When you use your *precognitive strike* ability, you can also use your Intelligence to determine your damage with the strike in place of your Strength.

9th – **Precognitive Reaction**: You gain a +2 bonus to Reflex defense and **initiative** checks.

12th – **Foresight**: During the **movement phase**, you choose your action after all other creatures have chosen their actions. When you choose your action, you have insight into the actions chosen by any creatures within Close *(30 ft.)* range of you that you can see. This insight gives you the same information as the insight from your *combat prediction* ability. You choose your actions simultaneously with any other creatures who have a similar ability.

15th – **Supreme Precognitive Strike**: When you use your *precognitive strike* ability, you also compare your attack result against the target's Mental defense.

Hit: You gain insight into the actions that creature intends to take during each phase until the end of the next round. This insight gives you the same information as the insight from your *combat prediction* ability. You gain a +2 bonus to accuracy with your *combat prediction* ability.

18th – **Precognitive Defense**: You gain a +1 bonus to Armor defense.

20th – **Greater Combat Prediction**: When you use your *combat prediction* ability, you can target up to five creatures within range.

Regenerator [General]

Prerequisite: Starting Constitution of 2.

1st – **Regenerative Rest**: Whenever you take a **short rest**, you can heal vital damage equal to half your Constitution in addition to your normal healing.

4th – **Diehard**: You reduce your penalties from **vital damage** by an amount equal to half your Constitution.

7th – **Fast Healing**: At the end of each **action phase**, you heal hit points equal to half your Constitution.

10th – **Regeneration**: If you have taken **vital damage**, the healing from your *fast healing* ability heals vital damage instead of hit points until you have no vital damage remaining.

13th – **Unkillable**: The penalty reduction from your *diehard*

ability increases to be equal to your Constitution.

16th – **Greater Fast Healing**: The healing from your *fast healing* ability increases to be equal to your Constitution.

19th – **Battlescarred Skin**: You gain a +1 bonus to Armor defense.

20th – **Indestructible**: The penalty reduction from your *diehard* ability increases to be equal to twice your Constitution.

Ride Specialization [Skill]

Prerequisite: Ride as a mastered skill.

Mounted Defense: Your mount gains a +2 bonus to all defenses, up to a maximum of your own corresponding defense.

2nd – **Specialization**: You gain a +2 bonus to Ride.

5th – **Mounted Warrior**: The penalty you take when using a ranged weapon while mounted is decreased by 4. In addition, while you are mounted, you gain a +1d bonus to damage with Mounted weapons (see Mounted Weapon, page 123).

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Greater Mounted Defense**: The defense bonus from your *mounted defense* ability increases to +4.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Greater Mounted Warrior**: The penalty reduction from your *mounted warrior* ability increases to −8. In addition, you gain a +1 bonus to Armor defense while mounted.

20th – **Supreme Mounted Defense**: The defense bonus from your *mounted defense* ability increases to +6.

Savage [Combat]

Prerequisite: Starting Strength of 2.

1st – **Brute Force**: You gain a +2 bonus to **accuracy** with the *shove* and *overrun* abilities (see Shove, page 23, and Overrun, page 24). In addition, if you get a **critical hit** with the *shove* ability, you can move the target a maximum distance equal to your movement speed.

3rd – **Wall Slam**: If you use the *shove* ability to move a creature, and the creature's movement is interrupted by a solid obstacle, the obstacle and creature both take bludgeoning **standard damage** -1d. Your **power** with this ability is based on your Strength.

6th – **Trample**: If you use the *overrun* ability to move through a creature, it takes bludgeoning **standard damage** -3d. Your **power** with this ability is based on your Strength.

9th – **Greater Brute Force**: The accuracy bonus from your *brute force* ability increases to +3.

12th – **Crushing Maneuvers**: You gain a +1d bonus to damage with your *wall slam* and *trample* abilities.

15th – **Inescapable**: Whenever you use the *overrun* ability, you may choose not to allow creatures to try to avoid you.

18th – **Supreme Brute Force**: The accuracy bonus from your *brute force* ability increases to +4.

20th – **Greater Crushing Maneuvers**: The damage bonus from your *crushing maneuvers* ability increases to +2d.

Sense Motive Specialization [Skill]

Prerequisite: Sense Motive as a mastered skill.

Read Mind (Magical): As a standard action, you can spend an **action point** to use the *read mind* ability.

Read Mind	**Mind**, **Sustain** (minor)

Make a Sense Motive vs. Mental attack against a creature within Close *(30 ft.)* range.

Hit: You know the target's surface thoughts. This grants you a +2 bonus to Bluff, Persuasion, and Intimidate attacks and checks against the target.

2nd – **Specialization**: You gain a +2 bonus to Sense Motive.

8th – **Greater Specialization**: The bonus to Sense Motive from your *specialization* ability increases to +4.

14th – **Supreme Specialization**: The bonus to Sense Motive from your *specialization* ability increases to +6.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a mastered skill.

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2nd – **Specialization**: You gain a +2 bonus to Sleight of Hand.

8th – **Greater Specialization**: The bonus to Sleight from your *specialization* ability increases to +4.

10th – **Extradimensional Concealment** (Magical): Whenever you use the *conceal object* ability, you can spend an **action point**. If you do, you conceal the object in a pocket dimension that cannot be accessed by nonmagical means. You can only hide one object at a time in this way.

10th – **Extradimensional Retrieval** (Magical): As a standard action, you can spend an **action point** to use the *extradimensional retrieval* ability.

Extradimensional Retrieval

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.

14th – **Supreme Specialization**: The bonus to Sleight from your *specialization* ability increases to +6.

Sniper [Combat]

Prerequisite: Starting Perception of 2.

1st – **Aim**: As a standard action, you can use the *aim* ability.

Aim	**Sustain** (minor)

Choose a creature or object within line of sight. You gain a +2 bonus to accuracy on **physical attacks** against the target.

If you lose sight of the target for a full round, this effect ends.

3rd – **Distance Tolerance**: You reduce your accuracy penal-

ties from **range increments** by 2.

6th – **Sniper Shot**: You gain a +2d bonus to damage on **strikes** against **unaware** creatures that are affected by your *aim* ability.

9th – **Failure Tolerance**: You ignore effects that give you a 20% miss chance or failure chance with physical ranged attacks, such as **concealment**.

12th – **Greater Distance Tolerance**: The penalty reduction from your *distance tolerance* ability increases to 4.

15th – **Sustained Aim**: You can sustain your *aim* ability as a **free action**.

18th – **Greater Sniper Shot**: The bonus to damage increases to +4d.

20th – **Rapid Aim**: You can spend a **action point** to use your *aim* ability as a **minor action**.

Spellcraft Specialization [Skill]

Prerequisite: Spellcraft as a mastered skill.

Detect Spellcasting (Magical): As a standard action, you can spend an **action point** to use the *detect spellcasting* ability.

Detect Spellcasting	**Knowledge**, **Subtle**

Make a Spellcraft attack against the Mental defense of a creature within Medium *(100 ft.)* range.

Hit: You know whether the target is capable of casting spells. If the target can cast spells, you know what sources the target can cast spells from.

Critical Hit: As above, except that you also know all spells the target is capable of casting. This does not grant you knowledge of any subspells or augments the target knows.

After using this ability on a target, you cannot use it again on the same target for 24 hours regardless of whether you hit or miss.

2nd – **Specialization**: You gain a +2 bonus to Spellcraft.

5th – **Unweave Magic**: As a standard action, you can spend an **action point** to use the *unweave magic* ability.

Unweave Magic	**Mystic**

Make a Spellcraft check on an active spell effect within Medium *(100 ft.)* range. The DR is equal to 5 + the **spellpower** of the effect. Success means the effect is **dismissed** if it is an effect that can be dismissed.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Mystic Tolerance**: You gain a +1 bonus to Fortitude and Mental defense.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Mass Unweave Magic**: When you use your *unweave magic* ability, you can target up to five spell effects.

20th – **Greater Mystic Tolerance**: The defense bonus from your *mystic tolerance* ability increases to +2.

Stealth Specialization [Skill]

Prerequisite: Stealth as a mastered skill.

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2nd – **Specialization**: You gain a +2 bonus to Stealth.

5th – **Movement Tolerance**: Your penalties for moving while hiding are reduced by 2.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Hide in Plain Sight**: You can use the *hide* ability even while observed. You take take a −10 penalty to the Stealth check when hiding in this way, and you still need passive cover or concealment to hide.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Greater Movement Tolerance**: The reduction of penalties for moving increases to 5. This allows you to move at half speed without penalty.

20th – **Greater Hide in Plain Sight**: The penalty for hiding while observed is reduced to −5.

Survival Specialization [Skill]

Prerequisite: Survival as a mastered skill.

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.

2nd – **Specialization**: You gain a +2 bonus to Survival.

6th – **Rapid Tracker**: While following trails with the *track* ability, you can move at your normal speed while following tracks without taking the normal −5 penalty. In addition, you can use the ability as a **minor action** by taking a −10 penalty to the check. This can allow you to move twice in the same round.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Planar Tolerance**: You are immune to harmful effects imposed by being on other planes.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Greater Rapid Tracker**: If you use the *track* ability as a **minor action**, the check penalty is reduced to −5 instead of −10.

20th – **Find the Path**: As a standard action, you can spend an **action point** to use the *find the path* ability.

Find the Path   **Attune**, **Knowledge**
When you use this ability, you must unambiguously specify a location on the same plane as you. You know exactly what direction you must travel to reach your chosen destination by the most direct physical route. You are not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, this ability will direct you around the obstacle, rather than through it.

The guidance provided by this ability adjusts to match whatever your current physical capabilities are, including flight and other unusual movement modes. It does not see into the future, and changing circumstances may cause the most direct path to change over time. It also does not consider hostile creatures, traps, and other passable dangers which may endanger or slow progress.

Swift [General]

Prerequisite: Starting Dexterity of 2.

1st – **Rapid Movement**: You gain a +10 foot bonus to speed in all your movement modes.

3rd – **Sprinter**: When you use the *sprint* ability, you move at triple your movement speed.

6th – **Wall Runner**: You gain a +5 bonus to checks with the *wallrun* ability (see Wallrun, page 72). In addition, you can make a Dexterity check in place of a Climb check to use that ability.

9th – **Water Runner**: When you use the *sprint* ability, you can move on water and similar liquids as if they were solid ground.

12th – **Greater Rapid Movement**: The speed bonus from your *rapid movement* ability increases to +30 feet.

15th – **Greater Sprinter**: When you use the *sprint* ability, you move at quadruple your movement speed.

18th – **Cloud Runner**: When you use the *sprint* ability, you can move on dense fog and similar gaseous substances as if they were solid ground.

20th – **Endless Endurance**: While you are not using the *sprint* ability, you move at double your movement speed.

Swim Specialization [Skill]

Prerequisite: Swim as a mastered skill.

Underwater Tolerance: You reduce your penalties for fighting underwater by 2, except for penalties to physical ranged attacks.

2nd – **Specialization**: You gain a +2 bonus to Swim.

5th – **Swim Speed**: You gain a **swim speed** equal to your **base speed**. A successful Swim check to move allows you to move a distance equal to your swim speed.

8th – **Greater Specialization**: The bonus from your *specialization* ability increases to +4.

11th – **Greater Underwater Tolerance**: You do not suffer penalties for fighting underwater, except that you still suffer the normal penalties to physical ranged attacks.

14th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +6.

17th – **Earth Swimmer**: You can swim through loose earth

and dirt as if it were water.

20th – **Greater Swim Speed**: You gain a +30 foot bonus to your swim speed, up to a maximum swim speed equal to twice your **base speed**.

Toughness [General]

Prerequisite: Starting Constitution of 2.

1st – **Durability**: You gain a +2 bonus to Fortitude defense. In addition, you gain additional hit points equal to your Constitution.

4th – **Injury Tolerance**: You reduce your penalties for being **bloodied** by 2.

7th – **Ailment Tolerance**: You are immune to being **sickened** and **fatigued**. This allows you to sleep while you have **encumbrance** without penalty.

10th – **Greater Durability**: The bonus hit points from your *durability* ability increase to twice your Constitution.

13th – **Greater Injury Tolerance**: You do not take penalties for being **bloodied**.

16th – **Greater Ailment Tolerance**: You are immune to being **nauseated** and **exhausted**. In addition, you need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night.

19th – **Supreme Durability**: The defense bonus from your *durability* ability increases to +4.

20th – **Unflinching Recovery**: Whenever you take the *recover* or *desperate recovery* actions, you take half damage from all attacks until the end of the round. This is a **Swift** ability.

Transmuter [Magical, Spell]

Prerequisite: Transmutation spell known.

1st – **Enhance Body**: You gain a +1 bonus to Armor defense and Strength-based **checks**.

3rd – **Reshaper**: As a standard action, you can spend an **action point** to use the *alter self* or *alter object* ability.

Alter Self   **Shaping**
Make a Disguise check to alter your appearance (see Disguise Creature, page 78), 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.
  This ability lasts until you use it again.

Alter Object   **Shaping**
Choose an unattended, nonmagical object you can touch. You make a Craft check to alter the target (see Craft, page 73), 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.

6th – **Transmutive Vigor**: At the end of each **action phase**, you heal hit points equal to half your highest **spellpower**.

9th – **Greater Reshaper**: When you use your *alter object* ability, you can accomplish work that would take up to an hour with a normal Craft check. In addition, as a standard action, you can spend an **action point** to use the *alter poison* ability.

Alter Poison	**Shaping**, **Sustain** (minor)

Make a **spellpower** vs. Fortitude attack against a creature within Close *(30 ft.)* range.

Hit: Any poison in the target's system is neutralized. It stops suffering any additional effects from poisons in its system. As long as the effect lasts, it is immune to all poisons. In addition, the target's **mundane** poisons, including natural attacks that inflict poison, have no effect.

12th – **Greater Transmutive Vigor**: The healing from your *transmutive vigor* ability increases to be equal to your highest **spellpower**.

15th – **Greater Enhance Body**: The bonuses from your *enhance body* ability increase to +2.

18th – **Supreme Reshaper**: You do not need to spend action points to use your *alter self*, *alter object*, or *alter poison* abilities.

20th – **Malleable Body**: You are immune to **critical hits** from **strikes**. You suffer only the effects of a normal hit instead.

Vivimancer [Magical, Spell]

Prerequisite: Vivimancy spell known.

1st – **Restore Life**: As a standard action, you can spend an **action point** to use the *restore life* ability.

Restore Life	**Life**

Choose a willing creature within Medium *(100 ft.)* range. The target is healed for hit points equal to your **standard damage** +1d. Your **power** with this ability is equal to your highest **spellpower**.

3rd – **Unliving Resilience**: You are immune to **disease** and hostile **Death** effects.

6th – **Vivimantic Surge**: Whenever you cast a Vivimancy spell, you can heal any number of willing targets of the spell for hit points equal to your **spellpower** with that spell. In addition, you gain a +1d bonus to damage with attacks that deal life damage.

9th – **Greater Restore Life**: The healing granted by your *restore life* ability increases by +1d. In addition, for every 2 points of healing, you can instead heal 1 **vital damage**.

12th – **Greater Unliving Resilience**: You are immune to life damage and hostile **Life** effects.

15th – **Greater Vivimantic Surge**: The healing granted by your *vivimantic surge* ability increases to three times your **spellpower** with the spell. In addition, the damage bonus increases to +2d.

18th – **Supreme Restore Life**: The healing granted by your *restore life* ability increases by an additional +1d. In addition, it no longer costs an action point to use.

20th – **Supreme Unliving Resilience**: You gain a +4 bonus to Fortitude defense.

Whirlwind Warrior [Combat]

Prerequisites: Starting Dexterity of 2, starting Perception of 1.

1st – **Whirlwind Spin**: As a standard action, you can spend an **action point** to use the *whirlwind spin* ability.

Whirlwind Spin

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 each strike.

3rd – **Eye of the Storm**: You gain a +1 bonus to **overwhelm resistance**.

6th – **Greater Whirlwind Spin**: The damage penalty on the strike you make with your *whirlwind spin* ability is reduced to −1d.

9th – **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.

12th – **Supreme Whirlwind Spin**: The damage penalty with your *whirlwind spin* ability is removed.

15th – **Greater Eye of the Storm**: The bonus from your *eye of the storm* ability increases to +2.

18th – **Legendary Whirlwind Spin**: You gain a +1d bonus to damage with your *whirlwind spin* ability.

20th – **Greater Unfettered Movement**: Using your *unfettered movement* ability does not cause you to move at half speed while in the creature's space.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.

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 identity. It is not a straitjacket for restricting your actions. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

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 age. If you choose it, it must be at least the minimum age for your race and class (see Table: Random Starting Ages). Your minimum starting age is the adulthood age of your 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 you are.

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

With age, your **checks** based on physical attributes decrease and your checks based on mental attributes increase (see Table 6.2: Aging Effects).

When you reach venerable age, the GM secretly rolls your maximum age, which is the number from the Venerable column on Table 6.2: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table. They record the result. If you reach your maximum age, you die of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

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

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.

the base weight.

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.

Languages

Literacy: All characters with an Intelligence of −2 or higher are presumed to be literate, allowing them to read and write any language they speak. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Language Rarity: Some languages are widely spoken in the world, while others are only encountered in unusual circumstances. Common languages are summarized on Table 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 82).

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 Martial Training feat (see page 105).

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You take a −2 penalty to accuracy with weapons you are not proficient with, and you cannot use them to defend yourself, which can cause you to be **defenseless**.

Weapon 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 Weapons: You can use Dexterity to determine your **accuracy** when making a **physical attack** with a light weapon. In addition, light weapons are easier to use while making attacking with two weapons at once (see Two-Weapon Strikes, page 22) or while grappling. Light weapons cannot be held in two hands.

Medium Weapon: A medium weapon can be used in one hand.

You can also hold a medium weapon in two hands. Changing grips to hold it in one hand or two hands can be done as a move action.

Heavy Weapon: Two hands are required to wield a heavy weapon. You can hold it in one hand, but while doing so you cannot attack or defend yourself with it. This usually causes you to be **defenseless**. Changing grips to hold it in one hand or two hands is a move action.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 13). Most weapons are melee weapons.

Ranged Weapons

Ranged weapons are used to make attacks against distant foes within the range of your weapon. There are two kinds of ranged weapons: projectile weapons and thrown weapons.

Range Increments

All ranged weapons have a "range increment", which indicates the distance at which you can effectively attack with the weapon. Any attack against a target within your range increment takes no penalty. For each range increment by which the target is distant from you, you take a cumulative −1 penalty to your accuracy. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Projectile Weapons

Projectile weapons fire ammunition at a target to deal damage. The ammunition generally breaks when used.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Throwing Other Weapons: It is possible to throw a weapon that is not designed to be thrown. The range increment is 10 feet. You are treated as being nonproficient with the weapon. If the attack hits, the weapon deals its normal damage.

Heavy Weapons: Heavy thrown weapons require a standard action to throw, rather than an attack action like normal. They are not always physically thrown with two hands, but they require

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 waraxe
Blades, heavy	Falchion, greatsword, longsword, scimitar	Katana, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow	
Club-like weapons	Club, greatclub, mace, morningstar, sap	
Crossbows	Hand crossbow, heavy crossbow, light crossbow	Repeating crossbows
Flexible Weapons	Flail, heavy flail, whip	
Headed weapons	Greathammer, Heavy pick, light hammer, light pick, sickle, warhammer	
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur, scythe	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, longspear, shortspear, spear	Greatspear, pike
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

the use of your entire body to propel the weapon, preventing you from using your hands for anything else. This can cause you to be **defenseless**.

Ranged Weapons in Melee

You take a −4 penalty to accuracy with medium and large ranged weapons against creatures adjacent to you. In addition, you are usually **defenseless** while using ranged weapons.

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be **defenseless**. To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown 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.

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. You can draw a **light weapon** as a **free action** once per round. You can draw any non-hidden weapon as a **move action**. You can draw a hidden weapon as a **standard action**.

Natural Weapons

Every creature can attack with its body using an unarmed strike. Many monsters can attack more effectively with specific parts of their body, such as teeth and claws. These are called natural weapons. You are automatically proficient with any natural weapons you possess. Most humanoids possess no natural weapons. Natural weapons are described on Table 7.3: Natural Weapons (page 124).

A creature with multiple natural weapons of the same type can designate one as a primary attack and one as a secondary attack, allowing it to fight with both at once (see Two-Weapon Strikes, page 22). 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 52).

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 **die increment** smaller (see Size in Combat, page 13).

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[1]	Damage Type[2]	Cost	Weight[3]	Special
Armor weapons						
Shield, heavy[4]	Medium	−2d	Bludgeoning	special	special	Forceful
Shield, light[4]	Light	−3d	Bludgeoning	special	special	Forceful
Spiked armor[4]	Medium	−1d	Piercing	special	special	Grappling
Spiked shield, heavy[4]	Medium	−1d	Piercing	special	special	Forceful
Spiked shield, light[4]	Light	−2d	Piercing	special	special	Forceful
Axes						
Axe, throwing	Light	−1d	Slashing	8 gp	2 lb.	Throwing (10 ft.)
Battleaxe	Medium	+0d	Slashing	10 gp	6 lb.	—
Greataxe	Heavy	+1d	Slashing	20 gp	12 lb.	—
Handaxe	Light	−1d	Slashing	6 gp	3 lb.	—
Blades, heavy						
Falchion	Heavy	+1d	Slashing	50 gp	8 lb.	—
Greatsword	Heavy	+1d	Slashing	25 gp	8 lb.	—
Longsword	Medium	+0d	Slashing	15 gp	4 lb.	—
Scimitar	Medium	+0d	Slashing	15 gp	4 lb.	—
Blades, light						
Dagger	Light	−2d	Piercing or slashing	2 gp	1 lb.	Small, Throwing (10 ft.)
Dagger, punching	Light	−2d	Piercing	2 gp	1 lb.	Small
Rapier[4]	Light	−1d	Piercing	20 gp	2 lb.	Disarming
Sword, short	Light	−1d	Piercing or slashing	10 gp	2 lb.	—
Bows						
Longbow[4]	Heavy (Ranged)	+0d	Piercing	40 gp	3 lb.	Projectile (100 ft.)
Shortbow[4]	Medium (Ranged)	+0d	Piercing	30 gp	2 lb.	Projectile (50 ft.)
Arrows (20)	—	—	—	1 gp	3 lb.	Ammunition
Club-like weapons						
Club	Medium	−1d	Bludgeoning	—	3 lb.	—
Greatclub	Heavy	+1d	Bludgeoning	5 gp	8 lb.	—
Mace	Light	−1d	Bludgeoning	12 gp	8 lb.	—
Morningstar	Medium	+0d	Bludgeoning and piercing	8 gp	6 lb.	—
Sap	Light	−1d	Bludgeoning	1 gp	2 lb.	Subdual
Crossbows						
Crossbow, hand[4]	Light (Ranged)	−1d	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Crossbow, heavy[4]	Heavy (Ranged)	+1d	Piercing	50 gp	8 lb.	Projectile (100 ft.)
Crossbow, light[4]	Medium (Ranged)	+0d	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Bolts, crossbow (10)	—	—	—	1 gp	1 lb.	Ammunition
Bolts, hand (10)	—	—	—	1 gp	1/2 lb.	Ammunition
Flexible weapons						
Flail	Medium	+0d	Bludgeoning	8 gp	5 lb.	Tripping
Flail, heavy	Heavy	+1d	Bludgeoning	15 gp	10 lb.	Tripping
Whip[4]	Light	−3d	Slashing	1 gp	2 lb.	Disarming, Subdual, Tripping
Headed weapons						

Greathammer	Heavy	+1d	Bludgeoning	12 gp	5 lb.	—
Hammer, light	Light	−2d	Bludgeoning	1 gp	2 lb.	Throwing (20 ft.)
Pick, heavy	Medium	+0d	Piercing	8 gp	6 lb.	—
Pick, light	Light	−1d	Piercing	4 gp	3 lb.	—
Sickle	Light	−2d	Slashing	6 gp	2 lb.	Tripping
Warhammer	Medium	+0d	Bludgeoning	12 gp	5 lb.	—
Monk weapons						
Kama	Light	−1d	Slashing	2 gp	2 lb.	Tripping
Nunchaku	Light	−1d	Bludgeoning	2 gp	2 lb.	Disarming
Quarterstaff	Heavy	−1d/−1d	Bludgeoning	—	4 lb.	Double
Sai	Light	−2d	Piercing or bludgeoning	1 gp	1 lb.	Disarming
Shuriken (5)	Light (Ranged)	−2d	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Siangham	Light	−1d	Piercing	3 gp	1 lb.	—
Polearms						
Glaive	Heavy	+1d	Slashing	8 gp	10 lb.	Reach
Guisarme	Heavy	+1d	Slashing	9 gp	12 lb.	Reach, Tripping
Halberd	Heavy	+1d	Piercing or slashing	10 gp	12 lb.	Reach
Quarterstaff	Heavy	−1d/−1d	Bludgeoning	—	4 lb.	Double
Ranseur	Heavy	+1d	Piercing	10 gp	12 lb.	Disarming, Reach
Scythe	Heavy	+1d	Slashing	18 gp	10 lb.	—
Simple weapons						
Club	Medium	−1d	Bludgeoning	—	3 lb.	—
Crossbow, light[4]	Medium (Ranged)	+0d	Piercing	35 gp	4 lb.	Projectile (50 ft.)
Dagger	Light	−2d	Piercing or slashing	2 gp	1 lb.	Small, Thrown (10 ft.)
Quarterstaff	Heavy	−1d/−1d	Bludgeoning	—	4 lb.	Double
Unarmed strike	Light	−3d	Bludgeoning	—	—	Subdual, Unarmed
Spears						
Javelin	Medium (Ranged)	−1d	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Lance	Heavy	+0d	Piercing	10 gp	10 lb.	Mounted, Reach
Longspear	Heavy	+0d	Piercing	5 gp	9 lb.	Bracing, Reach
Shortspear	Light	−1d	Piercing	1 gp	3 lb.	Bracing, Thrown (20 ft.)
Spear	Medium	+0d	Piercing	2 gp	6 lb.	Bracing, Thrown (20 ft.)
Thrown weapons						
Axe, throwing	Light	−1d	Slashing	8 gp	2 lb.	Thrown (10 ft.)
Dagger	Light	−2d	Piercing or slashing	2 gp	1 lb.	Small, Thrown (10 ft.)
Dart (5)	Light (Ranged)	−2d	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Hammer, light	Light	−2d	Bludgeoning	1 gp	2 lb.	Thrown (20 ft.)
Javelin	Medium (Ranged)	−1d	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light (Ranged)	−2d	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Sling[4]	Light (Ranged)	−1d	Bludgeoning	2 gp	0 lb.	Projectile (50 ft.)
Bullets, sling (20)	—	—	—	1 gp	5 lb.	Ammunition
Unarmed weapons						
Claw Sheath[4]	—	—	—	50 gp	3 lb.	Special
Gauntlet	Light	−3d	Bludgeoning	2 gp	1 lb.	Unarmed
Gauntlet, spiked	Light	−2d	Piercing	5 gp	1 lb.	Unarmed

| Unarmed strike | Light | -3d | Bludgeoning | — | — | Subdual, Unarmed |

1 Relative to your normal **strike damage**. 2 When two types are given, the weapon is both types if the entry specifies "and," or either type (attacker's choice) if the entry specifies "or."

3 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

4 This weapon has special rules.

Weapon Tags

Some weapons found on Table 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 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 +2d bonus to damage on attacks with that weapon against creatures that charge you that round.

Disarming: You gain a +2 bonus to accuracy when you use the *disarm* ability to attack with this weapon.

Double: This weapon has more than one striking surface. You can fight with both ends simultaneously, just like wielding two weapons at once (see Two-Weapon Strikes, page 22). Alternately, you can attack with one end at a time. If you have the ability to use a double weapon in one hand, you can only fight with one end at a time, not both.

Finesse: You can apply your Dexterity instead of your Perception when determining your accuracy with physical attacks using the weapon, even if it isn't a light weapon for you. This property has no effect if the weapon is not sized appropriately for you.

Forceful: When you use the *shove* ability, you can attack with this weapon instead of with a free hand (see Shove, page 23). If you do, you gain a +2 bonus to accuracy on the attack.

Grappling: You gain a +2 bonus to accuracy on **melee attacks** with this weapon against creatures who are **grappled** by you.

Mounted: If you are mounted, and mount moves in the same phase that you make a **strike** with a Mounted weapon, you gain a +1d bonus to damage with the strike. You take a −1d penalty to damage with Mounted weapons while not mounted.

Projectile: This weapon fires projectiles at range. Projectile weapons have a **range increment** listed in their description, which indicates the distance they can be easily fired. Projectile weapons must be reloaded. The time required to reload a projectile weapon is given in the weapon description. Unless otherwise noted, projectile weapons cannot be used while **prone**.

Reach: This weapon can be used to attack at double your natural reach (so 10 feet for a typical Small or Medium creature). However, it cannot attack a creature within your natural reach.

Reach weapons can held using a different grip to strike nearby foes. This is called "short hafting". While short hafting a Reach weapon, you ignore the weapon's Reach property, but you take a −2 penalty to accuracy with it.

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 87).

Subdual: This weapon deals **subdual damage** (see Subdual Damage, page 25).

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 117.

Tripping: When you use the *trip* ability, you can attack with this weapon instead of with a free hand (see Trip, page 24). If you do, you gain a +2 bonus to accuracy on the attack.

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**.

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** 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** without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that requires both hands.

You can fire a crossbow while **prone** without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 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** without penalty.

Hammer, Gnome Hooked: This weapon has a hammer head which deals +0d damage, and a hook which deals −1d damage. The hook is a tripping weapon.

Longbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands. A longbow is too unwieldy to use while you are mounted.

When attacking with a bow, you take a −4 penalty to accuracy against creatures that threaten you.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. If you hit, the target is **slowed**. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the netted creature

Exotic Weapons	Encumbrance	Damage[1]	Damage Type[2]	Cost	Weight[3]	Special
Armor						
Axes						
Axe, orc double	Heavy	+0d/+0d	Slashing	60 gp	15 lb.	Double
Waraxe, dwarven	Medium	+0d	Slashing	75 gp	8 lb.	Throwing
Blades, heavy						
Katana	Medium	+0d	Slashing	75 gp	6 lb.	Finesse
Sword, two-bladed	Heavy	+0d/+0d	Slashing	100 gp	10 lb.	Double
Blades, light						
Kukri	Light	+0d	Slashing	8 gp	2 lb.	
Bows						
Club-like weapons						
Crossbows						
Crossbow, repeating heavy[4]	Heavy (Ranged)	+1d	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Crossbow, repeating light[4]	Medium (Ranged)	+0d	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Bolts, repeating (5)	—	—	—	1 gp	1 lb.	Ammunition
Flexible weapons						
Headed weapons						
Monk weapons						
Polearms						
Simple weapons						
Spear						
Greatspear	Heavy	+1d	Piercing	15 gp	12 lb.	Bracing
Pike[4]	Heavy	+0d	Piercing	15 gp.	10 lb.	Reach
Thrown weapons						
Bolas	Light (Ranged)	−2d[4]	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net[4]	Medium (Ranged)	—	—	20 gp	6 lb.	Thrown (10 ft.)
Unarmed weapons						

1 Relative to your normal **strike damage**. 2 When two types are given, the weapon is both types if the entry specifies "and," or either type (attacker's choice) if the entry specifies "or."

3 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

4 This weapon has special rules.

Table 7.3: Natural Weapons

Natural Weapons	Encumbrance	Damage	Damage Type[2]	Special
Bite	Medium	+0d	Piercing and bludgeoning	—
Claw	Light	−1d	Slashing and piercing	—
Constrict[2]	Heavy	+1d	Bludgeoning	—
Gore	Heavy	+0d	Piercing	Forceful
Slam	Medium	+0d	Bludgeoning	—
Talon	Light	−1d	Piercing	—
Unarmed Strike	Light	−3d	Bludgeoning	Unarmed

1 When two types are given, the weapon is both types if the entry specifies "and," or either type (attacker's choice) if the entry specifies "or".

2 This attack can only be used against a foe you are grappling with.

can move only within the limits that the rope allows.

A netted creature can escape with a DR 10 Escape Artist check (normally a standard action). The net has 5 hit points and can be burst with a DR 10 Strength check as a standard action.

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a −4 penalty to accuracy with it. It takes 2 full-round actions for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Pike: A pike can be used to atttack at up to triple your natural reach (so 15 feet for a typical Small or Medium creature). However, it cannot be short hafted (see Reach Weapon, page 123).

Rapier: A rapier is treated as a medium weapon if it is used as a

secondary weapon when making dual strikes (see Two-Weapon Strikes, page 22).

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 −1d penalty to damage with ordinary stones.

Spiked Armor: Any body armor can be spiked. You cannot normally attack with spiked armor. However, if your armor is spiked and you are proficient with it, you deal damage with it whenever you make a successful grapple or shove attack. Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Spiked Shield, 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 26, for details.

Waraxe, Dwarven: This weapon must be held in two hands unless you have proficiency with exotic weapons.

Whip: A whip is a light melee weapon with 15 foot reach. You can use a whip against foes anywhere within your reach, including adjacent foes. However, you can't defend yourself with a whip, which can make you defenseless.

Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as full plate armor, and shields.

Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.5: Armor and Shields, below).

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 both your Armor and Reflex 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 your Dexterity. If your Dexterity is negative, it is not halved.

Shields: Most shields do not affect a your Dexterity. However, a tower shield halves your Dexterity. This is not cumulative with the halving from wearing heavy armor.

Encumbrance: This value indicates how much the armor increases your encumbrance. You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make. For details, see Encumbrance, page 25.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

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.

Armor Proficiency

You may be proficient with specific types of armor: light, medium, or heavy body armor, or shields. If you wear or use armor you are not proficient with, it provides half its normal bonus to defenses. In addition, you apply that armor's encumbrance as a penalty to your accuracy with physical attacks.

Moving in Armor

The heavier the armor, the more it slows your movement. Light armor has no effect on your movement speed. Medium and heavy armor reduce your base 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.) Readying (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The encumbrance and defense bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Table 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 armmor	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	Defense Bonus	Dex Multiplier	Encumbrance	Material	Cost	Weight[1]
Light armor						
Leather	+1	1x	—	Leather	10 gp	15 lb.
Studded leather	+2	1x	+1	Leather and metal	25 gp	20 lb.
Chain shirt	+2	1x	+2	Metal	40 gp	25 lb.
Medium armor						
Hide	+3	1x	+3	Leather	15 gp	25 lb.
Scale mail	+4	1x	+5	Metal	50 gp	30 lb.
Breastplate	+4	1x	+4	Metal	150 gp	30 lb.
Heavy armor						
Half-plate	+5	1/2x	+7	Metal	200 gp	50 lb.
Full plate	+6	1/2x	+6	Metal	500 gp	50 lb.
Shields						
Buckler	+1[2]	—	—	Metal or wood	15 gp	5 lb.
Shield, light	+1	—	—[3]	Metal or wood	5 gp	5 lb.
Shield, heavy	+2	—	—[3]	Metal or wood	15 gp	10 lb.
Shield, tower	+3[4]	1/2x	+2[3]	Metal or wood	30 gp	45 lb.
Extras						
Armor spikes	−1[5]	—	+1	Metal	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	Metal	8 gp	+5 lb.
Shield spikes	—	—	+1	Metal	+10 gp	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 Bucklers do not increase your Reflex defense.
3 The hand holding the shield is not free, which may limit your actions.
4 Tower shields can grant you cover. See the description.
5 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 add armor spikes to any **body armor**. Spiked armor is a **weapon** that you can deal damage with (see Armor Weapons, page 120). If your armor is spiked, you deal damage with it whenever you make a successful **grapple** or **shove** attack. Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can hold items in a hand holding a buckler. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that time.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a DR 15 Craft (metalworking) check. The new owner must still be

of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. As a **standard action**, you can lock or unlock the gauntlet with a different free hand. While the gauntlet is locked, any item held in that hand is extraordinarily well secured. This can prevent you from dropping the item if you are affected by the *disarm* ability or similar effects (see Disarm, page 23). However, you are unable to use that hand for any purpose other than holding the item until you unlock the gauntlet.

The price given is for a single locked gauntlet. If you are wearing armor that normally has gauntlets, you can replace one or both of those gauntlets with a locked gauntlet with no significant weight increase. Like a normal gauntlet, a locked gauntlet lets you deal normal damage rather than **subdual damage** with unarmed attacks (see Unarmed Combat, page 26).

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 ba-

sic 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. When you take the *total defense* action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with **total cover** against attacks. You cannot attack with a tower shield, and you cannot use your shield hand for anything else.

While wielding a tower shield, you take a −2 penalty to **accuracy** with **strikes** because of the shield's unwieldy nature.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

Studded Leather: Only the studs on studded leather are made of metal. Studded leather armor made with studs from special materials does not grant the wearer the properties of the special material. For example, studded leather armor made with adamantine studs does not grant the wearer damage reduction.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 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

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller[1]	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x4	x8	x4
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

1 Divide defense bonuses from armor by 2.

Special Materials

Armor and shields can be made from special materials, which can alter the properties of the item. The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. This causes it to weigh half the normal weight, and allows druids to wear it without penalty. However, it costs twice as much as armor of the same type would normally cost, to a minimum of an additional 200 gp.

Goods And Services

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 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 requires a ranged attack (DR 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it

Table 7.7: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average	40 gp	1 lb.	**Special Substances and Items**		
Backpack (empty)	2 gp	2 lb.[1]	Good	80 gp	1 lb.	Acid (flask)	5 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Alchemist's fire (flask)	5 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	10 gp	—
Bedroll	1 sp	5 lb.[1]	Manacles, masterwork	50 gp	2 lb.	Everburning torch	100 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	10 gp	1 lb.
Blanket, winter	5 sp	3 lb.[1]	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	5 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Oil (1-pint flask)	1 sp	1 lb.	Sunrod	2 gp	1 lb.
Bottle, wine, glass	2 gp	—	Paper (sheet)	4 sp	—	Tanglefoot bag	15 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	10 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	5 sp	—
Candle	1 cp	—	Pitcher, clay	2 cp	5 lb.	**Tools and Skill Kits**		
Canvas (sq. yd.)	1 sp	1 lb.	Piton	1 sp	1/2 lb.	Item	Cost	Weight
Case, map or scroll	1 gp	1/2 lb.	Pole, 10 foot	5 cp	8 lb.	Alchemist's lab	500 gp	40 lb.
Chain (10 ft.)	30 gp	2 lb.	Pot, iron	5 sp	10 lb.	Artisan's tools	5 gp	5 lb.
Chalk, 1 piece	1 cp	—	Pouch, belt (empty)	1 gp	1/2 lb.[1]	Artisan's tools, masterwork	55 gp	5 lb.
Chest (empty)	2 gp	25 lb.	Ram, portable	10 gp	20 lb.	Climber's kit	80 gp	5 lb.[1]
Crowbar	2 gp	5 lb.	Rations, trail (per day)	5 sp	1 lb.[1]	Disguise kit	50 gp	8 lb.[1]
Firewood (per day)	1 cp	20 lb.	Rope, hempen (50 ft.)	1 gp	10 lb.	Healer's kit	50 gp	1 lb.
Fishhook	1 sp	—	Rope, silk (50 ft.)	10 gp	5 lb.	Holly and mistletoe	—	—
Fishing net, 25 sq. ft.	4 gp	5 lb.	Sack (empty)	1 sp	1/2 lb.[1]	Holy symbol, wooden	1 gp	—
Flask (empty)	3 cp	1-1/2 lb.	Sealing wax	1 gp	1 lb.	Holy symbol, silver	25 gp	1 lb.
Flint and steel	1 gp	—	Sewing needle	5 sp	—	Hourglass	25 gp	1 lb.
Grappling hook	1 gp	4 lb.	Signal whistle	8 sp	—	Magnifying glass	100 gp	—
Hammer	5 sp	2 lb.	Signet ring	5 gp	—	Musical instrument, common	5 gp	3 lb.[1]
Ink (1 oz. vial)	8 gp	—	Sledge	1 gp	10 lb.	Musical instrument, masterwork	100 gp	3 lb.[1]
Inkpen	1 sp	—	Soap (per lb.)	5 sp	1 lb.	Scale, merchant's	2 gp	1 lb.
Jug, clay	3 cp	9 lb.	Spade or shovel	2 gp	8 lb.	Spell component pouch	5 gp	2 lb.
Ladder, 10 foot	2 sp	20 lb.	Spyglass	1,000 gp	1 lb.	Spellbook, wizard's (blank)	15 gp	3 lb.
Lamp, common	1 sp	1 lb.	Tent	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.

costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 20 foot radius, provides shadowy illumination out to a 40 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides bright illumination in a 50 foot cone and shadowy illumination in a 100 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DR to open a lock with the Open Lock skill depends on the lock's quality: simple (DR 20), average (DR 25), good (DR 30), or superior (DR 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DR 30, or DR 35 for masterwork manacles).

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

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, Hempen: 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** 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 gain a +5 bonus to Fortitude defense against **Poison** abilities for 1 hour.

Everburning Torch: This otherwise normal torch has a continual flame spell cast upon it. An everburning torch clearly illuminates a 20 foot radius and provides shadowy illumination out to a 40 foot radius.

Holy Water: 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, make a ranged attack against the target's Reflex defense. The bag has a **range increment** of 10 feet. A hit means the target is **slowed** as a **condition**. A critical hit means the target is **immobilized** instead of slowed.

In addition to being removed as a condition, this effect can be broken by dealing 5 points of damage to the goo on the target. Unless the attacker uses a slashing weapon, damage dealt to the goo is also dealt to the creature the goo is on. The goo does not have an Armor defense, and can be hit automatically.

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. The creature detonating the stone makes an attack with a +5 **accuracy** against the Fortitude defense of all creatures within an Small *(10 ft.)* radius burst from the stone. A hit against a target means it is **deafened** as a **condition**.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a 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).

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 +2 bonus to Fortitude defense against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and

ale or wine.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: 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 127). 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.

	— — — 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.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: 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 stay in the saddle instead of falling to the ground.

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells. Additionally, while you may find spellcasters able to cast some spells, there is no guarantee that they are able to cast the spell you desire. In general, the more common the spell, the more likely you are to find a spellcaster able to cast it.

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 poison share certain common properties.

Poison Attacks: All poisons have a potency. Unless otherwise noted, a poison's accuracy is equal to its potency. At the end of each **action phase**, the poison makes an attack roll against the Fortitude defense of the poisoned creature. Success means the creature suffers the effect of the poison, and gets closer to the poison's terminal effect (see Terminal Effects, below). For every 10 points by which the attack succeeds, it counts as an additional successful attack for the purpose of reaching the poison's terminal effect. If the attack fails, the creature does not suffect 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.

Table 7.8: Typical Poisons

Poison	Transmission	Form	Potency	Primary Effect	Terminal Effect	Type
Nitharit	Contact	Powder	3	Sickened	Nauseated for 1 round	Plant
Sassone leaf	Contact	Powder	6	1d6 damage per round	**standard damage** −1d	Plant
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	**standard damage**, **nausated** as a **condition**	Venom
Black lotus extract	Contact	Liquid	15	1d10 damage per round	**standard damage** +1d	Plant
Arsenic	Ingestion	Powder	5	1d6 damage per round	**standard damage** −1d	Plant
Insanity mist	Ingestion	Gas	10	Disoriented	**confused** as a **condition**	Alchemical

Resisting Poisons: If a poisoned creature resists a poison three times, the creature stops being poisoned by that poison. Unless otherwise noted, this removes any lingering effects from the poison.

Primary Effects: Most poisons have primary effects. If the poison successfully attacks a poisoned creature, the creature suffers the poison's primary effect as long as the creature remains poisoned. Repeated primary effects, such as damage per round, occur at the end of each **action phase**. This includes the round in which the creature is initially affected, but not the round it stops being poisoned.

Terminal Effects: Most poisons have a terminal effect based on the type of the poison. If the poison successfully attacks a poisoned creature three times, the creature suffers the poison's terminal effect. Unless otherwise noted, the terminal effect occurs in addition to the poison's normal effect that round. Once a creature suffers a poison's terminal effect, it stops being poisoned. This does not remove any lingering effects from the poison, but prevents the creature's condition from worsening.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times, but each extra dose increases the potency of the poison by 1.

A poison is considered the same if it has the same name and comes from the same source. For example, a creature bitten multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

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

Carrying Capacity

Table 8.1: Carrying Capacity by Strength

Strength	Light	Maximum	Overloaded	Push/Drag
-9	6 lb.	12 lb.	18 lb.	60 lb.
-8	7	14	21	70
-7	9	18	27	90
-6	12	24	36	120
-5	15	30	45	150
-4	20	40	60	200
-3	25	50	75	250
-2	30	60	90	300
-1	40	80	120	400
0	50	100	150	500
1	60	120	180	600
2	80	160	240	800
3	100	200	300	1,000
4	120	240	360	1,200
5	160	320	480	1,600
6	200	400	600	2,000
7	250	500	750	2,500
8	320	640	960	3,200
9	400	800	1,200	4,000
10	500	1,000	1,500	5,000
11	630	1,260	1,890	6,300
12	800	1,600	2,400	8,000
13	1,000	2,000	3,000	10,000
14	1,300	2,600	3,900	13,000
15	1,600	3,200	4,800	16,000
16	2,000	4,000	6,000	20,000
17	2,500	5,000	7,500	25,000
18	3,200	6,400	9,600	32,000
19	4,000	8,000	12,000	40,000
20	5,000	10,000	15,000	50,000
21+[1]	—	—	—	—

1 To calculate the carrying capacity for a creature with epic Strength, double its carrying capacity every 3 Strength.

A creature's Strength determines how much weight it can carry, as shown in Table 8.1: Carrying Capacity by Strength. A creature can carry weight up to its light carrying capacity without any penalty. If it carries more than that, but less than its maximum carrying capacity, it increases its **encumbrance** by 4. This stacks with the encumbrance from any armor the creature wears.

Lifting and Dragging: You can lift as much as your maximum carrying capacity over your head.

You can lift as much as 1-1/2 your maximum carrying capacity off the ground (the sum of your light and maximum weight limits). While overloaded in this way, you increase your **encumbrance** by 10, you take a −10 penalty to **accuracy** with physical attacks, and you can only move by spending a **standard action** to move 5 feet. This replaces the encumbrance from carrying more than your light carrying capacity.

You can generally push or drag along the ground as much as five times your maximum carrying capacity.

Bigger and Smaller Creatures: The figures on Table 8.1: Carrying Capacity by Strength are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

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: Carrying Capacity by Strength, subtract 3 from its Strength until you find a Strength value shown on the chart. For each time you subtracted in this way, double the weight limits listed on the chart.

Movement

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.

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

Tactical Movement

Use tactical movement for combat.

Minimum Movement: In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a 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

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: Carrying Capacity by Strength (page 135), 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.

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 **subdual damage**, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any subdual damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 8.4: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Forced March: In a day of normal walking, a character walks for 10 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 10 hours in a day by making a forced march. For each hour of marching beyond 10 hours, a Constitution check (DR 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of subdual damage. A character who takes any subdual damage from a forced march becomes fatigued. Eliminating the subdual damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not subdual damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 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 with shadowy illumination, creatures can see dimly. Creatures within this area have concealment, which can allow them to make Stealth checks to hide (see Stealth, page 89).

In areas of darkness, creatures without darkvision are effectively **blinded**.

Characters with low-light vision (elves, gnomes, and half-elves) treat sources of light as if they had double their normal illumination range.

Characters with darkvision (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, and does not resume functioning until 1 round the character leaves the area of bright light.

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. Normally, an object's Armor defense is equal to 0.

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 **subdual 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 espe-

cially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items 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).

Damaged Objects

A object that has taken damage remains fully functional until its hit points are reduced to 0, at which point it is **broken**. Any additional damage is applied as **vital damage**. If an object has more vital damage than its maximum hit points, it is **destroyed**.

Both magical and mundane objects that are damaged or broken can be repaired to full hit points for a cost equal to 10% of their value. You must be able to craft the item originally to repair it.

Broken Objects: Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (but not destroyed) objects can be repaired with the Craft skill.

Destroyed Objects: Destroyed object have been damaged beyond hope of any sort of repair short of crafting the object again from raw materials. For example, a destroyed wall is reduced to dust or small, useless chunks of rubble. Magic items that are destroyed irrevocably lose their magical properties.

Breaking Items

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.

Chapter 9

Spells and Rituals

Spell and Ritual Mechanics

Spells and rituals share many common properties, defined here.

Categories of Magic

There are three **magic sources** that spells can come from: arcane (cast by mages and warlocks), divine (cast by clerics and paladins), and nature (cast by druids). In addition, there are nine schools of magic. Each school of magic has a set of thematically related effects. Every spell and ritual belongs to at least one school of magic. The schools of magic are described below.

Abjuration

Abjuration spells and rituals reduce or negate damage, magic, and other effects. They can be used to protect allies and remove harmful magic.

Channeling

Channeling spells and rituals call upon the power of deities or other supernatural entities. They can be used to do anything those entities could do. Arcane spellcasters do not have access to Channeling spells.

Conjuration

Conjuration spells and rituals create and transport objects and creatures. They can be used to summon allies, transport creatures, and create objects from thin air.

Divination

Divination spells and rituals grant knowledge. They can be used to reveal hidden truths, predict the future, or communicate at great distances.

Enchantment

Enchantment spells and rituals alter the minds of creatures. They can be used to influence, control, or debilitate creatures. Almost all enchantment spells and rituals have the **Mind** tag, and many have the **Subtle** as well (see Ability Tags, page 20).

Evocation

Evocation spells and rituals create and manipulate energy. They can be used to inflict damage with energy blasts or manipulate the environment.

Illusion

Illusion spells and rituals create or manipulate sensory impressions. They can be used to create or remove light, conceal things that exist, or cause creatures to perceive things that do not exist.

Transmutation

Transmutation spells and rituals change the properties of creatures and objects. They can be used to grant new abilities, enhance existing abilities, change a target's form, or even alter the flow of time itself.

Vivimancy

Vivimancy spells and rituals manipulate the power of life and death, as well as souls. They can be used to heal or inflict wounds, resurrect the dead, create undead monsters, and cripple the bodies of creatures.

Casting Components

Unless otherwise noted, all spells and rituals require both verbal and somatic components to cast or perform. You cannot start casting a spell or performing a ritual without all required components. If you lose those components before the ability resolves, it is **miscast**.

To provide the verbal component for a spell or ritual, you must speak in a strong voice with a volume at least as loud as ordinary conversation. To provide the somatic component for a spell or ritual, you must make a measured and precise movement of at least one free hand.

Augments

There are a number of **augments** that can be applied to spells and rituals to increase their power. Each augment has a name, a level, and an effect. 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 sub-spell to the *pyromancy* spell, it changes to affect an area. You would then be able to apply the Widened augment to increase its area.

Augment Descriptions

(+1) **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 that has a maximum size category of targets that it can affect.

(+1) **Silent**: You do not need to use **verbal components** to cast the spell.

This augment can be applied to any spell.

(+1) **Stilled**: You do not need to use **somatic components** to cast the spell.

This augment can be applied to any spell.

(+2) **Cryptic**: The spell's visual effects and magical aura changes to mimic a different spell of your choice. You may choose any combination of spell or **subspell** you know, along with any other augments, that result in a spell of the same level or lower as the spell you are casting. This affects inspection of the spell itself by any means, such as with the Spellcraft skill (see Spellcraft, page 88). However, it does not alter the mechanical effects of the spell in any way. If the spell's effects depend on visual components, the spell may fail to work if you alter the spell's visuals too much.

(+2) **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.

(+2) **Quickened**: You can cast the spell as a **minor action**. In exchange, you cannot take any actions during the **action phase** or **delayed action phase** of the next round.

This augment can be applied to any spell.

(+2) **Selective**: You may freely exclude any areas from the spell's effect. However, all squares in the final area of the spell must be contiguous. You cannot create split a spell's area into multiple completely separate areas.

This augment can be applied to any spell or ritual that affects an area.

(+2) **Widened**: The ability's area increases by one step, to a maximum of Huge *(100 ft.)*. The steps are, in order: Small *(10 ft.)*, Medium *(20 ft.)*, Large *(50 ft.)*, and Huge *(100 ft.)*. Normally, a Small or Medium line is 5 ft. wide, while a Large or Huge line is 10 ft. wide. A line used to define a wall does not have a width. This augment can be applied multiple times. Each time, the ability's area increases by an additional step.

This augment can be applied to any spell or ritual with an area

that is one of the above areas.

(+3) **Dual**: The spell targets an additional creature within range. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell that has a range and 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. In addition, it cannot be applied to **Attune** spells.

(+3) **Intensified**: The damage inflicted and healing granted by the ability increases by +1d. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell or ritual that deals damage or grants healing based on a dice pool.

(+3) **Phasing**: When determining whether you have **line of sight** and **line of effect** to a particular location with the spell, you can ignore a single solid obstacle up to five feet thick. This can allow you to cast spells through solid walls, though it does not grant you the ability to see through the wall.

This augment can be applied to any spell with a range.

(+3) **Precise**: You gain a +1 bonus to accuracy with the ability. This augment can be applied multiple times. Its effects stack.

This augment can be applied to any spell or ritual that has an attack roll.

(+4) **Accelerated**: The ritual takes half the normal amount of time to perform.

This augment can be applied to any ritual.

(+6) **Echoing**: During the **delayed action phase** of the next round, the spell's effect occurs again. All choices you made for the original casting of the spell are made identically for the repeat casting. It affects the same area, targets, and so on.

If the spell is now invalid, such as if all of its targets are out of range, the additional casting has no effect. This augment does not allow you to **attune** to the same spell more than once.

Dismissal

As a **minor action**, you can dismiss any spells or rituals you used that have lasting effects. This requires the same casting components (verbal and somatic) as casting the spell or performing the ritual normally. Spells and rituals can also be dismissed in other ways, such as after their effects have finished. When a spell or ability is dismissed, all of its lingering effects immediately end.

Spellpower

The **power** of your spells and rituals is determined by your **spellpower**. Normally, your spellpower is equal to your level or an **attribute**, whichever is higher.

Multiple Spellcasting Abilities: If you have 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.

Resurrecting the Dead

Several rituals have the power to restore dead characters to life.

When a living creature dies, its soul departs its body, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing a creature back from the dead means retrieving their soul and returning it to their body.

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.

Spell Mechanics

Cantrips

Every spell can be cast as a **cantrip**. You do not have to spend an action point to cast a spell as a cantrip. In exchange, the spell's effect is weaker in some way, as defined in the spell's description. You cannot apply **augments** to spells that are cast as a cantrip. Subspells cannot be cast as cantrips.

Miscasting

If you start casting a spell and fail to cast the spell successfully, such as if your concentration is broken (see Concentration, page 141), you miscast the spell. A miscast spell resolves at the same time that the spell normally would, but it does not have its normal effect. Instead, a wave of magical energy causes a **miscast backlash**. When a mystic backlash occurs, make an attack against the Mental defense of yourself and all creatures in a 5 foot radius from you. Your **power** with this ability is equal to your **spellpower** with the spell you tried to cast. On a hit, each target takes **standard damage** −1d.

Impossible Spells: Whenever you try to cast a spell in an impossible way, the spell is **miscast** instead. This most commonly happens if you attempt to declare an invalid target for the spell. For example, if you try to cast a spell that only affects living creatures on a creature that is undead, the spell would be miscast.

Voluntary Miscasting: 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.

Delayed Resolution

Every spell has the **Delayed** tag, causing it to resolve later than other actions (see Delayed Actions, page **??**).

Concentration

Every spell requires concentration to cast. If you are distracted while casting a spell, such as if you are riding a galloping horse, you need to make a **concentration** check to avoid losing concentration on the spell. In addition, if the spell has the **Delayed** tag, as all spells normally do, you must maintain this concentration for the entire **action phase** before the spell resolves. If you are damaged during that phase, you also need to make a **concentration** check to avoid losing the spell. If your concentration is broken while casting a spell, you **miscast** that spell (see Miscasting, page 141).

Your bonus on concentration **checks** is normally equal to your level or your Willpower, whichever is higher. You apply any **overwhelm penalties** you suffer to your concentration checks. If you take damage while also being distracted by some other effect, you take a −2 penalty to the concentration check. The **difficulty rating** of the check is equal to 5 + twice the level of the spell you are casting.

The amount of damage you take during the action phase does not directly affect your concentration check. However, if you become **staggered**, you take a −4 penalty to checks, which affects your concentration check.

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 **augments**, described below.

Ritual Mechanics

Rituals are ceremonies that create magical effects. Some spellcasting characters can learn and perform rituals. You don't memorize a ritual as you would a normal spell or subspell. 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 abilities that affect spells do not affect rituals unless they say they do in their descriptions.

Ritual Descriptions

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 **??**). 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).

Spell Lists

Arcane Magic

Arcane Spells

Astromancy: Transport creatures through the Astral Plane.
Barrier: Shield allies from hostile forces.
Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.
Compel: Bend creatures to your will by controlling their actions.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Cryomancy: Drain heat to injure and freeze foes.
Delusion: Instill false emotions to influence creatures.
Distort Image: Change how creatures and objects appear.
Electromancy: Create electricity to injure and stun foes.
Fabrication: Create objects to damage and impair foes.
Flare: Create bright light to blind foes and illuminate.
Polymorph: Change the physical forms of objects and creatures.
Protection from Alignment: Protect allies from aligned foes.
Pyromancy: Create fire to incinerate foes.
Revelation: Share visions of the present and future, granting insight or combat prowess.
Scry: See and hear at great distances.
Summon Monster: Summon creatures to fight with you.
Telekinesis: Manipulate creatures and objects at a distance.
Thaumaturgy: Suppress and manipulate magical effects.
Weaponcraft: Create and manipulate weapons to attack foes.

Arcane Rituals

1 **Endure Elements**: TODO
1 **Light**: TODO
1 **Magic Mouth**: TODO
1 **Purify Sustenance**: TODO
1 **Read Magic**: TODO
2 **Gentle Repose**: TODO
2 **Mystic Lock**: TODO
2 **Seek Legacy**: TODO
2 **Water Breathing**: TODO
3 **Animate Dead**: TODO
3 **Binding**: TODO
3 **Create Object**: TODO
3 **Create Sustenance**: TODO
3 **Explosive Runes**: TODO
3 **Mount**: TODO
3 **Purge Curse**: TODO
3 **Scryward**: TODO
4 **Retrieve Legacy**: TODO
4 **Sending**: TODO
4 **Telepathic Bond**: TODO
5 **Discern Location**: TODO
5 **Overland Teleportation**: TODO
5 **Plane Shift**: TODO
5 **Private Sanctum**: TODO
8 **Soul Bind**: TODO
9 **Gate**: TODO

Divine Magic

Divine Spells

Bless: Grant divine blessings to improve combat prowess.
Compel: Bend creatures to your will by controlling their actions.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Divine Judgment: Smite foes with divine power.
Flare: Create bright light to blind foes and illuminate.
Protection from Alignment: Protect allies from aligned foes.
Revelation: Share visions of the present and future, granting insight or combat prowess.
Scry: See and hear at great distances.
Summon Monster: Summon creatures to fight with you.
Thaumaturgy: Suppress and manipulate magical effects.
Vital Surge: Alter life energy to cure or inflict wounds.

Divine Rituals

1 **Bless Water**: TODO
1 **Curse Water**: TODO
1 **Endure Elements**: TODO
1 **Light**: TODO
1 **Purify Sustenance**: TODO
1 **Read Magic**: TODO
2 **Gentle Repose**: TODO
2 **Mystic Lock**: TODO
2 **Seek Legacy**: TODO
2 **Water Breathing**: TODO
3 **Animate Dead**: TODO
3 **Binding**: TODO
3 **Create Object**: TODO
3 **Create Sustenance**: TODO
3 **Purge Curse**: TODO
3 **Scryward**: TODO
4 **Regeneration**: TODO
4 **Retrieve Legacy**: TODO
4 **Sending**: TODO
5 **Discern Location**: TODO
5 **Plane Shift**: TODO
8 **Soul Bind**: TODO
9 **Gate**: TODO

Nature Magic

Nature Spells

Aeromancy: Command air to protect allies and blast foes.
Aquamancy: Command water to crush and drown foes.
Corruption: Weaken the life force of foes, reducing their combat prowess.
Cryomancy: Drain heat to injure and freeze foes.
Electromancy: Create electricity to injure and stun foes.
Flare: Create bright light to blind foes and illuminate.
Polymorph: Change the physical forms of objects and creatures.
Pyromancy: Create fire to incinerate foes.
Revelation: Share visions of the present and future, granting insight or combat prowess.
Scry: See and hear at great distances.
Summon Monster: Summon creatures to fight with you.
Thaumaturgy: Suppress and manipulate magical effects.
Vital Surge: Alter life energy to cure or inflict wounds.

Nature Rituals

1 **Endure Elements**: TODO
1 **Light**: TODO
1 **Purify Sustenance**: TODO
1 **Read Magic**: TODO
2 **Gentle Repose**: TODO
2 **Mystic Lock**: TODO
2 **Seek Legacy**: TODO
2 **Water Breathing**: TODO
3 **Create Object**: TODO
3 **Create Sustenance**: TODO
3 **Fertility**: TODO
3 **Infertility**: TODO
3 **Ironwood**: TODO
3 **Purge Curse**: TODO
3 **Scryward**: TODO
4 **Regeneration**: TODO
4 **Resurrection**: TODO
4 **Retrieve Legacy**: TODO
4 **Sending**: TODO
5 **Discern Location**: TODO
5 **Lifeweb Transit**: TODO
5 **Plane Shift**: TODO
5 **Reincarnation**: TODO
7 **Awaken**: TODO
9 **Gate**: TODO

Spell Descriptions

Aeromancy

You shield your ally with a barrier of wind, protecting them from harm.

Aeromancy   **Air**, **Attune** (shared), **Shielding**

Choose a willing, Medium or smaller creature in Close *(30 ft.)* range. The target gains a +1 bonus to Armor defense. This bonus is increased to +5 against ranged **physical attacks** 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. You can cast this spell as a **minor action**.

Cantrip: The spell requires a standard action to cast, and it gains the **Sustain** (minor) tag in place of the **Attune** (shared) tag. 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.

Schools: Transmutation

Spell Lists: Nature

Subspells

2nd – *Gentle Descent*

This subspell functions like the *aeromancy* spell, except that the target also gains a 30 foot glide speed. A creature with a glide speed can glide through the air at the indicated speed (see Gliding, page 18).

2nd – *Windstrike*   **Air**

Make a Spellpower vs. Fortitude attack against a creature or object within Medium *(100 ft.)* range.

   Hit: The target takes bludgeoning **standard damage** +1d.

3rd – *Gust of Wind*   **Air**

Make a Spellpower vs. Fortitude attack against everything in a Large *(50 ft.)*, 10 ft. wide line from you.

   Hit: Each target takes bludgeoning **standard damage** −1d.

3rd – *Windblade*   **Air**, **Attune** (shared), **Shaping**

Choose a willing creature within Close *(30 ft.)* range. Melee weapons wielded by the target gain an additional ten feet of **reach**. This has no effect on ranged attacks the target makes.

   You can cast this subspell as a **minor action**.

4th – *Air Walk*

This subspell functions like the *aeromancy* spell, except that the target can also 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*

This subspell functions like the *aeromancy* spell, except that the defense bonus against ranged attacks increases to +10.

5th – *Stormlord*

This subspell functions like the *aeromancy* spell, except that the air also retaliates against creature that attack the target. Whenever a creature within Close *(30 ft.)* range of the target attacks it, wind strikes the attacking creature. The wind deals bludgeoning **standard damage** −1d. Any individual creature can only be dealt damage in this way once per round.

   Any effect which increases this spell's range increases the range of this retaliation by the same amount.

7th – *Control Weather*   **Air**, **Attune**

When you cast this subspell, you choose a new weather pattern. You can only choose weather which would be possible in the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if you are in a desert.

   When you complete the spell, the weather begins to take effect in a two mile radius cylinder-shaped zone centered on from your location. After five minutes, your chosen weather pattern fully takes effect.

   You can control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously.

   After the spell's effect ends, the weather continues on its natural course, which may cause your chosen weather pattern to end. If another ability would magically manipulate the weather in the same area, the most recently used ability takes precedence.

Aquamancy

You create a wave of water to crush your foes.

Aquamancy	**Manifestation**, **Water**

Make a Spellpower vs. Fortitude attack against everything in a Large *(50 ft.)*, 10 ft. wide line.

Hit: Each target takes bludgeoning **standard damage** −1d.

Cantrip: The spell's area becomes a 5 ft. wide, Medium *(20 ft.)* line. 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.

Schools: Conjuration

Spell Lists: Nature, Water

Subspells

2nd – *Aqueous Sphere*
This subspell functions like the *aquamancy* spell, except that it targets everything in a Small *(10 ft.)* radius within Close *(30 ft.)* range.

2nd – *Create Water* **Creation**, **Water**
You create up to one gallon of wholesome, drinkable water anywhere within Close *(30 ft.)* range. The water can be created at multiple locations within the ritual's range, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.

3rd – *Aqueous Blade* **Attune** (shared), **Shaping**, **Water**
Choose a willing creature within Close *(30 ft.)* range. Whenever the target makes a **strike** with a melee weapon, the attack is made against Reflex defense instead of Armor defense. However, the target takes a −2d penalty to **strike damage**.

You can cast this subspell as a **minor action**. This subspell is from the Transmutation school instead of the Conjuration school.

3rd – *Geyser* **Manifestation**, **Water**
Make a Spellpower vs. Fortitude attack against everything in a Large *(50 ft.)*, 5 ft. wide vertical line.

Hit: Each target takes takes bludgeoning **standard damage** +1d.

4th – *Raging River*
This subspell functions like the *aquamancy* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is continuously filled with rushing water. Creatures in area suffer penalties appropriate for fighting underwater, and may be unable to breathe. In addition, at the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

6th – *Greater Aqueous Blade*
This subspell functions like the *aqueous blade* subspell, except that the penalty to strike damage is reduced to −1d.

7th – *Greater Raging River*
This subspell functions like the *raging river* subspell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

9th – *Supreme Aqueous Blade*
This subspell functions like the *aqueous blade* subspell, except that the penalty to strike damage is removed.

Astromancy

You disrupt a creature's body by partially thrusting it into another plane.

Astromancy	**Planar**, **Teleportation**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target takes physical **standard damage** +1d.

Critical Hit: 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.

Cantrip: The spell deals −2d 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.

Schools: Conjuration

Spell Lists: Arcane

Subspells

2nd – *Dimensional Jaunt – Plane of Fire*
This subspell functions like the *astromancy* spell, except that the target is partially teleported into the Plane of Fire. The damage becomes fire damage, and a struck target is **ignited** until it puts out the fire.

2nd – *Dimensional Shuffle* **Teleportation**
Choose up to five willing creatures within Medium *(100 ft.)* range. Each target teleports into the location of a different target. This subspell resolves during the phase it is cast.

2nd – *Teleport* **Teleportation**
Choose a Medium or smaller willing creature within Close *(30 ft.)* range. The target teleports into an unoccupied destination within Medium *(100 ft.)* range of its original location. If the destination is invalid, this subspell is **miscast**.

4th – *Dimension Door* **Teleportation**
You teleport to a location within Extreme *(1,000 ft.)* range of you. You must clearly visualize the destination's appearance, but you do not need **line of sight** or **line of effect** to your destination.

4th – *Dimensional Jaunt – Plane of Earth*
This subspell functions like the *astromancy* spell, except that the target is partially teleported into the Plane of Earth. The damage becomes bludgeoning damage, and a struck target is **immobilized** as a **condition**.

5th – *Blink* **Attune** (shared), **Planar**, **Teleportation**
Choose a willing creature within Close *(30 ft.)* range. The target randomly blinks between its current plane and the Astral Plane. This blinking stops if the target takes actions on its current plane. In any phase where it does not take any actions, the target has a 50% chance to completely ignore any effect that targets it directly. It is still affected normally by abilities that affect an area.

6th – *Dimensional Jaunt – Deep Astral Plane*
This subspell functions like the *astromancy* spell, except that the target is partially teleported into the deep Astral Plane. A struck target is **stunned** as a **condition**.

9th – *Dimensional Jaunt – Myriad*

This subspell functions like the *astromancy* spell, except that the target is partially teleported through a dizzying array of planes. The damage increases by +3d and becomes damage of all types.

9th – *Greater Blink*

This subspell functions like the *blink* subspell, except that the target also has a 20% chance to completely ignore any effect that targets it directly during phases where it takes an action.

Barrier

You create a barrier around your ally that resists physical intrusion.

Barrier	**Attune** (shared), **Shielding**

Choose a willing creature in Close *(30 ft.)* range. The target gains **damage reduction** equal to your spellpower against all damage. In addition, it is **vulnerable** to **energy damage**.

You can cast this spell as a **minor action**.

Cantrip: The spell requires a **standard action** to cast, and it gains the **Sustain** (minor) tag in place of the **Attune** (shared) tag. 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.

Schools: Abjuration

Spell Lists: Arcane

Subspells

2nd – *Complete*

This subspell functions like the *barrier* spell, except that it does not make the target vulnerable to **energy damage**.

2nd – *Repulsion*	**Sustain** (minor)

This subspell creates a repulsive field in a Medium *(20 ft.)* radius zone from your location. Whenever a creature makes physical contact with the spell's area for the first time, you make a Spellpower vs. Mental attack against it.

Hit: The target is unable to enter the spell's area with any part of its body. The rest of its movement in the current phase is cancelled.

Creatures in the area at the time that the spell is cast are unaffected by the spell.

4th – *Armored*

This subspell functions like the *barrier* spell, except that the target also gains a +1 bonus to Armor defense.

4th – *Immunity*

Choose a willing creature in Close *(30 ft.)* range, and a type of damage other than physical damage (see Damage Types, page 22). 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*

This subspell functions like the *barrier* spell, except that damage resisted by this subspell is dealt back to the attacker as life damage. If the attacker is beyond Close *(30 ft.)* range of the target, this reflection fails.

Any effect which increases this subspell's range increases the range of this effect by the same amount. This subspell is from both the Abjuration and Vivimancy schools and gains the **Life** tag in addition to the tags from the *barrier* spell.

5th – *Empowered*

This subspell functions like the *barrier* spell, except that the damage reduction increases by an amount equal to your spellpower.

7th – *Antilife Shell*

This effect functions like the *repulsion* subspell, except that you gain a +10 bonus to accuracy with the attack against living creatures.

Bless

You invoke a divine blessing to aid your ally.

Bless	**Attune** (shared)

Choose a willing creature within Close *(30 ft.)* range. The target gains a +1d bonus to **strike damage**.

You can cast this spell as a **minor action**.

Cantrip: The spell requires a **standard action** to cast, and it gains the **Sustain** (minor) tag in place of the **Attune** (shared) tag. 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.

Schools: Channeling

Spell Lists: Divine

Subspells

3rd – *Blessed Blade*	**Attune** (shared), **Fire**

Choose a willing creature within Close *(30 ft.)* range. **Strikes** made with melee weapons wielded by the target are made against Mental defense instead of Armor defense. However, the target takes a −2d penalty to **strike damage**.

You can cast this subspell as a **minor action**.

3rd – *Divine Might*	**Attune**, **Shaping**, **Sizing**

You increase your size by one size category. This increases your **strike damage** and usually increases your **reach** (see Size in Combat, page 13). However, you take a −1d penalty to **strike damage**, as your muscles are not increased fully to match your new size.

You can cast this subspell as a **minor action**.

3rd – *Mystic Blessing*
The +1d bonus applies to all abilities that deal damage or grant healing measured in dice.

6th – *Divine Might, Greater*
This subspell functions like the *divine might* subspell, except that the penalty to **strike damage** is removed.

6th – *Divine Shield*
Choose a willing creature within Close *(30 ft.)* range. The target gains **damage reduction** equal to your spellpower against all damage.

You can cast this subspell as a **minor action**.

6th – *Empowered*
The damage bonus increases to +2d.

6th – *Greater Blessed Blade*
This subspell functions like the *blessed blade* subspell, except that the penalty to strike damage is reduced to −1d.

9th – *Divine Might, Supreme*
This subspell functions like the *divine might* subspell, except that your size is increased by two size categories.

9th – *Supreme Blessed Blade*
This subspell functions like the *blessed blade* subspell, except that the penalty to strike damage is removed.

Chronomancy

You slow a foe's passage through time, inhibiting its actions.

Chronomancy	**Temporal**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is **slowed** and **dazed** as a single **condition**.

Critical Hit: the target is **immobilized** and **dazed** as a single **condition**.

Cantrip: You take a −2 penalty to accuracy with the spell. 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.

Schools: Transmutation

Spell Lists: Arcane

Subspells

2nd – *Haste*	**Attune** (shared), **Temporal**

Choose a willing creature within Medium *(100 ft.)* range. The target gains a +30 foot bonus to its speed in all its movement modes, up to a maximum of double its original speed.

You can cast this subspell as a **minor action**.

2nd – *Time Hop*	**Temporal**

Choose a willing creature within Medium *(100 ft.)* range. You send the target into the future, causing it to temporarily cease to exist. When you cast this subspell, you choose how many rounds the target ceases to exist for, up to a maximum of five rounds. At the end of the last round, it reappears in the same location where it disappeared. If that location is occupied, it appears in the closest unoccupied space.

You can cast this subspell as a **minor action**.

3rd – *Accelerate Magic*	**Attune** (shared), **Temporal**

Choose a willing creature within Medium *(100 ft.)* range. The target's spells lose the **Delayed** tag, causing them to resolve during the same that it casts the spells in. This prevents its spells from being disrupted by taking damage and similar effects.

You can cast this subspell as a **minor action**.

3rd – *Temporal Stasis*	**Attune**, **Temporal**

Choose a willing creature within Close *(30 ft.)* range. The target is placed into stasis, rendering it unconscious. While in stasis, it cannot take any actions and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way.

This effect normally lasts as long as you **attune** to it, and until the end of the round when you release the attunement. If you use this ability on yourself, it instead lasts until the end of the next round.

You can cast this subspell as a **minor action**.

4th – *Delay Damage*	**Sustain** (minor), **Temporal**

Whenever you take damage, half of the damage (rounded down) is not dealt to you immediately. This damage is tracked separately. When the ends, you take all of the delayed damage at once. This damage has no type, and ignores all effects that reduce or negate damage. Damage dealt in this way in excess of your hit points is dealt as **vital damage**.

You can cast this subspell as a **minor action**.

5th – *Temporal Duplicate* **Temporal**

Choose a willing creature within Medium *(100 ft.)* range. You reach into a possible future and create a duplicate of the target. The duplicate is identical in all ways to the target when the spell resolves, except that it has no **legend points**. The target and its duplicate can act during the next round. At the end of that round, the target and its duplicate cease to exist. At the end of the following round, the target reappears in the place where it ceased to exist. If that space is occupied, it appears in the closest unoccupied space.

When the target reappears, its condition is unchanged from when it left, except that it loses all action points, spell points, and all similar resources equal to the amount used by its duplicate. Its hit points, conditions, and all other statistics are unaffected, regardless of any damage or other negative effects suffered by the duplicate. If this would reduce any of the target's resources below 0, it takes physical **standard damage** +3d from the paradox and becomes **stunned** as a **condition**.

6th – *Time Lock* **Sustain** (minor), **Temporal**

Choose a willing creature within Medium *(100 ft.)* range. You lock the state of the target's body in time. Note the target's hit points, vital damage, and active conditions. If the target dies, this effect ends immediately.

As a **standard action**, you can reach through time to restore the target's state. If you do, the target's hit points, vital damage, and active conditions become identical to what they were when you cast this subspell. This does not affect any other properties of the target, such as any resources expended.

You can cast this subspell as a **minor action**.

9th – *Greater Time Lock*

This subspell functions like the *time lock* subspell, except that the effect is not ended if the target dies, and restoring the target's state can also restore it to life. If the target is restored to life in this way, all of its properties not locked by this subspell, such as any resources expended, are identical to what they were when the target died.

9th – *Time Stop* **Temporal**

You can take two full rounds of actions immediately. During this time, all other creatures and objects are fixed in time, and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way. You can still affect yourself and create areas or new effects.

You are still vulnerable to danger, such as from heat or dangerous gases. However, you cannot be detected by any means while you travel.

Compel

Compel a foe to freeze in place.

Compel **Compulsion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is **immobilized** as a **condition**.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

Cantrip: You take a −2 penalty to accuracy with the spell. 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.

Schools: Enchantment

Spell Lists: Arcane, Divine

Subspells

2nd – *Confusion* **Compulsion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is **disoriented** as a **condition**.

Critical Hit: The target is **confused** as a **condition**.

3rd – *Dance* **Compulsion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: As a **condition**, the target is compelled to dance. It can spend a **move action** to dance, if it is physically capable of dancing. At the end of each round, if the target did not dance during that round, it takes a −2 penalty to **accuracy**, **checks**, and **defenses** as the compulsion intensifies. This penalty stacks each round until the target dances, which resets the penalties to 0.

Critical Hit: As above, except that the target must dance as a **standard action** to reset the penalties, instead of as a move action.

4th – *Discordant Song* **Compulsion**, **Mind**

Make a Spellpower vs. Mental attack against all enemies in a Medium *(20 ft.)* radius from you.

Hit: Each target is **disoriented** as a **condition**.

Critical Hit: Each target is **confused** as a **condition**.

4th – *Sleep* **Compulsion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is **blinded** as a **condition**.

Critical Hit: The target falls asleep. It cannot be awakened by any means while the spell lasts. After that time, it can wake up normally, though it continues to sleep until it would wake up naturally. This effect lasts as long as you **sustain** it as a **minor action**. However, it is a **condition**, and can be removed by effects which remove conditions.

5th – *Dominate* **Compulsion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is **confused** as a **condition**.

Critical Hit: The target is **dominated** by you. This effect lasts as long as you **sustain** it as a **minor action**. If the target was already dominated by you, including from a previous use of this ability, this effect instead lasts as long as you **attune** to it.

9th – *Irresistible Dance*
This subspell functions like the *dance* subspell, except that you gain a +4 bonus to accuracy on the attack.

Corruption

You corrupt your foe's life force, weakening it.

Corruption   **Life**

Make a Spellpower vs. Fortitude attack against a living creature within Close *(30 ft.)* range.

Hit: The target is **sickened** as a **condition**. In addition, it takes life **standard damage** −3d whenever it takes a **standard action**. It can only take damage in this way once per round.

Critical Hit: The target is **nauseated** as a **condition**. In addition, it takes life **standard damage** whenever it takes a **standard action**. It can only take damage in this way once per round.

Cantrip: You take a −2 penalty to accuracy with the spell. 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.

Schools: Vivimancy

Spell Lists: Arcane, Divine, Nature

Subspells

2nd – *Eyebite*
This subspell functions like the *corruption* spell, except that a struck target is also **dazzled** as an additional **condition**. A critically struck target is **blinded** instead of dazzled.

3rd – *Corruption of Blood and Bone*
This subspell functions like the *corruption* spell, except that damage from the spell reduces the target's maximum hit points by the same amount. This hit point reduction is part of the same **condition** as the spell's other effects. When the condition is removed, the target's maximum hit points are restored.

4th – *Bleed*
This subspell functions like the *corruption* spell, except that a struck target also begins bleeding as an additional **condition**. At the end of every subsequent **action phase**, the target takes slashing **standard damage** −2d.

5th – *Cripple*
This subspell functions like the *corruption* spell, except that a struck target is also **immobilized** as an additional **condition**.

6th – *Corrupting Curse*
This subspell functions like the *corruption* spell, except that the attack is made against Mental defense instead of Fortitude defense. In addition, if the attack critically hits, the spell's effect becomes a permanent curse. It is no longer a condition, and cannot be removed by abilities that remove conditions. This subspell gains the **Curse** tag in addition to the tags from the *corruption* spell.

7th – *Finger of Death*   **Death**
This subspell functions like the *corruption* spell, except that a struck target also takes life **standard damage** +1d. A critically struck target immediately dies.

Cryomancy

You drain the heat from an area, creating a field of extreme cold.

Cryomancy	**Cold**

Make a Spellpower vs. Fortitude attack against everything in a Medium *(20 ft.)* cone from you.

Hit: Each target takes cold **standard damage** −1d, and is **fatigued** as a **condition**.

Cantrip: The spell deals no 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.

Schools: Evocation

Spell Lists: Arcane, Nature

Subspells

2nd – *Blizzard*
This subspell functions like the *cryomancy* spell, except that the area becomes a Medium *(20 ft.)* radius from you.

2nd – *Cold Snap*
This subspell functions like the *cryomancy* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is supernaturally chilled. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

2nd – *Icecraft*	**Attune**, **Cold**

Choose a pool of unattended, nonmagical water within Close *(30 ft.)* range. This subspell creates an icy weapon or a suit of icy armor from the target pool of water. You can create any weapon, shield, or body armor that you are proficient with, and which would normally be made entirely from metal, except for heavy body armor. The pool of water targeted must be at least as large as the item you create.

The item functions like a normal item of its type, except that it is more fragile. It has hit points equal to twice your spellpower, does not have any **hardness**, and is **vulnerable** to fire damage. If the item would take cold damage, it instead heals that many hit points.

Whenever a creature wearing armor created in this way takes physical damage, cold damage, or fire damage, that damage is also dealt to the armor. Likewise, whenever a creature wielding a weapon created in this way deals damage with the weapon, that damage is also dealt to the weapon. If the item loses all of its hit points, this effect is **dismissed**.

2nd – *Slick*
This subspell functions like the *cryomancy* spell, except that it gains the **Sustain** (minor) tag. The area affected by the spell becomes a **zone** covered with a film of slick ice. Creatures moving across the area must make Acrobatics checks to balance (see Balance, page 67).

3rd – *Frostbite*	**Cold**

Make a Spellpower vs. Fortitude attack against one creature within Medium *(100 ft.)* range.

Hit: The target takes cold **standard damage** +1d, and is **fatigued** as a **condition**.

4th – *Freezing*
This subspell functions like the *cryomancy* spell, except that each struck target is also **immobilized** as an additional **condition**.

4th – *Sturdy Icecraft*
This subspell functions like the *icecraft* subspell, except that the item created has hit points equal to four times your spellpower. In addition, you can create heavy body armor.

5th – *Greater Cold Snap*
This subspell functions like the *cold snap* subspell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

6th – *Enhanced Icecraft*
This subspell functions like the *icecraft* subspell, except that the item created is magically enhanced. A weapon gains a +1d bonus to **strike damage**, and armor increases the defense bonus it grants by +1.

7th – *Deep Frostbite*
This subspell functions like the *frostbite* subspell, except that the target is **exhausted** instead of **fatigued**.

Delusion

You terrify your foe.

Delusion	**Emotion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is **frightened** by you as a **condition**.

Critical Hit: The target is **panicked** by you as a **condition**.

Cantrip: You take a −2 penalty to accuracy with the spell. 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.

Schools: Enchantment

Spell Lists: Arcane

Subspells

2nd – *Agony* **Emotion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: The target is inflicted with agonizing pain as a **condition**. At the end of each **delayed action phase**, if the target took damage that round, it takes **standard damage** −2d. This damage is of all damage types that the target was affected by during that round.

2nd – *Redirected*

This subspell functions like the *delusion* spell, except that you also choose a willing ally within the spell's range. The target is afraid of the chosen ally instead of being afraid of you.

3rd – *Calm Emotions* **Emotion**, **Mind**, **Sustain** (standard)

Make a Spellpower vs. Mental attack against all creatures within a Medium *(20 ft.)* radius from you.

Hit: Each target has its emotions calmed. The effects of all other **Emotion** abilities on that target are **suppressed**. It cannot take violent actions (although it can defend itself) or do anything destructive. If the target takes damage or feels that it is in danger, this effect is **dismissed**.

3rd – *Charm* **Attune**, **Emotion**, **Mind**, **Subtle**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range. If the target thinks that you or your allies are threatening it, you take a −5 penalty to accuracy on the attack.

Hit: The target is **charmed** by you. Any act by you or your apparent allies that threatens or damages the *charmed* person breaks the effect. This effect is automatically **dismissed** after one hour.

Critical Hit: As above, except that the effect is not automatically dismissed.

4th – *Enrage* **Emotion**, **Mind**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: As a **condition**, the target is unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon an ally. This cannot prevent it from taking the *recover* or *desperate recovery* actions.

Critical Hit: As a **condition**, the target cannot take any **standard actions** that do not cause it to make a **strike**. This cannot prevent it from taking the *recover* or *desperate recovery* actions.

7th – *Amnesiac Charm*

This subspell functions like the *charm* subspell, except that when the spell ends, an affected target forgets all events that transpired during the spell's duration. It becomes aware of its surroundings as if waking up from a daydream. The target is not directly aware of any magical influence on its mind, though unusually paranoid or perceptive creatures may deduce that their minds were affected.

Distort Image

Distort Image	**Attune** (shared), **Glamer**, **Visual**

Choose a willing creature within Medium *(100 ft.)* range. The target's physical outline is distorted so it appears blurred, shifting, and wavering. It gains a +1 bonus to Armor defense and Stealth (see Stealth, page 89). This bonus is increases to +2 while in **shadowy illumination**. This effect provides no defensive benefit against creatures immune to **Visual** abilities.

You can cast this spell as a **minor action**.

Cantrip: The spell requires a **standard action** to cast, and it gains the **Sustain** (minor) tag in place of the **Attune** tag. 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.

Schools: Illusion

Spell Lists: Arcane

Subspells

2nd – *Mirror Image*	**Attune** (shared), **Figment**, **Visual**

Choose a willing creature within Close *(30 ft.)* range. Four illusory duplicates appear around the target that mirror its every move. The duplicates shift chaotically in its space, making it difficult to identify the real creature.

All **targeted** attacks against the target have a 50% miss chance. Whenever an attack misses in this way, it affects an image, destroying it. This ability provides no defensive benefit against creatures immune to **Visual** abilities.

2nd – *Suppress Light*	**Attune**, **Glamer**, **Light**

Choose a Small or smaller unattended object within Close *(30 ft.)* range. This subspell suppresses light in a Medium *(20 ft.)* radius emanation from the target. Light within or passing through the area is dimmed to be no brighter than shadowy illumination. Any effect or object which blocks light also blocks this spell's emanation.

3rd – *Disguise Image*	**Attune** (shared), **Glamer**, **Visual**

Choose a willing creature within Close *(30 ft.)* range. You make a Disguise check to alter the target's appearance (see Disguise Creature, page 78). 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.

4th – *Shadow Mantle*

This subspell functions like the *distort image* spell, except that the spell's deceptive nature extends beyond altering light to affect the nature of reality itself. The defense bonus it provides applies to all defenses. In addition, the spell loses the **Visual** tag, and can protect against attacks from creatures immune to Visual abilities.

5th – *Greater Mirror Image*

This subspell functions like the *mirror image* subspell, except that destroyed images can reappear. At the end of each **action phase**, one destroyed image reappears, to a maximum of four images.

7th – *Displacement*

This subspell functions like the *scry* spell, except that the target's image is futher distorted, and appears to be two to three feet from its real location. **Targeted physical attacks** against the target suffer a 50% miss chance.

Divine Judgment

You smite a foe with holy (or unholy) power.

> *Divine Judgment*
> Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.
> *Hit*: The target takes divine **standard damage** +1d.

Cantrip: The spell deals −2d 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.

Schools: Channeling

Spell Lists: Divine

Subspells

> 2nd – *Word of Faith*
> Make a Spellpower vs. Mental attack against all enemies in a Medium *(20 ft.)* radius from you.
> *Hit*: Each target takes divine **standard damage** −1d.

Electromancy

You create a bolt of electricity that fries your foes.

> *Electromancy* **Electricity**
> Make a Spellpower vs. Reflex attack against everything in a Large *(50 ft.)*, 10 ft. wide line from you.
> *Hit*: Each target takes electricity **standard damage** −1d.

Cantrip: The spell's area becomes a 5 ft. wide Medium *(20 ft.)* line. 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.

Schools: Evocation

Spell Lists: Arcane, Nature

Subspells

> 2nd – *Dynamo*
> This subspell functions like the *electromancy* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is continuously filled with electrical pulses. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

> 2nd – *Magnetic*
> This subspell functions like the *electromancy* spell, except that you gain a +2 bonus to accuracy against creatures wearing metal armor or otherwise carrying a significant amount of metal.

> 3rd – *Call Lightning* **Electricity**
> Make a Spellpower vs. Reflex attack against everything in a Large *(50 ft.)*, 5 ft. wide vertical line. If you are outdoors in cloudy or stormy weather, you gain a +2 bonus to **accuracy** with the attack.
> *Hit*: Each target takes takes electricity **standard damage** +1d.

> 3rd – *Forked Lightning*
> This subspell functions like the *electromancy* spell, except that you create two separate line-shaped areas instead of one. The two areas can overlap, but targets in the overlapping area are only affected once.

> 4th – *Instantaneous*
> This subspell functions like the *electromancy* spell, except that the spell's attack is made against Fortitude defense instead of Reflex defense.

> 5th – *Greater Dynamo*
> This subspell functions like the *dynamo* subspell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

> 5th – *Shocking*
> This subspell functions like the *electromancy* spell, except that each struck target is also **dazed** as a **condition**. Each critically struck target is **stunned** instead of dazed.

> 6th – *Chain Lightning* **Electricity**
> Make a Spellpower vs. Reflex attack against one creature or object within Medium *(100 ft.)* range.
> *Hit*: The target takes electricity **standard damage** +2d. In addition, make an additional Spellpower vs. Reflex attack against any number of creatures in a Medium *(20 ft.)* radius from the struck target.
> *Hit*: Each secondary target takes electricity **standard damage**.

Fabrication

You conjure acid from thin air onto a foe's flesh

Fabrication	**Acid**, **Manifestation**

Make a Spellpower vs. Reflex attack against one creature or object within Medium *(100 ft.)* range.

Hit: The target takes acid **standard damage** +1d.

Cantrip: The spell deals −2d 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.

Schools: Conjuration

Spell Lists: Arcane

Subspells

2nd – *Arrow*	**Manifestation**

Make a Spellpower vs. Reflex attack against one creature or object within Long *(300 ft.)* range.

Hit: The target takes piercing **standard damage** +1d.

2nd – *Poison*	**Manifestation**, **Poison**

Make a Spellpower vs. Fortitude attack against a creature within Medium *(100 ft.)* range.

Hit: The target takes poison **standard damage** −3d, and is poisoned as a **condition**. If the target is poisoned, repeat this attack at the end of each **action phase** after the first round. On the second hit, the target takes damage and becomes **sickened**. On the third hit, the target takes damage and becomes **nauseated** instead of sickened.

2nd – *Web*	**Manifestation**, **Sustain** (minor)

You fill a Small *(10 ft.)* radius zone in Close *(30 ft.)* range with webs. The webs make the area **difficult terrain**. Each 5-ft. square of webbing has hit points equal to your spellpower, and is **vulnerable** to fire.

In addition, you make a Spellpower vs. Reflex attack against all creatures in the area when the spell is cast.

Hit: Each target is **immobilized** as long as it has webbing from this ability in its space.

3rd – *Bladestorm*	**Manifestation**

Make a Spellpower vs. Reflex attack against all enemies in a Small *(10 ft.)* radius from you.

Hit: Each target takes slashing **standard damage** −1d.

3rd – *Corrosive*

This subspell functions like the *fabrication* spell, except that it deals double damage to objects.

4th – *Reinforced Webbing*

This subspell functions like the *web* subspell, except that each 5-ft. square of webbing gains additional hit points equal to your spellpower. In addition, the webs are no longer **vulnerable** to fire damage.

5th – *Lingering*

This subspell functions like the *fabrication* spell, except that the spell deals −1d damage. However, if the spell hits, it deals damage to the target again at the end of every **action phase** in subsequent rounds. This is a **condition**, and lasts until removed.

5th – *Meteor*	**Manifestation**

You create a meteor in midair that falls to the ground, crushing foes in its path. The meteor takes up a Medium *(20 ft.)* radius, and must be created in unoccupied space. After being summoned, it falls up to 100 feet before disappearing. Make a Spellpower vs. Reflex attack against everything in its path.

Hit: Each target takes bludgeoning and fire **standard damage** −1d.

8th – *Meteor Swarm*

This subspell functions like the *meteor* subspell, except that you can create up to five different meteors. The areas affected by two different meteors cannot overlap. If one of the meteors is created in an invalid area, that meteor is not created, but the others are created and dealt their damage normally.

Flare

| Flare | **Figment**, **Light**, **Visual** |

Flare   **Figment**, **Light**, **Visual**

This spell creates brilliant light in a Small *(10 ft.)* radius within Medium *(100 ft.)* range of you. It illuminates a 100 foot radius around the area with bright light until the end of the round. Make a Spellpower vs. Reflex attack against all creatures in the source area.

Hit: Each target is **dazzled** as a **condition**.
Critical Hit: Each target is **blinded** as a **condition**.

Cantrip: The spell affects a single target within range instead of creating a burst. 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.

Schools: Illusion

Spell Lists: Arcane, Divine, Nature

Subspells

2nd – *Illuminating*
This subspell functions like the *flare* spell, except that it gains the **Sustain** (minor) tag. The area affected by the spell becomes an illuminated **zone**. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

2nd – *Pinpoint*
This subspell functions like the *flare* spell, except that it only targets one creature within Medium *(100 ft.)* range. However, you gain a +2 bonus to accuracy on the attack.

3rd – *Faerie Fire*
This subspell functions like the *flare* spell, except that each struck target is surrounded with a pale glow made of hundreds of ephemeral points of light. This causes the struck target to radiate bright light in a 5 foot radius, as a candle. The lights impose a −10 penalty to 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 – *Kaleidoscopic*   **Figment**, **Light**, **Mind**, **Visual**
This subspell creates a brilliant, rapidly shifting rainbow of lights in a Small *(10 ft.)* radius within Medium *(100 ft.)* range of you. They illuminate a 100 foot radius around the area with bright light until the end of the round. Make a Spellpower vs. Mental attack against all creatures in the source area.

Hit: Each target is **disoriented** as a **condition**.
Critical Hit: Each target is **confused** as a **condition**.

4th – *Flashbang*
This subspell functions like the *flare* spell, except that an intense sound accompanies the flash of light caused by the spell. Each struck target is also **deafened** as an additional **condition**. This subspell gains the **auditory** tag in addition to the tags from the *flare* spell.

4th – *Pillars of Light*
This subspell functions like the *flare* spell, except that it affects up to five different Small *(10 ft.)* radius, 50 ft. tall cylinders within range. The areas can overlap, but targets in the overlapping area are only affected once.

5th – *Blinding*
This subspell functions like the *flare* spell, except that each struck target is **blinded** instead of **dazzled**.

6th – *Solar*
This subspell functions like the *flare* spell, except that you gain a +2 bonus to accuracy with the attack. In addition, the light is treated as being natural sunlight for the purpose of abilities. This can allow it to destroy vampires and have similar effects.

Polymorph

You transform a foe's body into a more broken state.

Polymorph	**Shaping**

Make a Spellpower vs. Fortitude attack against a creature within Medium *(100 ft.)* range.

Hit: The target takes physical **standard damage** +1d.

Cantrip: The spell deals −2d 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.

Schools: Transmutation

Spell Lists: Arcane, Nature

Subspells

2nd – *Barkskin* **Attune** (shared)
Choose a willing creature within Close *(30 ft.)* range. The target gains **damage reduction** equal to your spellpower against damage dealt by **physical attacks**. In addition, it is **vulnerable** to fire damage.
  You can cast this subspell as a **minor action**.

2nd – *Shrink* **Attune** (shared), **Shaping**, **Sizing**
Choose a willing creature within Close *(30 ft.)* range. The target's size decreases by one size category. This decreases its **strike damage** and usually decreases its **reach** (see Size in Combat, page 13).
  You can cast this subspell as a **minor action**.

3rd – *Alter Appearance* **Attune** (shared), **Shaping**
Choose a Large or smaller willing creature within Close *(30 ft.)* range. You make a Disguise check to alter the target's appearance (see Disguise Creature, page 78). 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.
  You can cast this subspell as a **minor action**.

3rd – *Enlarge* **Attune** (shared), **Shaping**, **Sizing**
Choose a Large or smaller willing creature within Close *(30 ft.)* range. The target's size increases by one size category. This increases its **strike damage** and usually increases its **reach** (see Size in Combat, page 13). However, the target takes a −1d penalty to **strike damage**, as its muscles are not increased fully to match its new size.
  You can cast this subspell as a **minor action**.

3rd – *Stoneskin*
This subspell functions like the *barkskin* subspell, except that the target becomes **vulnerable** to damage from adamantine weapons instead of fire damage.

4th – *Craft Object* **Shaping**
Choose any number of unattended, nonmagical objects within Close *(30 ft.)* range. You make a Craft check to transform the targets into a new item (or items) made of the same materials. You require none of the tools or time expenditure that would normally be necessary. The total size of all targets combined must be Large size or smaller.

6th – *Disintegrate* **Shaping**
Make a Spellpower vs. Fortitude attack against a creature within Medium *(100 ft.)* range.
  Hit: Physical **standard damage** +1d. In addition, if the target has no hit points remaining, it dies. Its body is completely disintegrated, leaving behind only a pinch of fine dust. Its equipment is unaffected.

6th – *Enlarge, Greater*
This subspell functions like the *enlarge* subspell, except that the penalty to **strike damage** is removed.

7th – *Ironskin*
This subspell functions like the *stoneskin* subspell, except that the damage reduction is equal to twice your spellpower.

9th – *Enlarge, Supreme*
This subspell functions like the *enlarge* subspell, except that the target's size is increased by two size categories.

Protection from Alignment

Protection from Alignment (see text), **Attune** (shared), **Shielding**
Choose a willing creature within Close *(30 ft.)* range, and an alignment other than neutral (chaotic, good, evil, or lawful). 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. This spell gains the tag for the chosen alignment's **opposed alignment**.
You can cast this spell as a **minor action**.

Cantrip: The spell requires a **standard action** to cast, and it gains the **Sustain** (minor) tag in place of the **Attune** (shared) tag. 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.

Schools: Abjuration

Spell Lists: Arcane, Chaos, Divine, Evil, Good, Law

Subspells

3rd – *Complete*
This subspell functions like the *protection from alignment* spell, except that the damage reduction also applies against non-physical effects.

4th – *Retributive*
This subspell functions like the *protection from alignment* spell, except that it deals retributive damage to creatures attacking the target. 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.
Hit: The attacker takes divine **standard damage** −1d.

Pyromancy

You create a small burst of flame.

Pyromancy **Fire**
Make a Spellpower vs. Reflex attack against everything in a Small *(10 ft.)* radius within Close *(30 ft.)* range.
Hit: Each target takes fire **standard damage** −1d.

Cantrip: The spell affects a single target within range instead of creating a burst. 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.

Schools: Evocation

Spell Lists: Arcane, Fire, Nature

Subspells

2nd – *Blast Furnace*
This subspell functions like the *pyromancy* spell, except that it gains the **Sustain** (standard) tag. The area affected by the spell becomes a **zone** that is continuously engulfed in flames. At the end of each **action phase** in subsequent rounds, the attack is repeated in that area.

2nd – *Burning Hands*
This subspell functions like the *pyromancy* spell, except that it targets everything in a Large *(50 ft.)* cone from you.

2nd – *Firebolt*
Make a Spellpower vs. Reflex attack against one creature within Medium *(100 ft.)* range.
Hit: The target takes fire **standard damage** +1d.

2nd – *Flame Blade* **Attune** (shared), **Fire**
Choose a willing creature within Close *(30 ft.)* range. Melee weapons wielded by the target gain a +1d bonus to **strike damage**. In addition, all **strike damage** dealt with its weapons becomes fire damage in addition to the attack's normal damage types.
You can cast this subspell as a **minor action**.

3rd – *Fire Trap* **Attune**, **Fire**, **Trap**
Choose an Large or smaller unattended openable object within Close *(30 ft.)* range. If the target object becomes opened, it explodes. When it explodes, you make a Spellpower vs. Reflex attack against everything within a Medium *(20 ft.)* radius burst from the target, including the target itself.
Hit: Each target takes fire **standard damage** −1d.
After the object explodes in this way, the spell is **dismissed**.

3rd – *Ignition*
This subspell functions like the *pyromancy* spell, except that each target hit is also **ignited** until it puts out the fire.

4th – *Fearsome Flame*
This subspell functions like the *pyromancy* spell, except that the attack result is also compared to each target's Mental defense.
Hit: Each target is **shaken** as a **condition**.

4th – *Flame Serpent*
This subspell functions like the *pyromancy* spell, except that it targets everything in a Large *(50 ft.)*, 10 ft. wide shapeable line within Medium *(100 ft.)* range.

5th – *Greater Blast Furnace*

This subspell functions like the *blast furnace* subspell, except that the spell gains the **Sustain** (minor) tag instead of the **Sustain** (standard) tag.

6th – *Flame Aura* **Attune** (shared), **Fire**

Choose a willing creature within Close *(30 ft.)* range. Heat constantly radiates in a Medium *(20 ft.)* radius emanation from the target. At the end of each **action phase**, make a Spellpower vs. Reflex attack against everything in the area.

   Hit: Each target takes fire **standard damage** −2d.

   You can cast this subspell as a **minor action**. In addition, you can apply the Widened **augment** to this subspell. If you do, it increases the area of the emanation.

6th – *Greater Ignition*

This subspell functions like the *pyromancy* spell, except that each target hit is also **ignited** as a **condition**. Unlike the normal ignited effect, this condition cannot be removed by putting out the fire. In addition, the ignited effect deals fire **standard damage** −3d instead of the normal 1d6 fire damage each round.

9th – *Supreme Ignition*

This subspell functions like the *greater ignition* subspell, except that the condition must be removed twice before the effect ends.

Revelation

You grant a creature the ability to see fractions of a second into the future.

Revelation **Attune** (shared)

   Choose a willing creature within Close *(30 ft.)* range of you. The target gains a +1 bonus to **accuracy** with all attacks.

   You can cast this spell as a **minor action**.

Cantrip: The spell requires a **standard action** to cast, and it gains the **Sustain** (minor) tag in place of the **Attune (shared)** tag. 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.

Schools: Divination

Spell Lists: Arcane, Divine, Nature

Subspells

2nd – *Discern Lies* **Attune**, **Detection**

Make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

   Hit: You know when the target deliberately and knowingly speaks a lie. This ability does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

3rd – *Augury*

Choose a willing creature within Close *(30 ft.)* range, and an action which that creature could take. You learn whether the stated action is likely to bring good or bad results for the target within the next hour. This subspell provides one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- No response (for actions that don't have especially good or bad results).

   This subspell 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.

3rd – *Boon of Mastery*

This subspell functions like the *revelation* spell, except that the target also gains a +2 bonus to all skills.

4th – *Boon of Knowledge*

This subspell functions like the *revelation* spell, except that the target also gains a +4 bonus to all Knowledge skills (see Knowledge, page 81).

4th – *Third Eye*

This subspell functions like the *revelation* spell, except that the target also gains **blindsight** with a 50 foot range. This can allow it to see perfectly without any light, regardless of concealment or invisibility.

5th – *Boon of Many Eyes*

This subspell functions like the *revelation* spell, except that the target also gains a +1 bonus to **overwhelm resistance**.

7th – *Greater Boon of Mastery*
This subspell functions like the *revelation* spell, except that the target also gains a +4 bonus to all skills.

Scry

You create a scrying sensor that allows you to see at a distance.

Scry	**Attune**, **Scrying**

A Fine object appears floating in the air in an unoccupied square within Medium *(100 ft.)* range. 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**.

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.

Cantrip: The sensor cannot be moved after it is originally created. In addition, the spell gains the **Sustain** (minor) tag in place of the **Attune** tag.", 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.

Schools: Divination

Spell Lists: Arcane, Divine, Nature

Subspells

2nd – *Alarm*
This subspell functions like the *scry* spell, except that 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*
This subspell functions like the *scry* spell, except that you can you can also hear through the sensor. At the start of each round, you can choose whether you hear from the sensor or from your body. This choice is made independently from your sight. The sensor's auditory acuity is the same as your own, except that it does not share the benefits of any **magical** effects that improve your hearing.

3rd – *Accelerated*
This subspell functions like the *scry* spell, except that the sensor moves up to 100 feet when moved instead of up to 30 feet.

3rd – *Dual*
This subspell functions like the *scry* spell, except that you create an additional sensor in the same location. You must move and see through each sensor individually.

3rd – *Penetrating*
This subspell functions like the *scry* spell, except that you do not need **line of sight** or **line of effect** to target a location. You must specify a distance and direction to target a location you cannot see. This can allow you to cast the spell beyond walls and similar obstacles. As normal, if the intended location is occupied or otherwise impossible, the spell is **miscast**.

4th – *Reverse Scrying*
Choose a magical sensor within Medium *(100 ft.)* range. A new scrying sensor appears at the location of the source of the the ability that created the target sensor. This sensor functions like the sensor created by the *scry* spell, except that the sensor cannot move.

4th – *Semi-Autonomous*
This subspell functions like the *scry* spell, except that you can move the sensor as a **minor action** rather than as a standard action.

5th – *Scry Creature*
Make a Spellpower vs. Mental attack against a creature on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the spell may simply be **miscast**. This attack roll cannot **explode**.

   Hit: A scrying sensor appears in the target's space. This sensor functions like the sensor created by the *scry* spell, except that you cannot move the sensor manually. Instead, it automatically tries to follow the target to stay in its space. At the end of each phase, if the sensor is not in the target's space, this effect is **dismissed**.

6th – *Split Senses*
This subspell functions like the *scry* spell, except that you constantly receive sensory input from both your body and the sensor. This allows you to see simultaneously from your body and from the sensor.

Summon Monster

You summon a creature to fight by your side.

Summon Monster   **Manifestation**, **Sustain** (minor)
   You summon a creature in an unoccupied square within Medium *(100 ft.)* range. It visually appears to be a common Small or Medium animal of your choice, though in reality it is a manifestation of magical energy. Regardless of the appearance and size chosen, the creature 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 **standard damage** −2d. 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.

Cantrip: The spell gains the **Sustain** (standard) tag in place of the **Sustain** (minor) tag. 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.

Schools: Conjuration

Spell Lists: Arcane, Divine, Nature

Subspells

2nd – *Summon Bear*
This subspell functions like the *summon monster* spell, except that the creature appears to be a Medium bear. As a standard action, it can make a **grapple** attack against a creature it threatens. Its accuracy is the same as its accuracy with **strikes**. While grappling, the manifested creature can either make a strike or attempt to escape the grapple.

   This augment replaces the effects of any other augments that change the appearance of the creature.

Telekinesis

Telekinesis	**Telekinesis**

Make a Spellpower vs. Mental attack against a Medium or smaller creature or object within Close *(30 ft.)* range.

Hit: You move the target up five feet per spellpower. Moving the target upwards costs twice the normal movement cost.

Critical Hit: As above, but you move the target ten feet per spellpower instead of five feet per spellpower.

Cantrip: You take a −2 penalty to accuracy with the spell. 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.

Schools: Evocation

Spell Lists: Arcane

Subspells

2nd – *Mending*

Choose an unattended object within Close *(30 ft.)* range. The target is healed for hit points equal to **standard damage** +1d.

2nd – *Precise*   **Telekinesis**

Make a Spellpower vs. Mental attack against a Medium or smaller creature or object within Close *(30 ft.)* range.

Hit: 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.

3rd – *Binding*

This subspell functions like the *telekinesis* spell, except that the struck creature is also **immobilized** as a **condition**.

3rd – *Levitate*   **Attune**

Choose a Medium or smaller willing creature or unattended object within Close *(30 ft.)* range. The target floats in midair, unaffected by gravity. During the movement phase, you can move the target up to ten feet in any direction as a **free action**.

5th – *Accelerated Levitate*

This subspell functions like the *levitate* subspell, except that you can move the target up to thirty feet instead of up to ten feet.

Thaumaturgy

Thaumaturgy	**Mystic**, **Sustain** (minor)

Make a Spellpower attack against one creature, object, or magical effect within Medium *(100 ft.)* range. If you target a creature or object, the attack result is applied to every **magical** effect on the target. If you target a magical effect directly, the attack result is applied against the effect itself. The DR for each effect is equal to 5 + the **power** of that effect.

Hit: Each effect is **suppressed**.

Cantrip: The spell gains the **Sustain** (standard) tag in place of the **Sustain** (minor) tag. 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.

Schools: Abjuration

Spell Lists: Arcane, Divine, Nature

Subspells

2nd – *Alter Magic Aura*   **Attune**, **Mystic**

Make a Spellpower vs. Mental attack against one Large or smaller magical object in Medium *(100 ft.)* range.

Hit: One of the target's magic auras is altered (see Spellcraft, page 88). 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.

2nd – *Dimensional Anchor*   **Mystic**

Make a Spellpower vs. Mental attack against a creature or object within Medium *(100 ft.)* range.

Hit: As a **condition**, the target is unable to travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

2nd – *Malign Transference*   **Mystic**

Choose a willing ally within Medium *(100 ft.)* range. The ally must be currently affected by a **magical condition**. In addition, make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: One magical condition of your choice is removed from the chosen ally and applied to the struck creature.

Critical Hit: As above, except that you can transfer any number of magical conditions in this way.

2nd – *Suppress Item*   **Mystic**, **Sustain** (minor)

Make a Spellpower vs. Mental attack against one Large or smaller magical object in Medium *(100 ft.)* range.

Hit: All magical properties the target has are **suppressed**.

3rd – *Banishing*   **Mystic**

Make a Spellpower attack against one creature or object within Medium *(100 ft.)* range. If the target is an effect of an ongoing **magical** ability, such as a summoned monster or created object, the DR is equal to 5 + add the **power** of the ability. Otherwise, this subspell has no effect.

Hit: The target is treated as if the ability that created it was **dismissed**. This usually causes the target to disappear.

5th – *Dimensional Lock* **Attune**, **Mystic**

This subspell creates a dimensional lock in a Large *(50 ft.)* radius zone from your location. Extraplanar travel into or out of the area is impossible. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

7th – *Antimagic Field* **Mystic**, **Sustain** (minor)

All other magical abilities and objects are **suppressed** within a Small *(10 ft.)* radius emanation from you. Creatures within the area cannot activate, sustain, or dismiss magical abilities. You cannot exclude yourself from this emanation. However, this subspell does not prevent you from sustaining or dismissing this subspell.

7th – *Greater Malign Transferance*

Choose any number of willing allies within Medium *(100 ft.)* range. Each ally must be currently affected by a **magical condition**. In addition, make a Spellpower vs. Mental attack against a creature within Medium *(100 ft.)* range.

Hit: Up to two magical conditions of your choice are removed from the chosen allies and applied to the struck creature.

Critical Hit: As above, except that you can transfer any number of magical conditions in this way.

Vital Surge

Vital Surge **Life**

Make a Spellpower vs. Fortitude attack against a creature within Medium *(100 ft.)* range. When you cast this spell, you choose whether the target is healed or takes damage.

Hit: The target heals hit points or takes life damage equal to **standard damage** +1d.

Critical Hit: As above, except that if you chose damage, the spell deals double damage.

Cantrip: You cannot choose for the spell to heal the target, and the spell deals −2d 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.

Schools: Vivimancy

Spell Lists: Divine, Nature

Subspells

2nd – *Cure Wounds*

This subspell functions like the *vital surge* spell, except that you cannot choose to deal damage to the target. In addition, for every 5 points of healing you provide, you can instead heal one point of **vital damage**.

2nd – *Restore Senses* **Flesh**

Choose a willing creature within Close *(30 ft.)* range. One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and mundane conditions, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

2nd – *Undead Bane*

This subspell functions like the *vital surge* spell, except that you gain a +2 bonus to accuracy against undead creatures.

3rd – *Circle of Death* **Life**, **Sustain** (minor)

You are surrounded by an aura of death in a Medium *(20 ft.)* radius emanation from you. When this spell resolves, and the end of each **action phase** in subsequent rounds, make a Spellpower vs. Fortitude attack against all creatures in the area.

Hit: Each target takes life **standard damage** −3d.

3rd – *Drain Life*

This subspell functions like the *vital surge* spell, except that you heal hit points equal to half the damage dealt.

3rd – *Remove Disease* **Flesh**

Choose a willing creature within Close *(30 ft.)* range. All diseases affecting the target are removed.

4th – *Circle of Healing* **Life**, **Sustain** (minor)

You are surrounded by an aura of healing in a Medium *(20 ft.)* radius emanation from you. When this spell resolves, and the end of each **action phase** in subsequent rounds, make a Spellpower vs. Fortitude attack against all creatures in the area.

Hit: Each target heals hit points equal to **standard damage** −3d.

4th – *Cure Critical Wounds*

This subspell functions like the *vital surge* spell, except that you cannot choose to deal damage to the target. In addition, it heals **vital damage** as easily as it heals hit points.

4th – *Death Knell* **Death**

This subspell functions like the *vital surge* spell, except that a struck target suffers a death knell as an additional **condition**. At the end of each round, if the target has 0 hit points, it immediately dies.

Weaponcraft

You create a dancing blade that attacks nearby foes

Weaponcraft **Manifestation**, **Sustain** (minor)

A melee weapon that you are proficient with appears in an unoccupied square within Medium *(100 ft.)* range. The weapon floats about three feet off the ground, and is sized appropriately for a creature of your size. The specific weapon you choose affects the type of damage it deals. Regardless of the weapon chosen, it has hit points equal to twice your spellpower. All of its defenses are equal to 5 + your spellpower, and it has a 30 foot fly speed with good maneuverability, though it cannot travel farther than five feet above the ground.

Each round, the weapon automatically moves towards the creature closest to it during the **movement phase**. During the **action phase**, it makes a melee **strike** against a random creature adjacent to it. Its accuracy is equal to your spellpower. If it hits, it deals **standard damage** −1d.

Cantrip: The spell gains the **Sustain** (standard) tag in place of the **Sustain** (minor) tag. 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.

Schools: Conjuration, Transmutation

Spell Lists: Arcane

Subspells

2nd – *Aerial*

This subspell functions like the *weaponcraft* spell, except that the weapon's height above the ground is not limited. This allows the weapon to fly up to fight airborne foes.

2nd – *Blade Barrier* **Sustain** (minor)

A wall of whirling blades appears within Medium *(100 ft.)* range. The wall either takes the form of a Large *(50 ft.)* line or a Small *(10 ft.)* radius. In either case, it is 20 ft. high. The wall provides **active cover** (20% miss chance) against attacks made through it. Attacks that miss in this way harmlessly strike the wall. Whenever a creature or object passes through the wall, make a Spellpower vs. Reflex attack against it.

Hit: The target takes slashing **standard damage** −1d.

3rd – *Create Ballista*

This subspell functions like the *weaponcraft* spell, except that it creates a fully functional Large ballista instead of a weapon of your choice. The ballista functions like any other weapon, with the following exceptions.

It cannot move, and makes ranged **strikes** instead of melee strikes. Its attacks deal piercing damage, and its hit points are equal to three times your spellpower. In addition, the ballista attacks the creature farthest from it, instead of the creature closest to it.

4th – *Blade Barrier, Contracting*

This subspell functions like the *blade barrier* subspell, except that the area must be a radius. In addition, the wall's radius shrinks by 5 feet at the end of every **action phase**, dealing damage to everything it moves through.

4th – *Blade Barrier, Dual*
This subspell functions like the *blade barrier* subspell, except that the area must be a line. In addition, the spell creates two parallel walls of the same length, five feet apart.

4th – *Giant Blade*
This subspell functions like the *weaponcraft* spell, except that the weapon takes the form of a Large greatsword. The weapon's attacks hit everything in a Small *(10 ft.)* cone from it. It aims the cone to hit as many creatures as possible.

6th – *Create Ballista, Dual Track*
This subspell functions like the *create ballista* subspell, except that the ballista is created with two separate bolt tracks. This allows it to fire at two different targets in the same round whenever you command it to fire. It cannot fire at the same target twice. Each round, it attacks the two creatures farthest from it.

8th – *Titan Blade*
This subspell functions like the *weaponcraft* spell, except that the weapon takes the form of a Gargantuan greatsword. The weapon's attacks hit everything in a Medium *(20 ft.)* cone from it. It aims the cone to hit as many creatures as possible.

9th – *Paired*
This subspell functions like the *weaponcraft* spell, except that you summon two weapons instead of one. Each weapon attacks independently.

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.

Animate Dead   **Attune** (multiple)
    Choose any number of corpses within Close *(30 ft.)* range. The combined levels of all targets cannot exceed your spellpower. The target becomes an undead creature that obeys your spoken commands. You choose whether to create a skeleton or a zombie. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.
    This ritual takes one hour to perform.

Schools: Vivimancy
Spell Lists: Arcane, Divine

Awaken   7th Level

Awaken
    Choose a Large or smaller willing animal within Close *(30 ft.)* range. The target becomes sentient. Its Intelligence becomes 1d6 – 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know of your choice. This effect is permanent.
    This ritual takes 24 hours to perform, and requires 49 action points from its participants.

Schools: Transmutation
Spell Lists: Nature

Binding   3rd Level

Binding   **Attune**
    This ritual creates a Small *(10 ft.)* radius zone. The outlines of the zone are denoted by a magic circle physically inscribed on the ground during the ritual. 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's perimeter is broken, the ritual's effects end immediately. Whenever a creature enters the area, you make a Spellpower vs. Mental attack against it.
    Hit: The target is unable to escape the ritual's area physically or alter the circle in any way. It treats the edge of the area as an impassable barrier, preventing the effects of any of its abilities from extending outside that area.
    This ritual takes one hour to perform.

Schools: Abjuration
Spell Lists: Arcane, Divine

Subrituals

5th – *Dimension Lock*
This subritual functions like the *binding* ritual, except that a struck creature also cannot travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

Bless Water   1st Level

Bless Water   **Attune** (multiple)
    Choose one pint of unattended, nonmagical water within Close *(30 ft.)* range. 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.
    This ritual takes one minute to perform.

Schools: Channeling
Spell Lists: Divine

Blessed Transit 5th Level

> *Blessed Transit* **Teleportation**
> This ritual functions like the *overland teleporation* ritual, except that the destination must be a temple or equivalent holy site to your deity.

Schools: Conjuration

Spell Lists: divine

Create Object 3rd Level

> *Create Object* **Attune** (multiple), **Manifestation**
> Make a Craft check to create an object of no greater than Small size. The object appears out of thin air in an unoccupied square within Close *(30 ft.)* range. It must be made of nonliving, nonreactive vegetable matter, such as wood or cloth.
> This ritual takes one hour to perform.

Schools: Conjuration

Spell Lists: Arcane, Divine, Nature

Create Sustenance 3rd Level

> *Create Sustenance* **Creation**
> Choose an unoccupied square within Close *(30 ft.)* range. This ritual creates food and drink in that square that is sufficient to sustain two Medium creatures per spellpower for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.
> This ritual takes one hour to perform.

Schools: Conjuration

Spell Lists: Arcane, Divine, Nature

Curse Water 1st Level

> *Curse Water* **Attune** (multiple)
> Choose one pint of unattended, nonmagical water within Close *(30 ft.)* range. The target becomes unholy water. Unholy water can be can be thrown as a splash weapon, dealing 1d8 points of damage to a struck good outsider.
> This ritual takes one minute to perform.

Schools: Channeling

Spell Lists: Divine

Discern Location 5th Level

> *Discern Location*
> Choose a creature or object on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, you must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. You learn the location (place, name, business name, or the like), community, country, and continent where the target lies.
> This ritual takes 24 hours to perform, and it requires 25 action points from its participants.

Schools: Divination

Spell Lists: Arcane, Divine, Nature

Subrituals

> 7th – *Interplanar*
> This subritual functions like the *discern location* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *discern location* ritual.
> This ritual takes 24 hours to perform, and it requires 49 action points from its participants.

Endure Elements 1st Level

> *Endure Elements* **Attune** (multiple)
> Choose a willing creature or unattended object within Close *(30 ft.)* range. The target suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between −50 and 140 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from fire or cold damage.
> This ritual takes one minute to perform.

Schools: Abjuration

Spell Lists: Arcane, Divine, Nature

Explosive Runes 3rd Level

> *Explosive Runes* **Attune** (multiple), **Trap**
> Choose a Small or smaller unattended object with writing on it within Close *(30 ft.)* range. In addition, choose a type of **energy damage** (cold, electricity, fire, or sonic). This ritual gains the tag appropriate to the chosen energy type. If a creature reads the target, the target explodes. You make a Spellpower vs. Reflex attack against everything within a Medium *(20 ft.)* radius from the target.
> *Hit*: Each target takes **standard damage** −1d of the damage type chosen.
> After the target explodes in this way, the ritual is **dismissed**. If the target object is destroyed or rendered illegible, the ritual is dismissed without exploding. This ritual takes one hour to perform.

Schools: Evocation

Spell Lists: Arcane

Fertility 3rd Level

Fertility

This ritual creates an area of bountiful growth in a one mile radius zone from your location. Normal plants within the area become twice as productive as normal for the next year. This ritual does not stack with itself. If the *infertility* ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual takes 24 hours to perform, and requires 9 action points from its participants.

Schools: Transmutation

Spell Lists: Nature

Gate   9th Level

Gate   **Planar**, **Sustain** (standard), **Teleportation**

Choose a plane that connects to your current plane, and a location within that plane. This ritual creates an interdimensional connection between your current plane and the location you choose, allowing travel between those two planes in either direction. The gate takes the form of a Small *(10 ft.)* radius circular disk, oriented a direction you choose (typically vertical). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through it is shunted instantly to the other location. The gate cannot be **sustained** for more than 5 rounds, and is automatically dismissed at the end of that time.

You must specify the gate's destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the location. Incomplete or incorrect mental images may result in the ritual leading to an unintended destination within the same plane, or simply failing entirely.

The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

This ritual takes one week to perform, and requires 81 action points from its participants.

Schools: Conjuration

Spell Lists: Arcane, Divine, Nature

Gentle Repose   2nd Level

Gentle Repose   **Attune** (multiple), **Temporal**

Choose an unattended, nonmagical object within Close *(30 ft.)* range. Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit on raising that creature from the dead (see *resurrection*) and similar effects that require a fresh body. Additionally, this can make transporting a fallen comrade more pleasant.

This ritual takes one minute to perform.

Schools: Transmutation

Spell Lists: Arcane, Divine, Nature

Infertility   3rd Level

Fertility

This ritual creates an area of death and decay in a one mile radius zone from your location. Normal plants within the area become half as productive as normal for the next year. This ritual does not stack with itself. If the *fertility* ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual takes 24 hours to perform, and requires 9 action points from its participants.

Schools: Transmutation

Spell Lists: Nature

Ironwood   3rd Level

Ironwood   **Shaping**

Choose a Small or smaller unattended, nonmagical wooden object within Close *(30 ft.)* range. The target is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as iron. Metallic armor and weapons, such as full plate, can be crafted from ironwood.

This ritual takes 24 hours to perform.

Schools: Transmutation

Spell Lists: Nature

Lifeweb Transit   5th Level

Lifeweb Transit   **Teleportation**

This ritual functions like the *overland teleporation* ritual, except that both the starting and ending points must be living plants. Both plants must be larger than the largest creature being teleported in this way.

Schools: Conjuration

Spell Lists: Nature

Light   1st Level

Light   **Attune** (multiple), **Figment**, **Light**

Choose a Medium or smaller willing creature or unattended object within Close *(30 ft.)* range. The target glows like a torch, shedding bright light in a Medium *(20 ft.)* radius (and dim light for an additional 20 feet).

This ritual takes one minute to perform.

Schools: Illusion

Spell Lists: Arcane, Divine, Nature

Magic Mouth   1st Level

Magic Mouth **Attune** (multiple), **Figment**

Choose a Large or smaller willing creature or unattended object within Close *(30 ft.)* range. In addition, choose a triggering condition and a message of twenty-five words or less. The condition must be something that a typical human in the target's place could detect.

When the triggering condition occurs, the target appears to grow a magically animated mouth. The mouth speaks the chosen message aloud. After the message is spoken, this effect is **dismissed**.

This ritual takes 24 hours to perform.

Schools: Illusion

Spell Lists: Arcane

Mount 3rd Level

Mount **Attune** (multiple), **Manifestation**

This ritual creates your choice of a light horse or a pony to serve as a mount. The creature appears in an unoccupied location within Close *(30 ft.)* range. It comes with a bit and bridle and a riding saddle, and will readily accept any creature as a rider.

Schools: Conjuration

Spell Lists: Arcane

Mystic Lock 2nd Level

Mystic Lock **Attune** (multiple)

Choose a Large or smaller closable, nonmagical object within Close *(30 ft.)* range, such as a door or box. The target object becomes magically locked. It can be unlocked with a Devices check against a DR equal to 20 + your spellpower. The DR to break it open forcibly increases by 10.

You can freely pass your own *arcane lock* as if the object were not locked. This effect lasts as long as you **attune** to it. If you use this ability multiple times, you can attune to it each time.

This ritual takes one minute to perform.

Schools: Transmutation

Spell Lists: Arcane, Divine, Nature

Subrituals

5th – *Resilient*

This subritual functions like the *mystic lock* ritual, except that 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.

Overland Teleportation 5th Level

Overland Teleportation **Teleportation**

Choose up to five willing, Medium or smaller ritual participants. Choose a destination up to 100 miles away from you on your current plane. Each target is teleported to the chosen destination.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual takes 24 hours to perform and requires 25 action points from its ritual participants.

Schools: Conjuration

Spell Lists: Arcane

Plane Shift 5th Level

Plane Shift **Planar**, **Teleportation**

Choose up to five Medium or smaller willing ritual participants. In addition, choose a plane that connects to your current plane and a location within that plane. The targets teleport to a random location on that plane 1d100 miles away from the intended destination.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the location. Incomplete or incorrect mental images may result in the ritual leading to an unintended destination within the same plane, or simply failing entirely.

The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

This ritual takes 24 hours to perform, and requires 25 action points from its participants.

Schools: Conjuration

Spell Lists: Arcane, Divine, Nature

Subrituals

8th – *Precise*

This subritual functions like the *plane shift* ritual, except that the actual destination is the same as the intended destination, rather than being a random distance away. This ritual takes 24 hours to perform, and requires 64 action points from its participants.

Overland Teleportation 5th Level

Private Sanctum   5th Level

Private Sanctum	**Mystic**

This ritual creates a ward against any external perception in a Large *(50 ft.)* radius zone centered on your location. This effect is permanent. Everything in the area is completely imperceptible from outside the area. Anyone observing the area from outside sees only a dark, silent void, regardless of darkvision and similar abilities. In addition, all **Scrying** effects fail to function in the area. Creatures inside the area can see within the area and outside of it without any difficulty.

This ritual takes 24 hours to perform, and requires 25 action points from its participants.

Schools: Abjuration

Spell Lists: Arcane

Purge Curse   3rd Level

Purge Curse	**Mystic**

Choose a willing creature within Close *(30 ft.)* range. All curses affecting the target are removed. This ritual cannot remove a curse that is part of the effect of an item the target has equipped. However, it can allow the target to remove any cursed items it has equipped.

This ritual takes 24 hours to perform, and requires 9 action points from its participants.

Schools: Abjuration

Spell Lists: Arcane, Divine, Nature

Purify Sustenance   1st Level

Purify Sustenance	**Shaping**

All food and water in a single square within Close *(30 ft.)* range is purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.

This ritual takes one hour to perform.

Schools: Transmutation

Spell Lists: Arcane, Divine, Nature

Read Magic   1st Level

Read Magic	**Attune**

You gain the ability to decipher magical inscriptions that would otherwise be unintelligible. This can allow you to read ritual books and similar objects created by other creatures. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.

This ritual takes one minute to perform.

Schools: Divination

Spell Lists: Arcane, Divine, Nature

Regeneration   4th Level

Regeneration	**Flesh**

Choose a willing creature within Close *(30 ft.)* range. All of the target's hit points, **subdual damage**, and **vital damage** are healed. In addition, any of the target's severed body parts or missing organs grow back by the end of the next round.

This ritual takes 24 hours to perform, and requires 16 action points from its participants.

Schools: Vivimancy

Spell Lists: Divine, Nature

Reincarnation   5th Level

Reincarnation	**Creation**, **Flesh**, **Life**

Choose one Diminuitive or larger piece of a humanoid corpse. The target must have been part of the original creature's body at the time of death. The creature the target corpse belongs to returns to life in a new body. It must not have died due to old age.

This ritual creates an entirely new body for the creature's soul to inhabit from the natural elements at hand. During the ritual, the body ages to match the age of the original creature at the time it died. The creature has 0 hit points when it returns to life.

A reincarnated creature is identical to the original creature in all respects, except for its race. The creature's race is replaced with a random race from Table 9.2: Humanoid Reincarnations (page 169). 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.

This ritual takes 24 hours to perform, and requires 25 action points from its participants.

Schools: Conjuration, Vivimancy

Spell Lists: Nature

Subrituals

7th – *Fated*
This subritual functions like the *reincarnation* ritual, except that the target is reincarnated as its original race instead of as a random race. This ritual takes 24 hours to perform, and requires 49 action points from its participants.

Table 9.2: Humanoid Reincarnations

d%	Incarnation
01	Bugbear
02–13	Dwarf
14–25	Elf
26	Gnoll
27–38	Gnome
39–42	Goblin
43–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–89	Human
90–93	Kobold
94	Lizardfolk
95–99	Orc
100	Other

Resurrection   4th Level

Resurrection   **Flesh**, **Life**
Choose one intact humanoid corpse within Close *(30 ft.)* range. The target returns to life. It must not have died due to old age.
The creature has 0 hit points when it returns to life. It is cured of all **vital damage** and other negative effects, but the body's shape is unchanged. Any missing or irreparably damaged limbs or organs remain missing or damaged. The creature may therefore die shortly after being resurrected if its body is excessively damaged.
Coming back from the dead is an ordeal. All of the creature's action points and other daily abilities are expended when it returns to life. In addition, its maximum action points are reduced by 1. This penalty lasts for thirty days, or until the creature gains a level. If this would reduce a creature's maximum action points below 0, the creature cannot be resurrected.
This ritual takes 24 hours to perform, and requires 16 action points from its participants.

Schools: Conjuration, Vivimancy

Spell Lists: Nature

Subrituals

7th – *Complete*
This subritual functions like the *resurrection* ritual, except that it does not have to target a fully intact corpse. Instead, it targets a Diminuitive or larger piece of a humanoid corpse. The target must have been part of the original creature's body at the time of death. The resurrected creature's body is fully restored to its healthy state before dying, including regenerating all missing or damaged body parts.
This ritual takes 24 hours to perform, and requires 49 action points from its participants.

Retrieve Legacy   4th Level

Retrieve Legacy   **Teleportation**
Choose a willing creature within Close *(30 ft.)* range. If the target's **legacy item** is on the same plane and **unattended**, it is teleported into the target's hand.
This ritual takes 24 hours to perform, and requires 16 action points from its ritual participants.

Schools: Conjuration, Divination

Spell Lists: Arcane, Divine, Nature

Scryward   3rd Level

Scryward   **Mystic**
This ritual creates a ward against scrying in a Large *(50 ft.)* radius zone centered on your location. All **Scrying** effects fail to function in the area. This effect is permanent.
This ritual takes 24 hour to perform, and requires 9 action points from its participants.

Schools: Abjuration

Spell Lists: Arcane, Divine, Nature

Seek Legacy   2nd Level

Seek Legacy
Choose a willing creature within Close *(30 ft.)* range. The target learns the precise distance and direction to their **legacy item**, if it is on the same plane.
This ritual takes 24 hours to perform.

Schools: Divination

Spell Lists: Arcane, Divine, Nature

Sending   4th Level

Sending   **Sustain** (standard)
Choose a creature on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the spell may simply fail.
You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds.
After the the target receives the message, it may reply with a message of the same length as long as the ritual's effect continues. Once it speaks twenty-five words, or you stop sustaining the effect, the ritual is **dismissed**.
This ritual takes one hour to perform.

Schools: Divination

Spell Lists: Arcane, Divine, Nature

Subrituals

> 6th – *Interplanar*
> This subritual functions like the *sending* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *sending* ritual.

Soul Bind   8th Level

> *Soul Bind*   **Life**
>   Choose one intact corpse within Close *(30 ft.)* range. In addition, choose a gem you hold that is worth at least 1,000 gp. The soul of the creature that 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 reanimate the creature.
>   This ritual takes one hour to perform.

Schools: Vivimancy

Spell Lists: Arcane, Divine

Telepathic Bond   4th Level

> *Telepathic Bond*   **Attune** (shared)
>   Choose up to five willing ritual participants. Each target can communicate mentally through telepathy with each other target. This communication is instantaneous across any distance, but cannot reach across planes.
>   This effect lasts as long as you and each target **attune** to it. 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 you attune to it. If you stop attuning to it, the ritual is **dismissed** as usual.
>   This ritual takes 24 hours to perform.

Schools: Divination

Spell Lists: Arcane

Subrituals

> 8th – *Interplanar*
> This subritual functions like the *telepathic bond* ritual, except that each target can communicate telepathically even across different planes. It gains the **Planar** tag in addition to the tags from the *telepathic bond* ritual.

Water Breathing   2nd Level

> *Water Breathing*   **Attune** (multiple)
>   Choose a Medium or smaller willing creature within Close *(30 ft.)* range. The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater. This effect lasts as long as you **attune** to it. If you use this ability multiple times, you can attune to it each time.
>   This ritual takes one minute to perform.

Schools: Transmutation

Spell Lists: Arcane, Divine, Nature

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 the benefits from class **archetypes** can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 20.

acid: Acid damage is very effective against most objects. For the Acid ability tag, see Ability Tags, page 20.

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 you have access to. For details, see Action Points, page 27.

active cover: Active cover is a type of **cover** that can block **physical attacks**. It represent mobile obstacles that move unpredictably, imposing a 20% **miss chance** on physical attacks. For details, see Active Cover, page 15.

accuracy: The bonus added to a **attack roll**.

Air: See Ability Tags, page 20.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page 113.

ally: Many abilities affect allies. An ally is any creature you designate who is willing to be considered an ally, not including yourself.

arcane spell failure: Wearing **armor** makes it more difficult to cast **arcane** spells. For details, see Arcane Spell Failure, page page 48.

archetype: An archetype is a collection of related abilities from a particular class. Each class has three archetypes that members of that class normally have. For details, see Archetypes, page 32.

armor: Armor is a form of equipment that protects your body from harm. There are two kinds of armor: **body armor**, which you wear on your body, and **shields**, which you wield in a hand. For details, see Armor, page 125.

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: **physical attacks** and **magical** attacks.

attack result: An attack result is the total you get on an **attack roll**, after taking to account any bonuses or penalties that apply to the roll.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 1d10 + your **accuracy** with the attack. If the result of the attack roll equals or exceeds the target's **defense**, the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails.

attended: An attended item is an item currently being held or carried by a creature. Some abilities can only affect **unattended** items.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Perception**, and **Willpower**.

attune: Some abilities last as long as you attune to them. As long as you are attuned to an ability, you cannot regain the **action point** spent to use that ability. For details, see Attunement, page 19.

Attune: An ability with this **ability tag** lasts as long as you attune to it. If the tag includes (shared), then it lasts as long as you and all targets attune to it. For details, see Attunement, page 19.

attuned: If you are attuned to an ability, you have invested an action point in it to prolong its effect. For details, see Attunement, page 19.

Auditory: See Ability Tags, page 20.

augment: Many spells have augments. Each augment on a spell has a level and an effect. When casting a spell, you add the augment's level to the spell's level. If you do, the spell gains the effect of the augment. You can apply any number of augments to a spell in this way, increasing the spell's level for each augment.

Barrier: See Ability Tags, page 20.

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.

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 68). It has a 50% miss chance with **strikes** and vision-related checks, even if it knows the location of its target. Finally, it is **defenseless**.

blindsense: A creature with blindsense can sense its surroundings without any light, regardless of concealment or invisiblity. It knows the location of everything around it, but it still takes normal **miss chances** for concealment, invisibility, and so on. It still needs line of effect to see its surroundings. Blindsense always has a range, and grants no benefits beyond that range.

blindsight: A creature with blindsight can "see" its surroundings perfectly without any light, regardless of concealment or invisibility. It still needs line of effect to see its surroundings. Blindsight always has a range, and grants no benefits beyond that range.

block: The *block* ability allows you to try to prevent other creatures from entering an area. For details, see Block, page 17.

bloodied: At or below half hit points. Bloodied creatures take a −4 penalty to Fortitude and Mental defense.

body armor: Body armor is a form of **armor** that you wear on your body. For details, see Armor, page 125.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure and can be repaired. For details, see Broken Objects, page 138.

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 19). A burst ability has an immediate effect on all valid targets within an area.

cantrip: Every **spell** can be cast as a cantrip. A cantrip is a weaker version of the spell that does not cost an **action point** to use. For details, see Cantrips, page 141.

Chaos: See Ability Tags, page 20.

charge: Charging is a combat action that consists of running directly at a foe to attack it. It is described at Charge, page 24.

Charm: See Ability Tags, page 20.

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your "level", without specifying a particular kind of level, it means your character level.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page 84). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

check: A check is a d10 roll required to accomplish an action that has a chance of failure that is not an attack. If the result of your roll, including your **check modifier**, is high enough, you succeed. Otherwise, you fail. For details, see Checks, page 8.

check modifier: A check modifier is a number that you add to or subtract from your d10 roll when you make a **check**. For details, see Checks, page 8.

class: Your class represents your fundamental source of power and the type of abilities you have. For example, barbarians draw power from the primal energy found deep within all living things, while clerics draw power from their worship of mighty deities. For details, see Classes, page 32.

class skill: A class skill is a skill that a class is particularly good at using. Each class has a specific set of class skills given in its description. Normally, it costs 3 **skill points** to make a skill **mastered**. It only costs 2 skill points to make a class skill **mastered**. For details, see Skill Training, page 65.

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 71.

cold: A kind of **energy**. For the Cold ability tag, see Ability Tags, page 20.

combat maneuver: A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. For details, see Combat Maneuvers, page 23.

common language: Common languages are languages that are widely spoken. They are described in Table 6.4: Common Languages (page 116).

Compulsion: See Ability Tags, page 20.

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.

condition: A condition is a negative effect on a creature. Conditions last until they are removed, such as by the *recover* ability (see Recover, page 24).

confused: A confused creature is unable to independently control its actions. A confused creature cannot take actions normally. If it is attacked, it automatically attacks a random attacker. Otherwise, at the beginning of each round, it randomly decides to take one of four actions that round: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. There are three kinds of cover: **active cover**, **passive cover**, and **total cover**. For details, see Cover, page 15.

Creation: See Ability Tags, page 20.

crouching: A crouching creature is ducking down instead of standing normally. **Melee attacks** against it gain a +2 bonus to **accuracy**, while physical ranged attacks against it take a −2 penalty to accuracy. In addition, it takes a −2 penalty to accuracy

with melee attacks and moves at half speed.

Curse: See Ability Tags, page 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 abilities have special effects on critical failures.

critical hit: When you make an attack, if your result beat the target's defense by 10 or more, you get a critical hit. Unless otherwise noted, damaging attacks deal double damage on a critical hit. Some abilities have special effects on critical hits.

critical success: When you make a check, if your result beat the DR by 10 or more, you get a critical success. Some abilities have special effects on critical successes.

damage: Some attacks deal damage to you when they hit. When you take damage, you reduce your **hit points** by that amount. If you have no hit points remaining, you may take that damage as **vital damage** instead, which represents potentially life-threatening injuries. For details, see Damage, page 11.

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 start of the next round.

Most sources of damage reduction only apply against a specific type of attack. For example, a barbarian's damage reduction only applies against damage dealt by **physical attacks**. If an attack deals multiple types of damage, you must have damage reduction against every type of damage dealt. For example, damage reduction against piercing damage would not help if you are struck by a morningstar, since it deals both bludgeoning and piercing damage.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. 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.

dazed: A dazed creature cannot act during the **action phase**. In addition, it takes a −2 penalty to **accuracy**, **checks**, and **defenses**. It can take its normal actions during the **delayed action phase**.

A creature that normally takes separate actions during the action phase and the delayed action phase instead takes all of its actions during the delayed action phase.

dazzled: A dazzled creature has difficulty seeing. It loses any special vision abilities it has, such as **darkvision** or **low-light vision**. In addition, it takes a −2 penalty to **accuracy** with **physical attacks** and vision-related checks.

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 141). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails

at actions which depend on hearing. In addition, it has a 20% failure chance when casting any spell with verbal components.

defenseless: A defenseless creature is unable to defend itself in melee combat. **Melee attacks** against it gain a +2 bonus to accuracy. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

Death: See Ability Tags, page 20.

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 58), 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 phase: The delayed action phase is a **phase** that occurs after the **action phase**. It is not always necessary, because most actions are not delayed. For details, see The Delayed Action Phase, page 9.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed Objects, page 138.

Detection: See Ability Tags, page 20.

die increment: A die increment is a single increase or decrease of the die size of a pool of dice. For example, a 1d8 that is increased by one die increment becomes a 1d10 die. Similarly, a 2d6 dice pool that is decreased by one die increment also becomes a 1d10 die. For details, see Die Increments, page 11.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see Difficult Terrain, page 17.

difficulty rating: The difficulty rating of a **check** is the check result required to succeed. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat difficulty ratings.

DR: A shorthand for **difficulty rating**.

dirty trick: A dirty trick is a light **combat maneuver** that allows you to impair a foe with your environment. For details, see Dirty Trick, page 23.

disarm: A disarm is a **combat maneuver** that allows you to strike items held or worn by a creature. For details, see Disarm, page 23.

disease: An affliction of the body, causing a steady deterioration over time. For the Disease ability tag, see Ability Tags, page 20.

dismiss: When you dismiss an ability, it ends, and all of its lingering effects are removed. Unless otherwise noted, all abilities with a **duration** can be dismissed.

disoriented: During each movement phase, a disoriented creature is compelled to move its full speed in a random direction. It moves as far as it can, but will not sprint or take similar strenuous

actions to increase its speed.

dominated: A dominated creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commmands (such as "attack" or "follow") can usually be communicated successfully.

duration: An ability's duration determines how long that ability lasts.

dying: A dying creature is unconscious and near death. See Dying, page 25.

Earth: See Ability Tags, page 20.

effect: The result of using an **ability**.

electricity: A kind of **energy**. For the Electricity ability tag, see Ability Tags, page 20.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 19). An emanation ability has effects within an area for the **duration** of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

Emotion: See Ability Tags, page 20.

encumbrance: Your encumbrance is a value that represents how much you are burdened by armor and weight. For details, see Encumbrance, page 25.

energy: There are four types of energy: cold, electricity, fire, and sonic. Energy effects often deal damage.

exhausted: An exhausted creature moves at half speed, cannot sprint (see Sprint, page 17), and takes a −2 penalty to **accuracy**, checks, and defenses.

exotic weapon: A rare few weapons are considered exotic weapons. They are unusually difficult to wield, and even being **proficient** with the associated **weapon group** does not grant you the ability to use an exotic ewapon. To use an exotic weapon, you must take the Martial Training feat (see 105).

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 67, and Jump, page 80).

fascinated: A fascinated creature can take no actions. It remains in place, giving its total attention to some object, creature, or effect. It takes a −4 penalty to skill checks made as reactions, such as Awareness checks. If the creature notices any threat against it, such as an approaching enemy, it is no longer fascinated.

fast healing: A creature with fast healing automatically heals hit points at the end of every round. Like other healing, this healing offsets damage taken during the round for the purposes of taking **vital damage** and becoming **wounded**.

fatigued: A fatigued creature moves at half speed and cannot

sprint (see Sprint, page 17).

Fear: See Ability Tags, page 20.

feint: A feint is a **combat maneuver** that allows you to trick a creature into lowering its defenses. For details, see Feint, page 23.

fire: A kind of **energy**. For the Fire ability tag, see Ability Tags, page 20.

Figment: See Ability Tags, page 20.

Flesh: See Ability Tags, page 20.

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 17.

Fog: See Ability Tags, page 20.

follow: The *follow* ability allows you to follow another creature to match their movements during the **movement phase**. For details, see Follow, page 17.

Force: See Ability Tags, page 20.

free action: Each round, you can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page 9.

frightened: A frightened creature takes a −4 penalty to **accuracy**, checks, and defenses as long as it is within Medium *(100 ft.)* range of the source of its fear. These penalties do not stack with the penalties for being **shaken** or **panicked**.

If the source of a frightened creature's fear is a creature and is **defeated**, this effect is broken.

Glamer: See Ability Tags, page 20.

glide speed: A creature with a glide speed can glide through the air. It cannot fly upwards, but it can travel forward while it descends, and it descends at a significantly reduced rate. For details, see Gliding, page 18.

good: One of the four **alignment** components. For the Good ability tag, see Ability Tags, page 20.

grapple: A grapple is a **combat maneuver** that allows you to physically restrain a creature. For details, see Grapple, page 23.

grappled: A grappled creature is wrestling or in some other form of hand-to-hand struggle with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a −10 penalty to accuracy on all **physical attacks** until you have a free hand.
- You are **defenseless** against creatures who are not grappled by you.
- You take a −4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Casting a spell without somatic

components requires a Concentration check with a DR equal to 20 + double spell level.

- You cannot normally move from your location.

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. For details, see Grapple Actions, page 26.

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.

heavy weapon: A heavy weapon is a type of **weapon** that requires two hands to wield properly. For details, see Weapon Encumbrance, page 117.

helpless: A helpless creature is completely at an opponent's mercy. Its Dexterity is treated as −10. Paralyzed, bound, and unconscious creatures are helpless. Any **physical attack** against a helpless creature automatically **explodes** on the first die.

hidden task: Any checks for a hidden **task** should be rolled secretly by the GM. You should not know the result of your check, or even that a check was made. For details, see Hidden Tasks, page 67.

hit point: Your hit points measure how hard you are to kill. When you take damage, you subtract that damage from your hit points. For details, see Hit Points, page 24.

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.

hunting party: A hunting party is the group of allies affected by a ranger's *quarry* ability (see Quarry, page 58).

ignited: An ignited creature has been set on fire. It takes 1d6 fire damage at the end of each **action phase**, and takes a −2 penalty to **accuracy**, checks, and defenses. As a move action, an ignited creature can make a DR 10 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.

Imbuement: See Ability Tags, page 20.

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

improvised weapon: An improvised weapon is an object which could conceivably be used as a weapon, but which was not designed for that purpose. Common examples include doors and wine bottles. For details, see Improvised Weapons, page 118.

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 normallly.

initiative: When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks to determine who completes the action first. For details, see Initiative, page 12.

Instantaneous: See Ability Tags, page 20.

invisible: An invisible creature or object cannot be seen. Creatures unable to see an invisible creature are **defenseless** against its attacks. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 68, and Stealth, page 89, for how to identify invisible creatures.

item slot: Item slots are a resource that you can use to **attune** to items in place of **action points**. If you use an item slot to attune to an item, you gain its effects without reducing your available action points. For details, see Item Slots, page 182.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Climb is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

legacy item: A legacy item is an item magically bonded to its bearer. As its bearer gains levels, it increases in power as well. For details, see Legacy Items, page 197.

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 27, for details.

Life: See Ability Tags, page 20.

Light: See Ability Tags, page 20.

light weapon: A light weapon is a type of **weapon** that is relatively small and easy to use. You can use your Dexterity to determine your **accuracy** when making **physical attacks** with light weapons. For details, see Weapon Encumbrance, page 117.

line of effect: You cannot target something that you do not have line of effect to. Line of sight is blocked by solid obstacles. For details, see Line of Effect, page 18.

line of sight: You cannot target something that you do not have line of sight to. Line of sight is blocked by any obstacle that blocks sight. For details, see Line of Sight, page 18.

long rest: A long rest represents eight hours of relaxation or sleep. It allows you to recover all of your spent **action points** and **legend points**. For details, see Long Rest, page 28.

low-light vision: A creature with low-light vision can see more clearly in conditions of dim light. It treats sources of light as if they had double their normal illumination range. In addition, the creature treats environments with ambient dim light, such as a moonlit night, as if they were brightly lit when doing so is beneficial for it.

magic resistance: A creature with magic resistance can automat-

ically 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 are 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 27.

magic source: A magic source defines where a creature's spells and rituals come from. There are three magic sources: arcane, divine, and nature. Mages cast arcane spells, clerics cast divine spells, and druids cast nature spells.

magical: A magical ability is an ability that has no physical explanation. Examples include spells, a medusa's petrifying gaze, and a cleric's domain invocations. Magical attacks often target Fortitude and Mental defenses, and can be resisted by **magic resistance**. For details, see Magical Abilities, page 22.

maneuverability: While flying, your maneuverability determines how easily you can change directions and perform aerial feats. There are three types of manueverability: good, normal, and poor. For details, see Maneuverability, page 17.

Manifestation: See Ability Tags, page 20.

mastered: If you have **mastered** a skill, you have learned to use it to its maximum potential. Your modifier with a mastered skill is equal to 3 + either the skill's key attribute (if any) or your level, whichever is higher. For details, see Skill Training, page 65.

medium weapon: A medium weapon is a type of **weapon** that can be wielded in either one or two hands. For details, see Weapon Encumbrance, page 117.

melee attack: A melee attack is a **physical attack** using your body or a weapon that does not leave your grasp. You can only make melee attacks against targets within your **reach**.

Mind: See Ability Tags, page 20.

minor action: Each round, you can take a single minor action in addition to your other actions that round. Minor actions can be taken in either the **action phase** or the **delayed action phase**. They are declared and resolved simultaneously with any other actions you take during that phase. For details, see Minor Actions, page 9.

miscast: If your concentration is disrupted while casting a **spell**, you miscast the spell instead. The spell does not have its normal effect. Instead, a damaging **miscast backlash** occurs.

miscast backlash: When you **miscast** a spell, you deal damage to yourself and creatures around you. For details, see Miscasting, page 141.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. If you have multiple miss chances, only the highest one applies.

Morale: See Ability Tags, page 20.

move: When you move, you usually travel a distance equal to

your speed. See Movement and Positioning, page 16, 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**.

mundane: Most abilities are considered mundane abilities. Mundane abilities have a tangible component and some form of natural explanation. Examples include **strikes**, **combat maneuvers**, a dragon's breath weapon, and a barbarian's rage. Unless otherwise indicated, all abilities are mundane in nature.

muted: A muted creature cannot speak. It can cast spells, but it has a 50% chance to fail to cast any spells with verbal components.

Mystic: See Ability Tags, page 20.

natural weapon A natural weapon is a **weapon** that is part of a creature's body. For details, see Natural Weapons, page 118.

nauseated: A nauseated creature takes a −4 penalty to **accuracy**, checks, and defenses. These penalties do not stack with the penalties for being **sickened**.

Negative: See Ability Tags, page 20.

opposed alignment: Each **alignment** has an opposed alignment that is antethical to its principles and goals. Good and Evil are opposed alignments, and Chaos and Law are opposed alignments. For details, see Alignment, page 113.

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 24.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see Overrun, page 24.

overwhelm penalties: An **overwhelmed** creature suffers overwhelm penalties equal to half the combined **overwhelm value** of all creatures threatening it. Overwhelm penalties apply to Armor and Reflex defenses. For details, see Overwhelm, page 14.

overwhelm resistance: A creature with **overwhelm resistance** reduces the effective **overwhelm value** of creatures threatening it. This can reduce or remove their **overwhelm penalties**. For details, see Overwhelm Resistance, page 14.

overwhelm value: Your overwhelm value determines how much you contribute to **overwhelm penalties** against creature you **threaten**. Most Small and Medium creatures have a overwhelm value of 1. For details, see Overwhelm Value, page 14.

overwhelmed: A creature is overwhelmed if the combined **overwhelm value** of all creatures that **threaten** it is at least 2. An overwhelmed creature suffers **overwhelm penalties**. For

details, see Overwhelm, page 14.

outsider: An outsider is a type of creature. Outsiders are composed of planar material from a plane other than the Material Plane.

panicked: A panicked creature takes a −4 penalty to **accuracy**, checks, and defenses as long as it is within Medium *(100 ft.)* range of the source of its fear. In addition, it must flee from the source of its fear by any means necessary if it is within that range. If unable to flee, it must do nothing other than use the *total defense* ability every round (see Total Defense, page 24). These penalties do not stack with the penalties for being **shaken** or **panicked**.

   If the source of a panicked creature's fear is a creature and is **defeated**, this effect is broken.

paralyzed: A paralyzed creature is unable to take physical actions. It has effective Dexterity and Strength scores of −10 and is **helpless**, but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

passive cover: Passive cover is a type of **cover** that can block **physical attacks**. It represent immobile obstacles that make it harder to aim, imposing a −2 penalty to **accuracy**. For details, see Passive Cover, page 15.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unconscious and unable to take actions, and its body is an inanimate statue. If the statue is broken or damaged before the creature is restored to its original state, the creature has equivalent damage or deformities.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

Physical: See Ability Tags, page 20.

physical attack: A physical attack is an **attack** made with a creature's body. The most common type of physical attack is a **strike**, but there are other physical attacks, such as **combat maneuvers**. All physical attacks share a common way of determining their **accuracy** (see Physical Accuracy, page 11). Most physical attacks target Armor defense.

pinned: A pinned creature is held completely immobile in a grapple. The only physical actions it can make are to escape the grapple (see Grappling, page 25). Like a **helpless** creature, its Dexterity is treated as −10.

Planar: See Ability Tags, page 20.

origin: An origin is the grid intersection, creature, or object that an area originates from. For details, see Area, page 19.

poison: For a description of poisons and how they work, see Poisons, page 133.

Poison: See Ability Tags, page 20.

Positive: See Ability Tags, page 20.

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. This usually determines your **accuracy** with the ability and the ability's **standard damage**. For details, see Power, page 25.

proficient: A creature can be proficient with weapons and armor. If you try to attack with a weapon you are not proficient with, you take a −2 penalty to accuracy (see Weapon Proficiency, page 117). If you try to use armor you are not proficient with, it is less effective and your **accuracy** with **physical attacks** is reduced (see Armor Proficiency, page 125).

projectile: A projectile is an object fired from a projectile weapon. Arrows and bolts are projectiles.

prone: A prone creature is lying on the ground, rather than standing normally. **Melee attacks** against it gain a +2 bonus to **accuracy**, while physical ranged attacks against it take a −2 penalty to accuracy. In addition, it takes a −2 penalty to accuracy with melee attacks and is unable to move until it stands up. A creature can stand up from being prone during the movement phase. This generally requires one free hand.

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 33.

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 116).

Retributive: See Ability Tags, page 20.

reach: Your reach is how far away from your body you can make melee attacks. A typical Medium creature has a five-foot reach.

ritual: A ritual is a **magical** ability with esoteric effects that includes multiple **subrituals**. For details, see Rituals, page **??**.

roll:

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 69).

Scrying: See Ability Tags, page 20.

shadowy illumination: In an area with shadowy illumination, creatures can see dimly. Creatures within this area have concealment, which can allow them to make Stealth checks to hide (see Stealth, page 89).

shaken: A shaken creature takes a −2 penalty to **accuracy**, checks, and defenses as long as it is within 100 feet of the source of its fear. These penalties do not stack with the penalties for being **frightened** or **panicked**.

If the source of a shaken creature's fear is a creature and is **defeated**, this effect is broken.

Shaping: See Ability Tags, page 20.

shield: Shields are a form of **armor** that you wield in a hand to protect you from harm. For details, see Armor, page 125.

Shielding: See Ability Tags, page 20.

short rest: A short rest represents five minutes of relaxation. It allows you to recover a small amount of **hit points** and some of your spent **action points**. For details, see Short Rest, page 28.

shove: A shove is a **combat maneuver** that allows you to move a creature. For details, see Shove, page 23.

sickened: A sickened creature takes a −2 penalty to **accuracy**, checks, and defenses. These penalties do not stack with the penalties for being **nauseated**.

size category: A creature's size category indicates how large it is. There are nine size categories, from smallest to largest: Fine, Diminuitive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal. For details, see Size in Combat, page 13.

Sizing: See Ability Tags, page 20.

skill: A skill represents your degree of talent with a particular non-combat aspect of the world. For example, the Climb skill represents how skilled you are at climbing. For details, see Skills, page 65.

skill point: You can spend skill points to gain training in skills (see Skill Training, page 65). You gain skill points from your class, from having a high Intelligence, and from taking penalties to your starting attributes (see Impaired Attributes, page 29). For details, see Skill Points, page 65.

slowed: A slowed creature cannot act during the movement phase, and moves at half speed.

somatic components: Somatic components are hand motions required to cast most spells. For details, see Components, page **??**.

Sonic: See Ability Tags, page 20.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot **squares**. Small and Medium creatures occupy space equal to a single five-foot square.

Speech: See Ability Tags, page 20.

speed: Your speed represents the number of feet you can move with a single movement (see The Movement Phase, page 9).

spell: A spell is a **magical** ability with combat-relevant effects that includes multiple **subspells**. For details, see Spells, page 139.

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 139. 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.

spellpower: Your spellpower represents how powerful the spells you cast are (see Magic, page **??**).

sprinting: A sprinting creature is currently using the *sprint* action to move faster (see Sprint, page 17).

square: A square represents a single 5-ft. by 5-ft. space. Many areas are measured in squares for convenience.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a −2 penalty to physical accuracy and Armor and Reflex defenses. For details, see Squeezing, page 17.

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 24.

staggered: A staggered creature is temporarily overwhelmed by physical trauma. It takes a −4 penalty to **accuracy** and **checks**. Becoming **bloodied** or **wounded** can cause you to become staggered (see Staggered, page 25).

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 11.

strike: A strike is a single physical attack with a weapon. It is the most common type of attack. You can make a strike as a **standard action** in the **action phase**. For details, see Strikes, page 22.

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 12. Some abilities other than **strikes** deal damage based on your **strike damage**.

stunned: A stunned creature cannot take any actions during the **action phase** or **delayed action phase** except the *recover* and *desperate recovery* actions (see Recover, page 24, and Desperate Recovery, page 24). In addition, it takes a −2 penalty to **accuracy**, **checks**, and **defenses**.

subdual damage: Subdual damage is a special kind of damage that can't kill you. If you take subdual damage while **wounded**,

you fall unconscious. For details, see Subdual Damage, page 25.

Subtle: See Ability Tags, page 20.

subritual: A subritual is a particular variant of a **ritual** that is cast at a higher level. In exchange, a subritual may have more powerful effects, or it may have completely different effects that are thematically related to the base ritual. For details, see Subrituals, page 142.

subspell: A subspell is a particular variant of a **spell** that is cast at a higher level. In exchange, a subspell may have more powerful effects, or it may have completely different effects that are thematically related to the base spell. For details, see Subspells, page **??**.

suppressed: A suppressed ability has temporarily ceased to function. It has no effect for as long as it remains suppressed. Time spent while suppressed counts against the ability's **duration**, and it may expire while suppressed if it lasts for a specific amount of time. Only **magical** abilities can be suppressed. Mundane results of magical abilities that have already occured, such as the water created by a *create water* ritual, cannot themselves be suppressed, and do not disappear if they enter an area that suppresses magical abilities.

sustain: Some abilities last as long as you sustain them. Each ability specifies a particular action that is required to sustain the ability, such as a **minor action** At the end of each round, the ability is dismissed unless you used the ability that round or took the action to sustain the ability that round. For details, see Sustained Abilities, page 20.

Sustain: An ability with this **ability tag** lasts as long as you sustain it each round. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. For details, see Sustained Abilities, page 20.

Swift: An ability with this **ability tag** resolves its effects before other actions in the same phase. For details, see Swift Abilities, page 9.

swim speed: A creature with a swim speed can swim as easily as a human walks on land. The effects of a swim speed are described at Swim Speed, page 91.

take 10: If you have plenty of time to accomplish a task that requires a **check**, and there are no meaningful consequences for failure, you can take 10 to accomplish the task. If you do, the task takes ten times as long, but you treat your roll for the check as if you had rolled a 10. For details, see Taking 10, page 6.

target: A target is a creature or object directly affected by an ability. Many abilities only affect a single target, and some affect a specific number of targets.

target square: A target square is a particular **square** that an attack is made against. A target square is chosen to determine **cover** and **concealment** (see Cover, page 15).

targeted: A **targeted** ability is an ability that allows you to directly choose which targets the ability affects. A spell that affects an area is not a targeted ability, because you choose the area affected instead of choosing the targets directly.

task: A task is a particular way to use a **skill**. For example, balancing on slippery ground is a task that you can use the Acrobatics skill for (see Balance, page 67). For details, see Tasks, page 66.

Telekinesis: See Ability Tags, page 20.

Teleportation: See Ability Tags, page 20.

Temporal: See Ability Tags, page 20.

threat: A creature's threat represents how threatening it is. Many monsters choose the targets of their attacks based on the threat of their foes. For details, see Threat, page 12.

threaten: If you are using a **melee** weapon, all enemies within your **reach** with that weapon are **threatened**. A threatened creature may suffer **overwhelm penalties** if there are multiple creatures threatening it.

total cover: Total cover is a type of **cover**. If a creature is completely behind a physical object that blocks sight, it has **total cover** from attacks. A creature with total cover cannot be targeted by any attacks. For details, see Total Cover, page 15.

trained: If you are trained in a skill, you have learned how to use it well, but you have not **mastered** it. Your modifier with a trained skill is equal to either half your level + 1 or the skill's **key attribute** (if any), whichever is higher. For details, see Skill Training, page 65.

Trap: See Ability Tags, page 20.

trip: A trip is a **combat maneuver** that allows you to knock a foe off its feet. For details, see Trip, page 24.

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 invisiblity. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsense always has a range, and grants no benefits beyond that range.

truesight: A creature with truesight can ignore all **Figment** and **Glamer** effects within a given range. Despite the name of the ability, it affects all senses, not merely sight.

unarmed attack: Every corporeal creature is capable of making an attack using its bare fists (or similar appendages). For details, see Unarmed Combat, page 26.

unattended: An unattended item is an item not being held or carried by a creature. Some abilities can only affect unattended items.

unaware: An unaware creature does not know that it is being attacked. Any **physical attack** against an unaware creature au-

tomatically **explodes** on the first die. After being attacked, an unaware creature typically stops being unaware of future attacks, even if cannot see or identify its attacker.

verbal components: Verbal components are words required to cast most spells. For details, see Components, page **??**.

Visual: See Ability Tags, page 20.

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 25.

vital damage penalties: For every 4 points of **vital damage** you have, you take a −1 penalty to **accuracy**, **checks**, and **defenses**. For details, see Vital Damage, page 25.

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 20.

weapon: A weapon is an object used to inflict damage. Some creatures can treat parts of their body as weapons. For details, see Weapons, page 117.

weapon group: A weapon group is a category of **weapons** with a similar design and fighting style. You have proficiency with some number of weapon groups based on your **class**. For details, see Weapon Groups, page 117.

willing: Some abilities can only affect willing targets. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

withdraw: The *withdraw* ability allows you to stay away from a creature, preventing it from coming too close to you. For details, see Withdraw, page 17.

wounded: A wounded creature has no hit points remaining, or has taken **vital damage**. If you take damage in excess of your hit points while wounded, that damage is dealt as vital damage. For details, see Wounded, page 25.

zone: A zone is a type of area that an ability can have (see Area Types, page 19). A zone ability has effects within an area for the **duration** of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Wealth

Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table B.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	75 gp	75 gp
2	200 gp	125 gp
3	400 gp	200 gp
4	800 gp	400 gp
5	1,500 gp	700 gp
6	2,500 gp	1,000 gp
7	4,000 gp	1,500 gp
8	6,500 gp	2,500 gp
9	10,000 gp	3,500 gp
10	16,000 gp	6,000 gp
11	25,000 gp	9,000 gp
12	40,000 gp	15,000 gp
13	60,000 gp	20,000 gp
14	90,000 gp	30,000 gp
15	135,000 gp	45,000 gp
16	205,000 gp	70,000 gp
17	308,000 gp	103,000 gp
18	460,000 gp	152,000 gp
19	680,000 gp	220,000 gp
20	1,000,000 gp	320,000 gp

Item Levels

Each item has a level associated with it. This level is different from its spellpower, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

Using Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character's level and ending five levels lower, for a total of six items. If the character is lower than 6th level, add 1/2-level items as necessary to total 6 items.

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower level for an item of a higher level, but this should not be used to gain an item of a level higher than the character's level. Items can be traded according to the table below.

Table B.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp – 10 gp	—
1	11 gp – 50 gp	1/2
2	51 gp – 100 gp	1
3	101 gp – 250 gp	2
4	251 gp – 500 gp	3
5	501 gp – 800 gp	4
6	801 gp – 1,200 gp	4
7	1,201 gp – 1,800 gp	5
8	1,801 gp – 2,750 gp	6
9	2,751 gp – 4,000 gp	7
10	4,001 gp – 6,500 gp	8
11	6,501 gp – 10,000 gp	9
12	10,001 gp – 16,000 gp	10
13	16,001 gp – 25,000 gp	11
14	25,001 gp – 37,000 gp	12
15	37,001 gp – 55,000 gp	13
16	55,001 gp – 85,000 gp	14
17	85,001 gp – 125,000 gp	15
18	125,000 gp – 190,000 gp	16
19	190,001 gp – 280,000 gp	17
20	280,001 gp – 400,000 gp	18

Appendix C

Magic Items

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

Magic Item Types

Magic items are divided into four broad categories:

- Weapons are used to make physical attacks. They provide access to their abilities when wielded. A *flaming longsword* and a *vampiric scythe* are weapons.
- Implements are used to cast spells. They provide access to their abilities when wielded. A *staff of fire* and a *staff of time* are implements.
- Apparel items are usually not used individually. They provide access to their abilities when worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Tools provide access to their abilities when used in some way. A *bag of carrying* is a tool.

Using Magic Items

Item Activation

Some magic items have to be explicitly activated to have unusual effects. For example, the *seven league boots* can be activated to teleport you across great distances. Other magic items constantly have magical effects. For example, a *flaming* sword is on fire.

The description of a magic item effect will specify what mechanical actions must be taken, if any, to activate the effects of the item. For example, a healing belt requires spending an **action point** as a **standard action**. However, the item description will not specify the exact nature of the action. Different items, even if they have the same effect, can have different physical actions that are required to activate the item. These minor actions can come in one of the following forms:

- Command word: You must speak a specific word that the item will hear and react to. For example, you may need to say the word "healing" in Elven to activate an item that heals you.
- Mental command: You must mentally direct the item to activate, such as by visualizing the item or thinking a particular word. For example, you may need to imagine a warm

blanket around you to activate an item that protects you from cold damage or environmental effects.
- Physical motion: You must perform a specific physical motion, usually involving the item in some way. For example, you may need to rapidly stomp one foot on the ground to activate an item that allows you to move faster.

Item Limitations

There are three restrictions on your ability to use magic items. First, you cannot equip two apparel items that take up the same physical location on your body. For example, you cannot equip two different gauntlet sets and gain the effects of both, but you could equip several amulets or up to ten rings. Second, most magic items other than tools require you to attune to them to gain their effect. You can attune to a magic item with the *item attunement* ability, below. Third, you cannot attune to two items with the same name, or if one is simply a Greater or Lesser version of the other.

Item Slots

Normally, attuning to an ability or magic item reduces your maximum action points by one. However, you can attune to a certain number of items without penalizing your action points. You start with one **item slot**, and acquire more as you gain levels (see Table 1.7: Character Advancement (page 28)).

When you attune to a magic item, you can spend an **item slot** instead of an **action point**. This is summarized in the description of the *item attunement* ability.

Dismissing your attunement to an item does not restore the spent item slot. You regain all spent **item slots** from dismissed attunements after a **long rest**.

Item Attunement

As a standard action, you can spend an **action point** or an **item slot** to use the *item attunement* ability to attune to items.

Item Attunement **Attune**

Choose a magic item you are touching. Any abilities the target has that require attunement become active, allowing you to use its full potential.

If you spent an **item slot** to use this ability, attuning to this ability does not affect the number of action points you recover when you rest.

Shared Item Attunement: Multiple creatures can attune to the same item simultaneously. Since most items only function while worn or wielded, this does not usually allow multiple creatures to gain the benefits of the item. However, the creatures can swap the item between them without having to reattune to it each time.

Item Power

The **power** of an item depends on its level. If the item is not being attuned to by a creature, its power is equal to its level. If a creature is attuning to the item, its power is equal to its level or the level of the attuning creature, whichever is higher.

An item's **power** also affects its defenses. Its Fortitude and Mental defenses are equal to 10 + its **power**. Its Armor defense and Reflex defense are not affected by its **power**, and are solely determined by its size and shape.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item has an ability with a duration, removing the item also ends the ability. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Item Description Format

TODO

Apparel

Table C.1: Apparel Items

Name	Level	Description	Page
Belt of Healing	1st	Grants +1d healing from the *recover* action	187
Bracers of Archery	1st	Grants bow proficiency	187
Amulet of Health	2nd	Increases your hit points	186
Boots of the Winterlands	2nd	Eases travel in cold areas	187
Bracers of Armor	2nd	Grants invisible armor	187
Gauntlet of the Ram	2nd	Shoves foe when used to strike	189
Gauntlets of Improvisation	2nd	Grants +1d damage with improvised weapons	189
Ring of Elemental Endurance	2nd	Grants tolerance of temperature extremes	189
Shield of Arrow Deflection	2nd	Can block small projectiles	190
Shield of Bashing	2nd	Deals +1d damage	190
Torchlight Gloves	2nd	Sheds light as a torch	191
Ring of Nourishment	3rd	Provides food and water	190
Armor of Energy Resistance	4th	Reduces energy damage	186
Boots of Earth's Embrace	4th	Grants immunity to forced movement	187
Boots of Elvenkind	4th	Grants +2 Stealth	187
Bracers of Repulsion	4th	Can shove nearby creatures back	187
Circlet of Blasting	4th	Can blast foe with fire	188
Circlet of Persuasion	4th	Grants +2 Persuasion	188
Featherlight Armor	4th	Reduces encumbrance by 1	188
Hidden Armor	4th	Can look like normal clothing	189
Lifekeeping Belt	4th	Reduces vital damage penalties by 2	189
Mask of Water Breathing	4th	Allows breathing water like air	189
Throwing Gloves	4th	Allows throwing any item accurately	191
Boots of Speed	5th	Increases speed by ten feet	187
Crown of Flame	5th	Grants nearby allies immunity to fire damage	188
Ring of Energy Resistance	5th	Reduces energy damage	189
Shield of Arrow Catching	5th	Redirects small nearby projectiles to hit you	190
Amulet of Mighty Fists	6th	Grants +1d damage with your body	186
Amulet of Nondetection	6th	Grants +5 to defenses against scrying	186
Boots of Freedom	6th	Grants immunity to most mobility restrictions	187
Shield of Boulder Deflection	6th	Can block large projectiles	191
Armor of Fortification	7th	Reduces critical hits from strikes	186
Assassin's Cloak	7th	Grants invisibility while inactive	186
Boots of Water Walking	7th	Allows walking on liquids	187
Boots of the Skydancer	7th	Can walk on air	187
Bracers of Archery, Greater	7th	Grants bow proficiency, +1 ranged accuracy	187
Crown of Lightning	7th	Continuously damages nearby enemies	188
Gauntlet of the Ram, Greater	7th	Shoves foe hard when use to strike	189
Gauntlets of Improvisation, Greater	7th	Grants +2d damage with improvised weapons	189
Ring of Sustenance	7th	Provides food, water, and rest	190
Armor of Invulnerability	8th	Reduces damage from physical attacks	186
Belt of Healing, Greater	8th	Grants +2d healing from the *recover* action	187
Boots of Gravitation	8th	Redirects personal gravity	187
Bracers of Repulsion, Greater	8th	Can shove foes back	188
Cloak of Mist	8th	Fills nearby area with fog	188

Lifekeeping Belt, Greater	8th	Reduces vital damage penalties by 4	189
Ring of Protection	8th	Grants +1 to Armor and Reflex defenses	190
Shield of Arrow Deflection, Greater	8th	Blocks small projectiles	190
Shield of Boulder Catching	8th	Redirects large nearby projectiles to hit you	190
Vanishing Cloak	8th	Can teleport a short distance and grant invisibility	191
Crown of Thunder	9th	Continously deafens nearby enemies	188
Greatreach Bracers	9th	Increases reach by five feet	189
Hidden Armor, Greater	9th	Can look and sound like normal clothing	189
Mask of Air	9th	Allows breathing in any environment	189
Amulet of Health, Greater	10th	Greatly increases your hit points	186
Circlet of Blasting, Greater	10th	Can blast foe with intense fire	188
Crater Boots	10th	Deals your falling damage to enemies	188
Featherlight Armor, Greater	10th	Reduces encumbrance by 2	189
Hexward Cloak	10th	Grants +5 defenses against targeted magical attacks	189
Shield of Arrow Catching, Greater	10th	Selectively redirects small nearby projectiles to hit you	190
Winged Boots	10th	Grants limited flight	191
Crown of Frost	11th	Continuously damages and fatigues nearby enemies	188
Ring of Regeneration	11th	Grants fast healing	190
Amulet of the Planes	12th	Aids travel with *plane shift*	186
Armor of Energy Resistance, Greater	12th	Drastically reduces energy damage	186
Armor of Fortification, Mystic	12th	Reduces critical hits from all attacks	186
Boots of Freedom, Greater	12th	Grants immunity to grappling and other mobility restrictions	187
Lifekeeping Belt, Supreme	12th	Reduces vital damage penalties by 6	189
Seven League Boots	12th	Teleport seven leages with a step	190
Shield of Bashing, Greater	12th	Deals +2d damage	190
Shield of Boulder Deflection, Greater	12th	Blocks large projectiles	191
Shield of Mystic Reflection	12th	React to reflect magical attacks	191
Boots of Speed, Greater	13th	Increases speed by thirty feet	187
Ring of Energy Resistance, Greater	13th	Drastically reduces energy damage	190
Amulet of Mighty Fists, Greater	14th	Grants +2d damage with your body	186
Amulet of Nondetection, Greater	14th	Grants +10 to defenses against scrying	186
Armor of Magic Resistance	14th	Provides magic resistance	186
Armor of Fortification, Greater	15th	Drastically reduces critical hits from strikes	186
Titan Gauntlets	15th	Grants +1d strike damage	191
Armor of Invulnerability, Greater	16th	Drastically reduces damage from physical attacks	186
Astral Boots	16th	Allows teleporting instead of moving	187
Circlet of Blasting, Supreme	16th	Can blast foe with supremely intense fire	188
Cloak of Mist, Greater	16th	Fills nearby area with thick fog	188
Ring of Protection, Greater	16th	Grants +2 to Armor and Reflex defenses	190
Assassin's Cloak, Greater	17th	Grants invisibility while not attacking	186
Greatreach Bracers, Greater	17th	Increases reach by ten feet	189
Hexproof Cloak	18th	Grants +10 defenses against targeted magical attacks	189
Amulet of the Planes, Greater	19th	Aid travel with *plane shift* subrituals	186

Amulet of Health   **2nd**

You increase your maximum hit points by an amount equal to this item's **power**.

Materials: Jewelry

Amulet of Health, Greater   **10th**

You increase your maximum hit points by an amount equal to twice this item's **power**.

Materials: Jewelry

Amulet of Mighty Fists   **6th**

You gain a +1d bonus to **strike damage** with **unarmed attacks** and natural weapons.

Materials: Jewelry

Amulet of Mighty Fists, Greater   **14th**

You gain a +2d bonus to **strike damage** with **unarmed attacks** and natural weapons.

Materials: Jewelry

Amulet of Nondetection   **6th**

You gain a +5 bonus to defenses against abilities with the **Scrying** tag.

Tags: **Mystic**

Materials: Jewelry

Amulet of Nondetection, Greater   **14th**

You gain a +10 bonus to defenses against abilities with the **Scrying** tag.

Tags: **Mystic**

Materials: Jewelry

Amulet of the Planes   **12th**

When you perform the *plane shift* ritual, this amulet provides all action points required. This does not grant you the ability to perform the *plane shift* ritual if you could not already. It also does not provide any action points for subrituals of the *plane shift* ritual.

Tags: **Teleportation**

Materials: Jewelry

Amulet of the Planes, Greater   **19th**

This item functions like the *amulet of the planes* item, except that it also provides action points for all subrituals of the *plane shift* ritual.

Tags: **Teleportation**

Materials: Jewelry

Armor of Energy Resistance   **4th**

You have **damage reduction** equal to the item's **power** against **energy damage**. Whenever you resist energy with this item, it sheds light as a torch until the end of the next round. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, and brown for sonic.

Tags: **Shielding**

Materials: Bone, metal

Armor of Energy Resistance, Greater   **12th**

This item functions like the *armor of energy resistance* item, except that the damage reduction is equal to twice the item's **power**.

Tags: **Shielding**

Materials: Bone, metal

Armor of Fortification   **7th**

You gain a +5 bonus to defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Materials: Bone, metal

Armor of Fortification, Greater   **15th**

This item functions like the *armor of fortification* item, except that the bonus increases to +10.

Materials: Bone, metal

Armor of Fortification, Mystic   **12th**

This item functions like the *armor of fortification* item, except that it applies against all attacks instead of only against; **strikes**.

Materials: Bone, metal

Armor of Invulnerability   **8th**

You have **damage reduction** equal to this item's **power** against damage from **physical attacks**.

Tags: **Shielding**

Materials: Bone, metal

Armor of Invulnerability, Greater   **16th**

This item functions like the *armor of invulnerability* item, except that the damage reduction is equal to twice the item's **power**. You have **damage reduction** equal to the item's **power** against damage from **physical attacks**.

Tags: **Shielding**

Materials: Bone, metal

Armor of Magic Resistance   **14th**

You have **magic resistance** equal to 5 + the item's **power**.

Tags: **Shielding**

Materials: Bone, metal

Assassin's Cloak   **7th**

At the end of each round, if you took no actions that round, you become **invisible** until the end of the next round.

Tags: **Glamer**

Materials: Textiles

Assassin's Cloak, Greater   **17th**

At the end of each round, if you did not attack a creature that round, you become **invisible** until the end of the next round.

Tags: **Glamer**

Materials: Textiles

Astral Boots 16th

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. You cannot teleport to locations you do not have **line of sight** and **line of effect** to.

Tags: **Teleportation**

Materials: Bone, leather, metal

Belt of Healing 1st

When you use the *recover* ability, you heal +1d hit points.

Tags: **Life**

Materials: Leather, textiles

Belt of Healing, Greater 8th

When you use the *recover* ability, you heal +2d hit points.

Tags: **Life**

Materials: Leather, textiles

Boots of Earth's Embrace 4th

While you are standing on solid ground, you are immune to effects that would force you to move. This does not protect you from other effects of those attacks, such as damage.

Tags: **Earth**

Materials: Bone, leather, metal

Boots of Elvenkind 4th

You gain a +2 bonus to the Stealth skill (see Stealth, page 89).

Materials: Bone, leather, metal

Boots of Freedom 6th

You are immune to effects that restrict your mobility. This removes all penalties you would suffer for acting underwater, except for those relating to using ranged weapons. This does not prevent you from being **grappled**, but you gain a +10 bonus to defenses against the *grapple* ability (see Grapple, page 23).

Materials: Bone, leather, metal

Boots of Freedom, Greater 12th

These boots function like *boots of freedom*, except that you are also immune to being **grappled**.

Materials: Bone, leather, metal

Boots of Gravitation 8th

While these boots are within 5 feet of a solid surface, gravity pulls you towards the solid surface closest to your boots rather than in the normal direction. This can allow you to walk easily on walls or even ceilings.

Materials: Bone, leather, metal

Boots of Speed 5th

You gain a +10 foot bonus to your land speed, up to a maximum of double your normal speed.

Tags: **Temporal**

Materials: Bone, leather, metal

Boots of Speed, Greater 13th

You gain a +30 foot bonus to your land speed, up to a maximum of double your normal speed.

Tags: **Temporal**

Materials: Bone, leather, metal

Boots of Water Walking 7th

You treat the surface of all liquids as if they were firm ground. Your feet hover about an inch above the liquid's surface, allowing you to traverse dangerous liquids without harm as long as the surface is calm.

If you are below the surface of the liquid, you rise towards the surface at a rate of 60 feet per round. Thick liquids, such as mud and lava, may cause you to rise more slowly.

Materials: Bone, leather, metal

Boots of the Skydancer 7th

As a **free action**, you can spend an **action point** to use this item. If you do, you may treat air as if it were solid ground to your feet for the rest of the current phase. You may selectively choose when to treat the air as solid ground, allowing you to walk or jump on air freely.

Tags: **Air**, **Swift**

Materials: Bone, leather, metal

Boots of the Winterlands 2nd

You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warn, protecting you in environments as cold as −50 Fahrenheit.

Materials: Bone, leather, metal

Bracers of Archery 1st

You are proficient with bows.

Materials: Bone, leather, metal, wood

Bracers of Archery, Greater 7th

You are proficient with bows. In addition, you gain a +1 bonus to **accuracy** with ranged **strikes**.

Materials: Bone, leather, metal, wood

Bracers of Armor 2nd

You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and it does not stack with any other body armor you wear.

Tags: **Shielding**

Materials: Bone, leather, metal, wood

Bracers of Repulsion 4th

As a standard action during the **action phase**, you can spend an **action point** to activate these bracers. If you do, they emit a telekinetic burst of force during the **delayed action phase** that targets everything within a Medium *(20 ft.)* radius burst from you.

You make a **shove** attack against all targets to push them away from you, using this item's **power** in place of your Strength. You gain a +5 bonus to this attack against any creature that attacked you during the action phase, and an additional +5 bonus against any creature that damaged you during the action phase. You do not have to move with any targets to push them the full distance of the shove.

Tags: **Telekinesis**

Materials: Bone, leather, metal, wood

Bracers of Repulsion, Greater 8th

This item functions like the *bracers of repulsion* item, except that it targets everything within a Large *(50 ft.)* radius burst.

Tags: **Telekinesis**

Materials: Bone, leather, metal, wood

Circlet of Blasting 4th

As a standard action, you can spend an **action point** to use this item. If you do, make a **power** vs. Reflex attack against a creature or object within Medium *(100 ft.)* range.

Hit: The target takes fire **standard damage** +1d.

Tags: **Fire**

Materials: Bone, metal

Circlet of Blasting, Greater 10th

This item functions like the *circlet of blasting*, except that it gains a +1d bonus to damage.

Tags: **Fire**

Materials: Bone, metal

Circlet of Blasting, Supreme 16th

This item functions like the *circlet of blasting*, except that it gains a +2d bonus to damage.

Tags: **Fire**

Materials: Bone, metal

Circlet of Persuasion 4th

You gain a +2 bonus to the Persuasion skill (see Persuasion, page 84).

Materials: Bone, metal

Cloak of Mist 8th

Fog constantly fills a Medium *(20 ft.)* radius emanation from you. This fog does not fully block sight, but it provides concealment.

If a 5-foot square of fog takes fire damage equal to half this item's **power**, the fog disappears from that area until the end of the next round.

Tags: **Fog**, **Manifestation**

Materials: Textiles

Cloak of Mist, Greater 16th

A thick fog constantly fills a Medium *(20 ft.)* radius emanation from you. This fog completely blocks sight beyond 10 feet. Within that range, it still provides concealment.

If a 5-foot square of fog takes fire damage equal to this item's **power**, the fog disappears from that area until the end of the next round.

Tags: **Fog**, **Manifestation**

Materials: Textiles

Crater Boots 10th

Whenever you take **falling damage**, make a **power** vs Reflex attack against everything within a Small *(10 ft.)* radius from you.

Hit: Each target takes damage as if they had fallen the same distance that you fell. This roll is made separately from the damage roll to determine your falling damage.

Critical Hit: As above, and each target is knocked **prone**. This does not deal double damage on a critical hit.

Materials: Bone, leather, metal

Crown of Flame 5th

This crown is continuously on fire. The flame sheds light as a torch.

You and all allies within a Large *(50 ft.)* radius emanation from you are immune to fire damage.

Tags: **Fire**

Materials: Bone, metal

Crown of Frost 11th

At the end of each **action phase**, you make a Power vs. Fortitude attack against all enemies within a Medium *(20 ft.)* radius emanation from you. A hit deals cold **standard damage** −3d. Each creature that takes damage in this way is **fatigued** until the end of the next round.

Tags: **Cold**

Materials: Bone, metal

Crown of Lightning 7th

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

At the end of each **action phase**, you make a Power vs. Reflex attack against all enemies within a Medium *(20 ft.)* radius emanation from you. A hit deals electricity **standard damage** −3d.

Tags: **Electricity**

Materials: Bone, metal

Crown of Thunder 9th

The crown constantly emits a low-pitched rumbling. To you and your allies, the sound is barely perceptible. However, all enemies within a Large *(50 ft.)* radius emanation from you hear the sound as a deafening, continuous roll of thunder. The noise blocks out all other sounds quieter than thunder, causing them to be **deafened** while they remain in the area and until the end of the next round after they leave.

Tags: **Sonic**

Materials: Bone, metal

Featherlight Armor 4th

This armor's **encumbrance** is reduced by 1.

Materials: Bone, metal

Featherlight Armor, Greater 10th

This armor's **encumbrance** is reduced by 2.

Materials: Bone, metal

Gauntlet of the Ram 2nd

If you hit on a **strike** with this gauntlet during the **action phse**, you can attempt to **shove** your foe during the **delayed action phase**. Making a strike with this gauntlet is equivalent to an **unarmed attack**. You do not need to move with your foe to push it back the full distance.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Gauntlet of the Ram, Greater 7th

This item functions like the *gauntlet of the ram*, except that you gain a bonus to the **shove** attack equal to the damage you dealt with the **strike**.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Gauntlets of Improvisation 2nd

You gain a +1d bonus to damage with **improvised weapons**.

Materials: Bone, metal, wood

Gauntlets of Improvisation, Greater 7th

This item functions like the *gauntlets of improvisation*, except that the damage bonus is increased to +2d.

Materials: Bone, metal, wood

Greatreach Bracers 9th

Your **reach** is increased by 5 feet.

Materials: Bone, leather, metal, wood

Greatreach Bracers, Greater 17th

Your **reach** is increased by 10 feet.

Materials: Bone, leather, metal, wood

Hexproof Cloak 18th

All **magical** abilities that target you directly fail to affect you. This does not protect you from abilities that affect an area.

Tags: **Mystic**

Materials: Textiles

Hexward Cloak 10th

You gain a +5 bonus to defenses against **magical** abilities that target you directly. This does not protect you from abilities that affect an area.

Tags: **Mystic**

Materials: Textiles

Hidden Armor 4th

As a standard action, you can use this item. If you do, it appears to change shape and form to assume the shape of a normal set of clothing. You may choose the design of the clothing. The item retains all of its properties, including weight and sound, while disguised in this way. Only its visual appearance is altered.

Alternately, you may return the armor to its original appearance.

Tags: **Glamer**

Materials: Bone, metal

Hidden Armor, Greater 9th

This item functions like the *hidden armor* item, except that the item also makes sound appropriate to its disguised form while disguised.

Tags: **Alteration**

Materials: Bone, metal

Lifekeeping Belt 4th

You reduce your **vital damage penalties** by 2.

Tags: **Life**

Materials: Leather, textiles

Lifekeeping Belt, Greater 8th

You reduce your **vital damage penalties** by 4.

Tags: **Life**

Materials: Leather, textiles

Lifekeeping Belt, Supreme 12th

You reduce your **vital damage penalties** by 6.

Tags: **Life**

Materials: Leather, textiles

Mask of Air 9th

If you breathe through this mask, you breathe in clean, fresh air, regardless of your environment. This can protect you from inhaled poisons and similar effects.

Materials: Textiles

Mask of Water Breathing 4th

You can breathe water through this mask as easily as a human breaths air. This does not grant you the ability to breathe other liquids.

Materials: Textiles

Ring of Elemental Endurance 2nd

You can exist comfortably in conditions between −50 and 140 degrees Fahrenheit without any ill effects. You suffer the normal penalties in temperatures outside of that range.

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Energy Resistance 5th

You have **damage reduction** equal to the ring's **power** against **energy damage**. Whenever you resist energy with this ability, the ring sheds light as a torch until the end of the next round. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, red for fire, and brown for sonic.

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Energy Resistance, Greater 13th

This item functions like the *ring of energy resistance*, except that the damage reduction is equal to twice the item's **power**.

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Nourishment 3rd

You continuously gain nourishment, and no longer need to eat or drink. This ring must be worn for 24 hours before it begins to work.

Tags: **Creation**

Materials: Bone, jewelry, metal, wood

Ring of Protection 8th

This ring creates a transluscent shield-like barrier that floats in front of you, deflecting enemy attacks. You gain a +1 bonus to Armor and Reflex defenses. This does not stack with the defense bonus from any shields you use.

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Protection, Greater 16th

This item functions like the *ring of protection*, except that the bonus increases to +2.

Tags: **Shielding**

Materials: Bone, jewelry, metal, wood

Ring of Regeneration 11th

At the end of each **action phase**, you heal hit points equal to this item's **power**. Only damage taken while wearing the ring can be healed in this way.

Tags: **Life**

Materials: Bone, jewelry, metal, wood

Ring of Sustenance 7th

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.

Tags: **Creation**, **Temporal**

Materials: Bone, jewelry, metal, wood

Seven League Boots 12th

As a standard action, you can spend an **action point** to use this item. If you do, you teleport exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take **standard damage** −1d.

Tags: **Teleportation**

Materials: Bone, leather, metal

Shield of Arrow Catching 5th

Whenever a creature within a Medium *(20 ft.)* radius emanation from you would be attacked by a ranged weapon, the attack is redirected to target you instead. Resolve the attack as if it had initially targeted you, except that the attack is not affected by cover or concealment. This item can only affect projectiles and thrown objects that are Small or smaller.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Arrow Catching, Greater 10th

This item functions like the *shield of arrow catching* item, except that it affects a Large *(50 ft.)* radius from you. In addition, you may choose to exclude creature from this item's effect, allowing projectiles to target nearby foes normally.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Arrow Deflection 2nd

As a **minor action**, you can activate this shield. If you do, you gain a +5 bonus to Armor defense against ranged **physical attacks** from weapons or projectiles that are Small or smaller. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Arrow Deflection, Greater 8th

You gain a +5 bonus to Armor defense against ranged **physical attacks** from weapons or projectiles that are Small or smaller.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Bashing 2nd

You gain a +1d bonus to **strike damage** with this shield.

Materials: Bone, metal, wood

Shield of Bashing, Greater 12th

You gain a +2d bonus to **strike damage** with this shield.

Materials: Bone, metal, wood

Shield of Boulder Catching   8th

This item functions like the *shield of arrow catching* item, except that it can affect projectile and thrown objects of up to Large size.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Boulder Deflection   6th

This item functions like the *shield of arrow deflection* item, except that it can affect weapons and projectiles of up to Large size.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Boulder Deflection, Greater   12th

This item functions like the *greater shield of arrow deflection* item, except that it can affect weapons and projectiles of up to Large size.

Tags: **Telekinesis**

Materials: Bone, metal, wood

Shield of Mystic Reflection   12th

As a **minor action**, you can spend an **action point** to activate this item. If you do, any **targeted magical** abilities that would target you are redirected to target the creature using that ability instead of you. Any other targets of the ability are affected normally. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Mystic**

Materials: Bone, metal, wood

Throwing Gloves   4th

You can throw any item as if it was designed to be thrown. This does not improve your ability to throw items designed to be thrown, such as darts.

Materials: Leather

Titan Gauntlets   15th

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

Materials: Bone, metal, wood

Torchlight Gloves   2nd

These gloves shed light as a torch. As a **standard action**, you may choose to suppress or resume the light from either or both gloves.

Tags: **Figment**, **Light**

Materials: Leather

Vanishing Cloak   8th

As a standard action, you can spend an **action point** to use this item. If you do, you teleport to an unoccupied location within Medium *(100 ft.)* range of your original location. In addition, you become **invisible** unitl the end of the next round.

If your intended destination is invalid, or if your teleportation otherwise fails, you still become invisible.

Tags: **Glamer**, **Teleportation**

Materials: Textiles

Winged Boots   10th

You gain a **fly speed** equal to your **base speed**. However, the boots are not strong enough to keep you aloft indefinitely. At the end of each round, if you are not standing on solid ground, the magic of the boots fails and you fall normally. The boots begin working again at the end of the next round, even if you have not yet hit the ground.

Materials: Bone, leather, metal

Weapons

Magic weapons improve a character's combat abilities. They must be wielded to gain their effects.

Ranged Weapons and Ammunition: Any magical properties of a projectile weapon also apply to all ammunition fired from that weapon.

Weapon Description

Table C.2: Weapon Items

Name	Level	Description	Page
Morphing	2nd	Can change into similar weapon	194
Merciful	3rd	Deals subdual damage	193
Returning	3rd	Teleports back to you after being thrown	194
Concussive	4th	Can daze	193
Cutthroat	4th	Can daze	193
Freezing	4th	Deals cold damage, can fatigue	193
Longshot	4th	Has twice the normal range increment	193
Flaming	5th	Can deal +1d fire damage	193
Thundering	5th	Deals sonic damage, can deafen	195
Forceful	6th	Can shove struck foes	193
Morphing, Greater	6th	Can change into any weapon	194
Vampiric	6th	Heals you when dealing damage	195
Seeking	7th	Reduces miss chances	194
Shocking	7th	Deals electicity damage, can daze	194
Thieving	7th	Can absorb small items	194
Defending	9th	Grants +1 Armor defense	193
Disorienting	9th	Can disorient struck foes	193
Phasing	9th	Can ignore obstacles when attacking	194
Freezing, Greater	10th	Deals fatiguing cold damage	193
Longshot, Greater	10th	Has three times the normal range increment	193
Surestrike	10th	React to reroll missed attacks	194
Flaming, Greater	11th	Deals +1d fire damage	193
Thundering, Greater	11th	Deals deafening sonic damage	195
Forceful, Greater	12th	Shoves struck foes	193
Vorpal	12th	Inflicts lethal critical hits	195
Fixating	13th	Grants accuracy bonus against struck foe	193
Shocking, Greater	13th	Deals dazing electicity damage	194
Soulreaving	13th	Deals delayed damage	194
Thieving, Greater	13th	Can absorb large items	194
Vampiric, Greater	14th	Drastically heals you when dealing damage	195
Disorienting, Greater	15th	Disorients struck foes	193
Heartseeker	17th	Rolls attacks twice	193

Concussive **4th**

As a standard action, you can infuse this weapon with concussive force. The next time you make a **strike** with this weapon, if your attack result beats the target's Fortitude defense, it is **dazed** as a **condition**.

Materials: As weapon

Cutthroat **4th**

As a standard action, you can make a **strike** with this weapon. In addition to the normal effects of the strike, if your attack result beats the target's Fortitude defense, it is **muted** as a **condition**.

Materials: As weapon

Defending **9th**

You gain a +1 bonus to Armor defense.

Tags: **Shielding**

Materials: As weapon

Disorienting **9th**

This weapon shimmers with a chaotic pattern of colors. As a **minor action**, you can intensify the shimmering. If you do, when you make a **strike** with this weapon and your attack result beats the target's Mental defense, it is **disoriented** as a **condition**. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Compulsion**, **Mind**

Materials: As weapon

Disorienting, Greater **15th**

This weapon shimmers with a chaotic pattern of colors. When you make a **strike** with this weapon and your attack result beats the target's Mental defense, it is **disoriented** as a **condition**.

Tags: **Compulsion**, **Mind**

Materials: As weapon

Fixating **13th**

When you make a **strike** with this weapon, you gain a +1 bonus to accuracy against the target. This bonus lasts until you make a strike with this weapon against a different target. This bonus can stack with itself, up to a maximum of +5.

Materials: As weapon

Flaming **5th**

This weapon is on fire. It sheds light as a torch, and all damage dealt with it is fire damage in addition to its other types. As a **minor action**, you can kindle the flames. If you do, you gain a +1d bonus to **strike damage** with this weapon. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Fire**

Materials: As weapon

Flaming, Greater **11th**

This weapon is on fire. It sheds light as a torch, and all damage dealt with it is fire damage in addition to its other types. You gain a +1d bonus to **strike damage** with this weapon.

Tags: **Fire**

Materials: As weapon

Forceful **6th**

This weapon feels heavy in the hand. As a **minor action**, you can intensify the weapon's heft. If you do, when you make a **strike** with this weapon, you can also use your attack result as a **shove** attack agsint the target. You do not need to move with your foe to move it the full distance of the shove. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Telekinesis**

Materials: As weapon

Forceful, Greater **12th**

This weapon feels heavy in the hand. When you make a **strike** with this weapon, you can also use your attack result as a **shove** attack agsint the target. You do not need to move with your foe to move it the full distance of the shove.

Tags: **Telekinesis**

Materials: As weapon

Freezing **4th**

This weapon is bitterly cold, and all damage dealt with it is cold damage in addition to its other types. As a **minor action**, you can intensify the cold. If you do, when you make a **strike** with this weapon and your attack result beats the target's Fortitude defense, the target is **fatigued** as a **condition**. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Cold**

Materials: As weapon

Freezing, Greater **10th**

This weapon is bitterly cold, and all damage dealt with it is cold damage in addition to its other types. When you make a **strike** with this weapon, if your attack result beats the target's Fortitude defense, the target is **fatigued** as a **condition**.

Tags: **Cold**

Materials: As weapon

Heartseeker **17th**

Whenever you make a **strike** with this weapon, you can roll twice and take the higher result.

Tags: **Knowledge**

Materials: As weapon

Longshot **4th**

Ranged attacks with this weapon have twice the normal **range increment**.

Materials: As weapon

Longshot, Greater **10th**

Ranged attacks with this weapon have three times the normal **range increment**.

Materials: As weapon

Merciful 3rd

This weapon deals **subdual damage** instead of lethal damage.

Materials: As weapon

Morphing 2nd

As a standard action, you can spend an **action point** to activate this item. If you do, it changes shape into a new weapon of your choice from the same weapon group.

Tags: **Shaping**

Materials: As weapon

Morphing, Greater 6th

As a standard action, you can spend an **action point** to activate this item. If you do, it changes shape into a new weapon of your choice that you are proficient with. This can only change into existing manufactured weapons, not improvised weapons (see Weapons, page 117).

Tags: **Shaping**

Materials: As weapon

Phasing 9th

Strikes with this weapon can pass through a single solid obstacle of up to five feet thick on the way to their target. This can allow you to ignore **cover**, or even attack through solid walls. It does not allow you to ignore armor, shields, or or similar items used by the target of your attacks.

Tags: **Planar**

Materials: As weapon

Returning 3rd

After being thrown, this weapon teleports back into your hand at the end of the current phase. Catching a rebounding weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.

Tags: **Teleportation**

Materials: As weapon

Seeking 7th

This weapon automatically veers towards its intended target. **Strikes** with this weapon that would suffer a 50% miss chance instead suffer a 20% miss chance. In addition, attacks that would otherwise suffer a 20% miss chance instead suffer no miss chance.

Tags: **Knowledge**

Materials: As weapon

Shocking 7th

This weapon continuously crackles with electricity. The constant sparks shed light as a torch, and all damage dealt with it is electricity damage in addition to its other types. As a **minor action**, you can intensify the electricity. If you do, when you make a **strike** with this weapon and your attack result beats the target's Fortitude defense, the target is **dazed** as a **condition**. This is a

swift ability, and it lasts until the end of the round.

Tags: **Electricity**

Materials: As weapon

Shocking, Greater 13th

This weapon continuously crackles with electricity. The constant sparks shed light as a torch, and all damage dealt with it is electricity damage in addition to its other types. When you make a **strike** with this weapon, if your attack result beats the target's Fortitude defense, it is **dazed** as a **condition**.

Tags: **Electricity**

Materials: As weapon

Soulreaving 13th

This weapon is transluscent and has no physical presence for anyone except you. It has no effect on objects or constructs, and creatures do not feel any pain or even notice attacks from it. Attacks with this weapon ignore all damage reduction and hardness, but the damage is delayed instead of being dealt immediately. Damage that would be dealt by the weapon can be delayed indefinitely. While the damage is delayed, it cannot be removed by any means short of the destruction of this weapon or the creature's death.

As a **minor action**, you can cut yourself with this weapon to activate it. This deals no damage to you. If you do, all delayed damage dealt by this weapon is converted into real damage. Any such damage dealt in excess of a creature's hit points is dealt immediately as **vital damage**.

Materials: As weapon

Surestrike 10th

You gain a +1 bonus to accuracy with **strikes** with this weapon.

Tags: **Knowledge**

Materials: As weapon

Thieving 7th

As a **standard action**, you can spend an **action point** to activate this weapon. If you do, make a **strike** or a **disarm** attack. If your disarm succeeds, or if your strike hit an unattended object, this weapon can absorb the struck object. The object must be at least one size category smaller than the weapon. An absorbed object leaves no trace that it ever existed.

This weapon can hold no more than three objects at once. If you attempt to absorb an object while the weapon is full, the attempt fails.

As a standard action, you can retrieve the last item absorbed by the weapon. The item appears in your hand, or falls to the ground if your hand is occupied.

Tags: **Shaping**

Materials: As weapon

Thieving, Greater 13th

This item functions like the *thieving* item, except that the maximum size category of object it can absorb is one size category

larger than the weapon.

Tags: **Shaping**

Materials: As weapon

Thundering   5th

This weapon constantly emits a low-pitched rumbling noise and vibrates slightly in your hand. All damage dealt with it is sonic damage in addition to its other types. As a **minor action**, you can intensify the vibration. If you do, when you make a **strike** with this weapon and your attack result beats the target's Fortitude defense, the target is **deafened** as a **condition**. This is a **swift ability**, and it lasts until the end of the round.

Tags: **Sonic**

Materials: As weapon

Thundering, Greater   11th

This weapon constantly emits a low-pitched rumbling noise and vibrates slightly in your hand. All damage dealt with it is sonic damage in addition to its other types. When you make a **strike** with this weapon and your attack result beats the target's Fortitude defense, the target is **deafened** as a **condition**.

Tags: **Sonic**

Materials: As weapon

Vampiric   6th

When you deal damage to a living creature with a **strike** with this weapon, you heal hit points equal to your level.

Tags: **Life**

Materials: As weapon

Vampiric, Greater   14th

When you deal damage to a living creature with a **strike** with this weapon, you heal hit points equal to twice your level.

Tags: **Life**

Materials: As weapon

Vorpal   12th

Critical hits on **strikes** with this weapon deal maximum damage.

Materials: As weapon

Implements

Implements can take many forms: staffs, wands, holy symbols, and more. Like magic weapons, magic implements must be wielded to gain their effects. However, while weapons are used to deal damage to enemies, implements are used to cast spells.

Somatic Components: While wielding an implement, you may gesture with it and channel magic through it. These qualify as somatic components for the purpose of casting spells.

Implement Types

Holy Symbols

Physical Description: A typical holy symbol is a no larger than 4 inches in each dimension and can be easily held in the palm of a hand. Most holy symbols are metal, but they can be made from wood, bone, or even more exotic materials, depending on the deity they symbolize.

Special Rules: All holy symbols are implements for divine spells. Most holy symbols are designed to be worn as an amulet in addition to being held in the hand. A holy symbol worn on the body cannot be used to perform somatic components for spellcasting. However, it still grants its magical abilities 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 usually weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AD 7, 5 hit points, hardness 5, and a break DR of 16.

Implement Descriptions

Table C.3: Implement Items

Name	Level	Description	Page
Staff of Transit	5th	Doubles your teleportation distance	197
Spellfeeding Staff	6th	Heals you when casting spells	197
Wand of Spell Focus	7th	Grants +1 spellpower with a single spell	197
Staff of Sympathetic Shielding	8th	Shields you when shielding others	197
Spellfeeding Staff, Greater	14th	Greatly heals you when casting spells	197
Wand of Spell Focus, Greater	15th	Grants +2 spellpower with a single spell	197

Spellfeeding Staff 6th

Whenever you cast a spell other than a **cantrip**, you heal hit points equal to your **spellpower** with the spell cast.

Tags: **Life**

Materials: Bone, wood

Spellfeeding Staff, Greater 14th

Whenever you cast a spell other than a **cantrip**, you heal hit points equal to twice your **spellpower** with the spell cast.

Tags: **Life**

Materials: Bone, wood

Staff of Sympathetic Shielding 8th

Whenever you cast a **targeted Shielding** spell, if you would be a valid target for the spell, you can target yourself in addition to the spell's normal targets.

Tags: **Shielding**

Materials: Bone, wood

Staff of Transit 5th

The maximum distance you can teleport with your **Teleportation** spells is doubled.

Tags: **Teleportation**

Materials: Bone, wood

Wand of Spell Focus 7th

You gain a +1 bonus to spellpower with a particular spell and all of its subspells. Many *wands of spell focus* exist, each for different spells.

Tags: **Mystic**

Materials: Bone, wood

Wand of Spell Focus, Greater 15th

You gain a +2 bonus to spellpower with a particular spell and all of its subspells. Many *greater wands of spell focus* exist, each for different spells.

Tags: **Mystic**

Materials: Bone, wood

Tools

TODO

Legacy Items

Over time, items associated with places and people of great power gain magical properties. This process takes place for you as you gain levels in addition to in the world as a whole.

At 4th level, you choose a nonmagical item you own. That item becomes a **legacy item**, and gains a magic item ability you choose. The ability's level must be no greater than 4th level. If you choose a weapon or implement, you may choose any weapon or implement ability. If you choose any other item, you may choose any other ability.

At 8th level, and every 4 levels thereafter, your legacy item increases in power again. You choose an ability of the appropriate type with a level no greater than your level when you choose the ability. You can choose a modified version of an existing ability on the item, such as the *greater armor of invulnerability* ability if your legacy item already has the *armor of invulnerability* ability. However, if you do so, you must change the lower level ability to be a different magic item ability. The new ability must meet the same maximum level requirement that it had when you first chose it.

If you lose your legacy item, you must retrieve it to regain its power. There are rituals to facilitate this retrieval such as *seek legacy* and *retrieve legacy*. If your legacy item is **destroyed**, you can designate a new item of the same type to be your legacy item, causing it to gain all of your legacy item abilities. Designating a new item in this way requires spending an **action point** as a standard action while holding the replacement item.

Unique Legacy Items: Legacy items are fundamentally a reflection of the character who wields them. Their effects can be more unusual and complex than abilities on normal magic items, and they can have a larger effect on the way that character interacts with the world. As a player, you can work with your GM to create custom magical effects of an appropriate power that are a better reflection of your character's personality and powers than the magic item abilities that exist.

Magic Item Creation

TODO

Appendix D

Optional Rules

Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Semi-Randomized Point Buy

With this method, you have only a small degree of control over your attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your attribute scores start at 0, and you get 9 points to distribute among your attribute scores. However, you do not have full control over how to distribute those points.

Roll 4d6 for each attribute score, dropping a die of your choice with each roll. First roll for the attribute scores that you care about most, and save the least important attribute scores for last. After rolling for an attribute score, sum results on the three highest dice and consult Table D.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.9: Attribute Score Point Costs. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase any attribute above 3 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

For characters with more extreme attribute scores, use the following approach, starting with 9 points as normal:

1. For each attribute, roll 2d6
2. Take the average, rounding down, and subtract 2 from it
3. Spend that many points as indicated on Table 1.9: Attribute Score Point Costs until you have no points left.

Table D.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-5	−2	0[1]
6-8	−1	0[2]
9-12	0	0
13-14	1	1
15-16	2	2
16-17	3	4
18	4	6

1 You gain four **skill points**.
2 You gain two skill points.

Random Point Buy

This method gives you no control over your character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except that you also randomize the order in which the attribute scores are rolled.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. Roll 1d6 for each attribute score and subtract 2 from each result. The result is the attribute score.

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 30.
Attributes: +2 Dexterity.
Speed: 20 feet.
Special Abilities:
- *Scent* A cat has the scent ability (see Scent, page 69).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 118). A cat's claws do -1d damage.
- *Low-light Vision* A cat treats sources of light as if they had double their normal illumination range.

Changeling

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:
- *Alter Shape* A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally. This is a **magical** ability.

Racial Bonus Feat: Class Versatility or any Skill feat.

Automatic Languages: Common and any one language (except Druidic).

Bonus Languages: Any.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of dragonkind.

Although are drakkenfel are generally considered to be a lesser creature than true dragons, they have hidden power. While separated from its full draconic essence, a drakkenfel can bridge the divide between the different types of true dragons, gaining the affinity for multiple energy types and special powers. A drakkenfel that regains its scales retains these enhanced abilities, becoming more powerful than an ordinary dragon. Such a creature is called a drakkenlord.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear horrific scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small.

Attributes: No change.

Speed: 25 feet.

Special Abilities:
- *Low-light Vision*: Drakkenfel treat sources of light as if they had double their normal illumination range.
- *Draconic Essence* Each drakkenfel was once a type of true dragon. When creating a drakkenfel, choose which type of dragon it used to be. This is inherent to the drakkenfel, and cannot be changed. A list of dragons and their associated energy type is given on Table 5.2: Dragon Types (page 101).
- *Energy Resistance* A drakkenfel gains damage reduction equal to five times its level against the energy type associated with its *draconic essence*.
- *Sleeping Dragon* If a drakkenfel recovers its stolen scales, it immediately becomes a true dragon again. Its statistics become identical to its statistics before losing its scales, including level, except that it keeps all abilities gained from its Scaleless feat while a drakkenfel. It does not gain additional abilities from the Scaleless feat as it gains levels.

Racial Bonus Feat: Scaleless.

Scaleless [General]

Prerequisite: Drakkenfel race.
TODO

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 25 feet.

Special Abilities:
- *Ingrain* As a standard action, a dryaidi use the *ingrain* ability.

> *Ingrain*
> The dryaidi's land speed becomes 5 feet. It gains a +4 bonus to Fortitude defense. Resting for 4 hours while this ability is active gains the same benefits that a human would gain from 8 hours of rest. In addition, the dryaidi acquires nutrients sufficient to replace a day's worth of food and water.
> This ability lasts until the dryaidi ends it as a standard action.

- *Photosynthesis* While in sunlight, a dryaidi gains a +10 foot bonus to land speed.

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* Tieflings have **damage reduction** against cold, electricity, and fire equal to twice their level.

Racial Bonus Feat: Fiendish Heritage.

Appendix E

Monsters

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This chapter describes the rules for monsters, and the combat statistics for a variety of monsters.

Monster Mechanics

Like player characters, monsters have levels, attributes, and abilities. However, they do not have classes, feats, legacy items, or many other elements of characters. This section defines how monsters function.

Level

Each monster has a **level** that indicates its approximate strength. This has all of the same effects as the level for a player character, except that monsters do not gain any of the benefits described in Table 1.7: Character Advancement (page 28).

Challenge Rating

Each monster has a **challenge rating** that indicates its approximate strength within its level. A monster's challenge rating ranges from 1/2 to 4. This has several effects on the monster's statistics, and is a guideline to how many of that monster should typically be present in an encounter (see Encounter Balancing, page **??**).

Hit Points: A monster's base hit points are multiplied by its challenge rating to calculate its total hit points.

Action Points: A monster has a number of **action points** equal to its challenge rating + 1 (rounded down).

Attributes

Each of a monster's starting attributes can range from −9 to 3, as appropriate for the type of monster. A monster's attributes scale with level in the same way as character attributes. A monster can also have up to two attributes starting at 4 or 5. In general, a monster with higher starting attributes will be slightly stronger, but not all monsters need to start with the same starting attribute total.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting monsters of the same level with a combined challenge rating equal to the number of PCs. Fighting monsters of a lower level, or monsters whose combined challenge rating is less than the number of PCs, will yield an easier encounter. Fighting monsters of a higher level, or fighting monsters whose combined challenge rating is greater than the number of PCs, will yield an easier encounter.

It is generally not a good idea for PCs to fight monsters more than three levels higher or lower than their own. They may find that their attacks never miss, or always hit, and other aspects of the encounter may be similarly imbalanced in ways that are not easily remedied by simply changing the number of enemies.

Aberrations

Aboleth
Level 12 [CR 4]
Huge aberration

HP 416; **Bloodied** 208; **Recovery** 4d6   **AP** 9
Armor 18; **Fort** 20; **Ref** 12; **Ment** 24
Strike Tentacle +12 (5d10)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft. swim ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 13, Dex 0, Con 14, Int 13, Per 7, **Wil 15**

Aboleth Abilities

Mind Crush **Mind**
The aboleth makes a +15 vs. Mental attack against a creature in Long range.
   Hit: The target takes 6d10 psionic damage and is **stunned** as a **condition**.
   Critical Hit: The aboleth can spend an action point. If it does, the target is **dominated** by the aboleth for as long as the aboleth **attunes** to this ability. Otherwise, the target takes double the damage of a non-critical hit.

Psionic Blast **Mind**
The aboleth makes a +15 vs. Mental attack against enemies in a Large cone.
   Hit: Each target takes 4d10 psionic damage.

Rituals: The aboleth can learn and perform arcane rituals of up to 6th level.

Animates

Animus, Ram
Level 6 [CR 4]
Huge animate

HP 196; **Bloodied** 98; **Recovery** 2d6   **AP** 5
Armor 12; **Fort** 15; **Ref** 8; **Ment** 9
Strike Slam +8 (4d8) or hoof +8 (4d6)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 8, Dex 0, Con 7, Int 0, Per 8, Wil 0

Animus Abilities

Forceful Smash
The ram makes a slam strike. In addition to the strike's normal effects, compare the attack result against the target's Fortitude defense.
   Hit: The target moves up to 10 feet in a direction of the ram's choice, as the *shove* ability (see Shove, page 23). The ram does not have to move with the target to push it back.

Animals

Bear, Black
Level 2 [CR 2]
Medium animal

HP 42; **Bloodied** 21; **Recovery** 1d8   **AP** 3
Armor 6; **Fort** 11; **Ref** 7; **Ment** 5
Strike Bite +2 (2d6) or claw +2 (1d10)
Immune staggered
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 4, Dex 2, Con 3, Int −7, Per 2, Wil 0

Bear Abilities

Rend
The bear makes a claw strike against two targets within reach.

Bear, Brown — Level 4 [CR 2]
Large animal

HP 70; **Bloodied** 35; **Recovery** 1d10	AP 3
Armor 8; **Fort** 13; **Ref** 7; **Ment** 7	
Strike Bite +4 (2d10) or claw +4 (2d8)	
Immune staggered	
Actions One in action phase, one in delayed action phase	
Behavior Attack highest threat	

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 6, Dex 3, Con 5, Int −7, Per 3, Wil 0

Bear Abilities

Rend
The bear makes a claw strike against two targets within reach.

Dire Wolf — Level 5 [CR 2]
Large animal

HP 72; **Bloodied** 36; **Recovery** 1d10 — AP 3
Armor 11; **Fort** 13; **Ref** 12; **Ment** 8
Strike Bite +6 (2d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 7, Dex 7, Con 3, Int −6, Per 6, Wil 0

Dire Wolf Abilities

Pounce
The dire wolf moves up to its movement speed. If it uses this ability during the action phase, it can make a bite strike during the delayed action phase.

Ferret — Level 1 [CR 1]
Tiny animal

HP 2; **Bloodied** 1; **Recovery** 1d6 — AP 1
Armor 3; **Fort** 2; **Ref** 10; **Ment** 2
Strike Bite +1 (1d4)
Behavior Attack highest threat

Awareness +6
Speed 20 ft.; **Space** 2.5 ft.; **Reach** 2.5 ft.
Attributes: Str −6, Dex 1, Con −4, Int −7, Per 1, Wil −2

Pony — Level 2 [CR 1]
Medium animal

HP 18; **Bloodied** 9; **Recovery** 1d8 — AP 2
Armor 6; **Fort** 8; **Ref** 7; **Ment** 5
Strike Bite +2 (1d10)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 2, Dex 2, Con 2, Int −7, Per 2, Wil 0

Raven — Level 1 [CR 1]
Tiny animal

HP 2; **Bloodied** 1; **Recovery** 1d6 — AP 2
Armor 5; **Fort** 2; **Ref** 14; **Ment** 4
Strike Talon +3 (1d3)
Behavior Attack highest threat

Awareness +6
Speed 20 ft.; **Space** 2.5 ft.; **Reach** 2.5 ft.
Attributes: Str −9, Dex 3, Con −4, Int −6, Per 2, Wil 0

Roc — Level 9 [CR 4]
Gargantuan animal

HP 240; **Bloodied** 120; **Recovery** 2d8 — AP 5
Armor 16; **Fort** 18; **Ref** 10; **Ment** 12
Strike Talon +10 (5d10)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 80 ft. fly ft.; **Space** 20 ft.; **Reach** 20 ft.
Attributes: Str 12, Dex 10, Con 5, Int −7, Per 5, Wil 0

Roc Abilities

Flyby Attack
The roc flies up to its flying movement speed. It can make a talon strike or use the *grapple* ability at any point during this movement.

Wasp, Giant — Level 6 [CR 1]
Large animal

HP 35; **Bloodied** 17; **Recovery** 2d6 — AP 1
Armor 15; **Fort** 12; **Ref** 15; **Ment** 8
Strike Bite +8 (2d10)
Behavior Attack highest threat

Awareness +6
Speed 50 ft. fly (good) ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 7, Dex 9, Con 0, Int −8, Per 8, Wil −1

Wolf — Level 1 [CR 1]
Large animal

HP 12; **Bloodied** 6; **Recovery** 1d6 — AP 2
Armor 7; **Fort** 7; **Ref** 8; **Ment** 4
Strike Bite +2 (1d10)
Behavior Attack highest threat

Awareness +6

Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 1, Dex 3, Con 1, Int −6, Per 2, Wil 0

Beetle, Dire — Level 7 [CR 2]
Large animal

HP 128; **Bloodied** 64; **Recovery** 2d6 — **AP** 3
Armor 13; **Fort** 17; **Ref** 10; **Ment** 10
Strike Bite +8 (4d6)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 9, Dex 0, Con 9, Int −9, Per 8, Wil 0

Centipede, Huge — Level 8 [CR 4]
Huge animal

HP 288; **Bloodied** 144; **Recovery** 2d8 — **AP** 5
Armor 14; **Fort** 18; **Ref** 9; **Ment** 11
Strike Bite +9 (4d10)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 10, Dex 0, Con 10, Int −9, Per 9, Wil 0

Humanoids

Cultist — Level 1 [CR 1]
Medium humanoid

HP 10; **Bloodied** 5; **Recovery** 1d6 — **AP** 5
Armor 5; **Fort** 5; **Ref** 5; **Ment** 10
Strike Club +1 (1d6)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 0, Con 0, Int −1, Per −1, **Wil 3**

Cultist Abilities

Hex
The cultist makes a +3 vs. Fortitude attack against one creature in Medium range.
   Hit: The target takes 1d10 life damage and is **sickened** as a **condition**.",

Goblin Shouter — Level 2 [CR 2]
Small humanoid

HP 24; **Bloodied** 12; **Recovery** 1d8 — **AP** 4
Armor 6; **Fort** 5; **Ref** 11; **Ment** 7
Strike Club +3 (1d6) or sling +3 (1d6)
Actions One in action phase, one in delayed action phase
Behavior Attack lowest threat

Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 3, Con −1, Int −2, Per 3, Wil 2

Goblin Shouter Abilities

Shout of Running
All other willing allies who can hear the shouter can use the sprint ability without spending action points. This effect lasts as long as the shouter sustains it as a standard action.

Shout of Stabbing
All other willing allies who can hear the shouter gain a +1d bonus to strike damage. This effect lasts as long as the shouter sustains it as a standard action.

Goblin Stabber — Level 1 [CR 1]
Small humanoid

HP 8; **Bloodied** 4; **Recovery** 1d6 — **AP** 2
Armor 6; **Fort** 4; **Ref** 12; **Ment** 5
Strike Shortsword +3 (1d4) or sling +2 (1d4)
Behavior Attack lowest threat

Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 3, Con −1, Int −2, Per 2, Wil 0

Goblin Stabber Abilities

Sneeky Stab
The stabber makes a shortsword strike. If the target is defenseless, overwhelmed, or unaware, the damage becomes 1d8.

Orc Chieftain — Level 5 [CR 3]
Medium humanoid

HP 108; **Bloodied** 54; **Recovery** 1d10 — **AP** 6
Armor 11; **Fort** 13; **Ref** 10; **Ment** 12
Strike Greataxe +6 (4d6)
Actions Two in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 8, Dex 0, Con 3, Int 0, Per 6, Wil 6

Orc Chieftain Abilities

Hit Everyone Else
All other willing allies who can hear the chieftain gain a +2 bonus to accuracy with strikes. This effect lasts as long as the chieftain sustains it as a standard action.

Hit Hardest
The chieftain makes a greataxe strike. The strike deals 4d10 damage.

Hit Fast
The chieftain makes a greataxe strike. Its accuracy is increased to 8.

Orc Grunt · Level 2 [CR 1]
Medium humanoid

HP 18; **Bloodied** 9; **Recovery** 1d8 · **AP** 2
Armor 6; **Fort** 9; **Ref** 6; **Ment** 6
Strike Greataxe +2 (2d8)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 4, Dex 0, Con 2, Int −1, Per 0, Wil 0

Orc Grunt Abilities

Hit Harder
The grunt makes a greataxe strike. Its accuracy is reduced to 0, but the strike deals 4d6 damage.

Orc Loudmouth · Level 3 [CR 2]
Medium humanoid

HP 48; **Bloodied** 24; **Recovery** 1d8 · **AP** 5
Armor 7; **Fort** 10; **Ref** 7; **Ment** 10
Strike Greataxe +3 (2d8)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 5, Dex 0, Con 2, Int −1, Per 0, Wil 4

Orc Loudmouth Abilities

Hit Harder
The loudmouth makes a greataxe strike. Its accuracy is reduced to 1, but the strike deals 4d6 damage.

Hit That One Over There
All other willing allies who can hear the loudmouth gain a +2 bonus to accuracy with strikes against one creature within Long range. This effect lasts as long as the loudmouth sustains it as a standard action.

Orc Shaman · Level 3 [CR 2]
Medium humanoid

HP 48; **Bloodied** 24; **Recovery** 1d8 · **AP** 5
Armor 7; **Fort** 9; **Ref** 7; **Ment** 10
Strike Greatstaff +3 (2d6)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 4, Dex 0, Con 2, Int −1, Per 0, **Wil 4**

Orc Shaman Abilities

Hit Worse
The shaman makes a +4 vs. Mental attack against one creature in Close range.
   Hit: The target takes a −3 penalty to accuracy with strikes as a **condition**.
   Critical Hit: As above, except that the penalty is increased to -6.

Hurt Less
One other willing creature in Close range heals 2d8 hit points.

Orc Savage · Level 4 [CR 1]
Medium humanoid

HP 30; **Bloodied** 15; **Recovery** 1d10 · **AP** 2
Armor 11; **Fort** 12; **Ref** 11; **Ment** 8
Strike Greataxe +4 (2d10)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 7, Dex 5, Con 3, Int −1, Per 0, Wil 0

Orc Savage Abilities

Hit Fast
The savage makes a greataxe strike. Its accuracy is 6.

Magical Beasts

Ankheg   Level 7 [CR 2]
Large magical beast

HP 112; **Bloodied** 56; **Recovery** 2d6   **AP** 3
Armor 13; **Fort** 16; **Ref** 10; **Ment** 10
Strike Bite +7 (4d6)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 9, Dex 4, **Con 8**, Int −7, Per 4, Wil 0

Ankheg Abilities

Drag Prey
This ability functions like the *shove* ability (see Shove, page 23), except that the ankheg's accuracy is +13. In addition, the ankheg can move with the target up to a maximum distance equal to its **base speed**.

Spit Acid
The ankheg makes a +8 vs. Reflex attack against everything in a 5 ft. wide Medium line.
   Hit: Each target takes 2d8 acid damage, and creatures are **sickened** as a **condition**.

Aranea   Level 5 [CR 1]
Medium magical beast

HP 30; **Bloodied** 15; **Recovery** 1d10   **AP** 5
Armor 10; **Fort** 10; **Ref** 12; **Ment** 13
Strike Bite +5 (2d6)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 6, Con 0, Int 6, Per 3, Wil 7

Aranea Abilities

Shapeshift
The aranea makes a Disguise check to change its appearance. It ignores all penalties for differences between its natural appearance and its intended appearance.

Basilisk   Level 5 [CR 2]
Medium magical beast

HP 84; **Bloodied** 42; **Recovery** 1d10   **AP** 3
Armor 11; **Fort** 13; **Ref** 9; **Ment** 8
Strike Bite +6 (2d8)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 6, Dex −1, Con 6, Int −6, **Per 6**, Wil 0

Basilisk Abilities

Petrifying Gaze
The basilisk makes a +6 vs. Fortitude attack against one creature in Medium range.
   Hit: The target is **nauseated** as a **condition**.
   Critical Hit: As above, and as an additional condition, the target takes 1d10 physical damage at the end of each action phase. If it takes vital damage in this way, it is petrified permanently.

Behir   Level 8 [CR 3]
Huge magical beast

HP 189; **Bloodied** 94; **Recovery** 2d8   **AP** 4
Armor 14; **Fort** 18; **Ref** 9; **Ment** 11
Strike Bite +8 (4d10) or claw +8 (4d8)
Actions Two in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 11, Dex 5, **Con 9**, Int −3, Per 5, Wil 0

Behir Abilities

Electric Breath
The behir makes a +9 vs. Reflex attack against everything in a Medium *(20 ft.)* cone.
   Hit: Each target takes 2d10 electricity damage, and is **dazed** as a **condition**.

Natural Grab
The behir makes a bite **strike**. In addition to the effects of the strike, it also makes a +12 vs. Fortitude and Reflex attack against the same target.
   Hit: The target is **grappled** by the behir.

Rake
The behir spends an action point to make four claw **strikes** against a target that is **grappled** by it.

Blink Dog   Level 3 [CR 1]
Medium magical beast

HP 20; **Bloodied** 10; **Recovery** 1d8   **AP** 2
Armor 9; **Fort** 8; **Ref** 12; **Ment** 6
Strike Bite +3 (1d10)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 5, Con 0, Int 0, Per 2, Wil 0

Blink Dog Abilities

Blink

As a **move action**, the blink dog can use this ability. If it does, it teleports to an unoccupied location within Medium range.

Centaur   Level 3 [CR 1]
Large magical beast

HP 28; **Bloodied** 14; **Recovery** 1d8   **AP** 2
Armor 9; **Fort** 11; **Ref** 8; **Ment** 6
Strike Longsword +4 (2d6) or longbow +4 (2d6) or hoof +4 (1d10)
Behavior Attack highest threat

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 2, Dex 4, Con 4, Int 0, Per 4, Wil 0

Cockatrice   Level 3 [CR 1]
Small magical beast

HP 20; **Bloodied** 10; **Recovery** 1d8   **AP** 2
Armor 9; **Fort** 8; **Ref** 14; **Ment** 6
Strike Bite +3 (1d8)
Behavior Attack highest threat

Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str −2, Dex 5, **Con 0**, Int −8, Per 2, Wil 0

Cockatrice Abilities

Petrifying Bite

The cockatrice makes a bite **strike**. In addition to the strike's normal effects, the cockatrice also makes a +3 vs. Fortitude attack against the target.

  Hit: If the strike also hit, the target is **nauseated** as a **condition**.

  Critical Hit: As above, and as an additional condition, the target takes 1d6 physical damage at the end of each action phase. If it takes vital damage in this way, it is petrified permanently.

Darkmantle   Level 1 [CR 1]
Small magical beast

HP 12; **Bloodied** 6; **Recovery** 1d6   **AP** 2
Armor 5; **Fort** 9; **Ref** 7; **Ment** 4
Strike Slam +1 (1d8)
Behavior Attack highest threat

Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 3, Dex 0, Con 1, Int −8, Per 0, Wil 0

Darkmantle Abilities

Natural Grab

The darkmantle makes a slam **strike**. In addition to the effects of the strike, it also makes a +−1 vs. Fortitude and Reflex attack against the same target.

  Hit: The target is **grappled** by the darkmantle.

Frost Worm   Level 12 [CR 3]
Gargantuan magical beast

HP 312; **Bloodied** 156; **Recovery** 4d6   **AP** 4
Armor 18; **Fort** 23; **Ref** 11; **Ment** 15
Strike Bite +13 (7d10) or slam +13 (7d10)
Immune cold
Actions Two in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Attributes: Str 15, Dex 0, **Con 14**, Int −8, Per 13, Wil 0

Frost Worm Abilities

Frost Breath   **Cold**

The frost worm makes a +14 vs. Reflex attack against everything in a Large *(50 ft.)* cone from it.

  Hit: Each target takes 6d10 cold damage.

Trill   **Mind**

The frost worm emits a piercing noise that compels prey to stay still. It spends an action point and makes a +14 vs. Mental attack against creatures in a Huge *(100 ft.)* radius from it. This area can pass through solid objects, including the ground, but every 5 feet of solid obstacle counts as 20 feet of distance.

  Hit: Each target is **dazed** and **immobilized** as two separate **conditions**.

  Critical Hit: Each target is **stunned** and **immobilized** as two separate **conditions**.

Bitter Cold: The frost worm's bite and slam strikes deal cold damage in addition to their other damage types.

Death Throes: When a frost worm is killed, its corpse turns to ice and shatters in a violent explosion. It makes a +14 vs. Reflex attack against everything in a Huge *(100 ft.)* radius from it.

  Hit: Each target takes 7d10 cold and piercing damage.

Girallon   Level 5 [CR 4]
Large magical beast

HP 120; **Bloodied** 60; **Recovery** 1d10   **AP** 4
Armor 13; **Fort** 12; **Ref** 12; **Ment** 7
Strike Claw +7 (2d8)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat

Awareness +6

Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 7, Dex 7, Con 0, Int −8, Per 6, Wil −1

Griffon Level 4 [CR 2]
Large magical beast

HP 70; **Bloodied** 35; **Recovery** 1d10   **AP** 3
Armor 12; **Fort** 12; **Ref** 11; **Ment** 7
Strike Talon +6 (2d6)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 80 ft. fly ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 5, Dex 6, Con 5, Int −4, Per 3, Wil 0

Griffon Abilities

Flyby Attack
The griffin flies up to its flying movement speed. It can make a talon strike at any point during this movement.

Hydra, 5 Headed Level 5 [CR 4]
Huge magical beast

HP 216; **Bloodied** 108; **Recovery** 1d10   **AP** 5
Armor 9; **Fort** 17; **Ref** 5; **Ment** 8
Strike Bite +5 (4d6)
Actions Five in action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 6, Dex 0, Con 8, Int −8, Per 0, Wil 0

Hydra, 5 Headed Abilities

Multi-Headed: A hydra can take a number of actions in each **action phase** equal to the number of heads it has active. At the end of each action phase, if the hydra took at least 40 damage during that phase, it loses one of its heads. Severed heads leave behind a stump that can quickly grow new heads.

At the end of each delayed action phase, if the hydra has a severed stump, the stump is either sealed or it grows two new heads. If the hydra took 20 acid, cold, or fire damage during that phase, the stump is sealed, and will stop growing new heads. Otherwise, the hydra grows two new heads from the stump. This grants it additional actions during the action phase as normal.

A hydra cannot sustain too many excess heads for a prolonged period of time. At the end of each round, if the hydra has more heads than twice its normal head count, it loses an action point. If it has no action points remaining, the hydra collapses unconscious for 8 hours. During that time, the excess heads shrivel and die, and any sealed stumps heal, restoring the hydra to its normal head count.

Hydra, 6 Headed Level 6 [CR 4]
Huge magical beast

HP 252; **Bloodied** 126; **Recovery** 2d6   **AP** 5
Armor 10; **Fort** 18; **Ref** 6; **Ment** 9
Strike Bite +6 (4d6)
Actions Six in action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 7, Dex 0, Con 9, Int −8, Per 0, Wil 0

Hydra, 6 Headed Abilities

Multi-Headed: A hydra can take a number of actions in each **action phase** equal to the number of heads it has active. At the end of each action phase, if the hydra took at least 50 damage during that phase, it loses one of its heads. Severed heads leave behind a stump that can quickly grow new heads.

At the end of each delayed action phase, if the hydra has a severed stump, the stump is either sealed or it grows two new heads. If the hydra took 25 acid, cold, or fire damage during that phase, the stump is sealed, and will stop growing new heads. Otherwise, the hydra grows two new heads from the stump. This grants it additional actions during the action phase as normal.

A hydra cannot sustain too many excess heads for a prolonged period of time. At the end of each round, if the hydra has more heads than twice its normal head count, it loses an action point. If it has no action points remaining, the hydra collapses unconscious for 8 hours. During that time, the excess heads shrivel and die, and any sealed stumps heal, restoring the hydra to its normal head count.

Minotaur Level 4 [CR 1]
Large magical beast

HP 30; **Bloodied** 15; **Recovery** 1d10   **AP** 2
Armor 9; **Fort** 12; **Ref** 9; **Ment** 7
Strike Greataxe +5 (4d6) or gore +5 (2d10)
Behavior Attack highest threat

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 6, Dex 5, Con 3, Int −2, Per 5, Wil 0

Minotaur Abilities

Impaling Charge
The minotaur moves up to its speed in a single straight line. If it uses this ability during the **action phase**, it can make a gore **strike** from its new location during the **delayed action phase**.

Labyrinth Dweller: The minotaur never gets lost or loses track of its current location.

Thaumavore   Level 3 [CR 1]
Small magical beast

HP 20; **Bloodied** 10; **Recovery** 1d8   **AP** 2
Armor 11; **Fort** 9; **Ref** 14; **Ment** 6
Strike Bite +3 (1d10)
Behavior Attack highest threat that has a source of magic; if no souces of magic exist, attack highest threat

Awareness +6
Speed 25 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 4, Dex 5, Con 0, Int −7, Per 2, Wil 0

Thaumavore Abilities

Consume Magic: The thaumavore has **magic resistance** 8. Whenever it resists an effect in this way, it heals hit points equal to twice the **power** of the effect.

Sense Magic: The thaumavore can sense the location of all sources of magic within 100 feet of it. This includes magic items, attuned magical abilities, and so on.

Banehound   Level 5 [CR 4]
Huge magical beast

HP 120; **Bloodied** 60; **Recovery** 1d10   **AP** 5
Armor 13; **Fort** 10; **Ref** 10; **Ment** 8
Strike Bite +7 (2d10)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 3, Dex 7, Con 0, Int 3, Per 7, Wil 0

Monstrous Humanoids

Banshee   Level 3 [CR 1]
Medium monstrous humanoid

HP 20; **Bloodied** 10; **Recovery** 1d8   **AP** 4
Armor 8; **Fort** 7; **Ref** 10; **Ment** 10
Strike Claw +4 (1d8)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 2, Dex 4, Con 0, Int 0, Per 2, **Wil 4**

Banshee Abilities

Wail
The banshee makes a +4 vs. Fortitude attack against everything in a Large radius.
   Hit: Each target takes 1d10 sonic damage, and creatures are sickened as a condition.

Giant, Hill   Level 5 [CR 1]
Large monstrous humanoid

HP 36; **Bloodied** 18; **Recovery** 1d10   **AP** 2
Armor 13; **Fort** 12; **Ref** 5; **Ment** 9
Strike Greatclub +5 (4d6) or boulder +5 (2d10)
Behavior Attack highest threat

Awareness +6
Speed 40 ft.; **Space** 10 ft.; **Reach** 10 ft.
Attributes: Str 7, Dex −2, Con 3, Int −2, Per 0, Wil 0

Giant Abilities

Boulder Toss
The giant makes a ranged boulder strike, treating it as a thrown weapon with a 100 ft. range increment.

Giant, Stone   Level 9 [CR 1]
Huge monstrous humanoid

HP 80; **Bloodied** 40; **Recovery** 2d8   **AP** 2
Armor 19; **Fort** 18; **Ref** 8; **Ment** 13
Strike Greatclub +10 (5d10) or boulder +10 (4d10)
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 11, Dex −2, Con 11, Int −1, Per 10, Wil 0

Giant Abilities

Boulder Toss
The giant makes a ranged boulder strike, treating it as a thrown weapon with a 100 ft. range increment.

Giant, Storm   Level 15 [CR 1]
Gargantuan monstrous humanoid

HP 96; **Bloodied** 48; **Recovery** 4d8   **AP** 4
Armor 23; **Fort** 22; **Ref** 13; **Ment** 22
Strike Greatsword +16 (9d10)
Immune deafened
Behavior Attack highest threat

Awareness +6
Speed 60 ft.; **Space** 20 ft.; **Reach** 20 ft.
Attributes: Str 17, Dex −1, Con 8, Int 8, Per 16, **Wil 16**

Giant Abilities

Lightning Javelin
The storm giant makes a +16 vs. Reflex attack against everything in a 10 ft. wide Large line.
   Hit: Each target takes 5d10 electricity damage.

Thunderstrike
The storm giant makes a greatsword strike against a target. If its attack result beats the target's Fortitude defense, the target also takes 4d10 sonic damage and is deafened as a condition.

Hag, Green   Level 5 [CR 2]
Medium monstrous humanoid

HP 60; **Bloodied** 30; **Recovery** 1d10   **AP** 5
Armor 12; **Fort** 9; **Ref** 13; **Ment** 12
Strike Claw +7 (1d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 6, Con 0, Int 6, **Per 7**, Wil 6

Hag Abilities

Vital Surge
The hag makes a +7 vs. Fortitude attack against one creature within Medium range.
   Hit: The target takes 2d10 life damage.

Green Hag's Curse
The hag makes a +7 vs. Mental atack aginst one creature within Medium range.
   Hit: As a condition, the target is either dazed, fatigued, or sickened, as the hag chooses.
   Critical Hit: As three separate conditions, the target is dazed, fatigued, and sickened.

Coven Rituals: Whenever three or more hags work together, they form a coven. All members of the coven gain the ability to perform nature rituals as long as they work together. Hags of any type can form a coven together.

Medusa   Level 7 [CR 2]
Medium monstrous humanoid

HP 80; **Bloodied** 40; **Recovery** 2d6   **AP** 5
Armor 11; **Fort** 11; **Ref** 13; **Ment** 14
Strike Longbow +8 (2d8) or snakes +8 (2d6)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 4, Con 0, Int 4, **Per 8**, Wil 8

Medusa Abilities

Petrifying Gaze
The medusa makes a +8 vs. Fortitude attack against one creature in Medium range.
   Hit: The target is **nauseated** as a **condition**.
   Critical Hit: As above, and as an additional condition, the target takes 2d6 physical damage at the end of each action phase. If it takes vital damage in this way, it is petrified permanently.

Outsiders

Angel, Astral Deva   Level 14 [CR 1]
Medium outsider

HP 105; **Bloodied** 52; **Recovery** 4d8   **AP** 4
Armor 23; **Fort** 20; **Ref** 21; **Ment** 22
Strike Mace +15 (4d10)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 15, Dex 15, Con 15, Int 15, Per 15, **Wil 15**

Angel Abilities

Smite
The angel makes a mace strike. If its target is evil, it gains a +2 bonus to accuracy and a +2d bonus to damage on the strike.

Angel's Grace
One willing creature within reach heals 5d10 hit points.

Arrowhawk   Level 3 [CR 1]
Medium outsider

HP 16; **Bloodied** 8; **Recovery** 1d8   **AP** 2
Armor 10; **Fort** 5; **Ref** 14; **Ment** 8
Strike Bite +5 (1d10)
Behavior Attack lowest threat

Awareness +6
Speed 60 ft. fly (good) ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 2, **Dex 6**, Con −1, Int 0, Per 5, Wil 0

Arrowhawk Abilities

Electrobolt
The arrowhawk makes a +6 vs. Reflex attack against one creature or object in Medium range.
   Hit: The target takes 2d8 electricity damage.

Demon, Bebelith   Level 11 [CR 1]
Huge outsider

HP 84; **Bloodied** 42; **Recovery** 2d10   **AP** 2
Armor 19; **Fort** 17; **Ref** 16; **Ment** 16
Strike Bite +11 (5d10)
Behavior Attack highest threat

Awareness +6
Speed 50 ft.; **Space** 15 ft.; **Reach** 15 ft.
Attributes: Str 12, Dex 13, **Con 12**, Int 0, Per 6, Wil 0

Demon Abilities

Venomous Bite
The bebelith makes a bite strike. If it hits, and the attack result beats the target's Fortitude defense, the target is also poisoned as a condition. If the target is poisoned, it takes 4d6 poison damage at the end of each action phase after the first round.

Hell Hound   Level 4 [CR 1]
Medium outsider

HP 25; **Bloodied** 12; **Recovery** 1d10   **AP** 2
Armor 10; **Fort** 7; **Ref** 13; **Ment** 9
Strike Bite +5 (2d6)
Immune fire damage
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 3, Dex 6, **Con 0**, Int −3, Per 5, Wil 0

Hell Hound Abilities

Fire Breath
The hell hound makes a +4 vs. Reflex attack against everything in a Medium cone.
    Hit: Each target takes 2d6 fire damage.

Salamander, Flame-brother   Level 4 [CR 1]
Medium outsider

HP 25; **Bloodied** 12; **Recovery** 1d10   **AP** 2
Armor 11; **Fort** 10; **Ref** 11; **Ment** 9
Strike Spear +4 (2d8) or tail slam +4 (2d8)
Immune fire damage
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 7, Dex 5, **Con 0**, Int 3, Per 3, Wil 0

Salamander Abilities

Flame Aura
The salamander spends an action point to intensify its natural body heat, creating a burning aura around it. This ability lasts as long as the salamander sustains it as a standard action. At the end of each action phase, the salamander makes a +4 vs. Reflex attack against everything within a Medium radius emanation of it.
    Hit: Each target takes 1d10 fire damage.

Natural Grab
The salamander makes a tail slam **strike**. In addition to the effects of the strike, it also makes a +4 vs. Fortitude and Reflex attack against the same target.
    Hit: The target is **grappled** by the salamander.

Janni   Level 7 [CR 1]
Medium outsider

HP 40; **Bloodied** 20; **Recovery** 2d6   **AP** 3
Armor 17; **Fort** 11; **Ref** 16; **Ment** 13
Strike Shortsword +9 (2d8)
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 8, Dex 9, **Con 0**, Int 4, Per 8, Wil 4

Salamander, Battlemaster   Level 5 [CR 3]
Medium outsider

HP 90; **Bloodied** 45; **Recovery** 1d10   **AP** 5
Armor 12; **Fort** 11; **Ref** 12; **Ment** 11
Strike Spear +6 (2d10) or tail slam +6 (2d10)
Actions Two in action phase, one in delayed action phase
Behavior Attack highest threat

Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 8, Dex 6, **Con 0**, Int 3, Per 6, Wil 3

Salamander Abilities

Flame Aura
The salamander spends an action point to intensify its natural body heat, creating a burning aura around it. This ability lasts as long as the salamander sustains it as a standard action. At the end of each action phase, the salamander makes a +4 vs. Reflex attack against everything within a Medium radius emanation of it.
    Hit: Each target takes 1d10 fire damage.

Natural Grab
The salamander makes a tail slam **strike**. In addition to the effects of the strike, it also makes a +6 vs. Fortitude and Reflex attack against the same target.
Hit: The target is **grappled** by the salamander.

Mournful Dirge
The dirgewalker makes a +5 vs. Mental attack against all creatures in a Medium radius.
Hit: Each target is dazed as a condition.
Critical Hit: Each target is stunned as a condition.

Undead

Allip — Level 4 [CR 1]
Medium undead

HP 25; **Bloodied** 12; **Recovery** 1d10   **AP** 5
Armor 10; **Fort** 7; **Ref** 13; **Ment** 14
Strike Draining touch +6 vs. Reflex (2d8)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 6, Con 0, Int 0, Per 0, Wil 6

Spectre — Level 7 [CR 2]
Medium undead

HP 80; **Bloodied** 40; **Recovery** 2d6   **AP** 6
Armor 13; **Fort** 10; **Ref** 16; **Ment** 17
Strike Draining touch +9 vs. Reflex (2d10)
Actions One in action phase, one in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 9, Con 0, Int 0, Per 0, Wil 9

Dirgewalker — Level 4 [CR 4]
Medium undead

HP 100; **Bloodied** 50; **Recovery** 1d10   **AP** 7
Armor 12; **Fort** 7; **Ref** 13; **Ment** 12
Strike Claw +6 (1d10)
Actions Two in action phase, two in delayed action phase
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 0, Dex 6, Con 0, Int 3, Per 6, **Wil 5**

Dirgewalker Abilities

Animating Caper
One corpse within Close range is animated as a skeleton under the dirgewalker's control. This ability costs an action point to use. It lasts as long as the dirgewalker attunes to it.

Skeleton — Level 1 [CR 1]
Medium undead

HP 10; **Bloodied** 5; **Recovery** 1d6   **AP** 2
Armor 8; **Fort** 5; **Ref** 8; **Ment** 6
Strike Claw +2 (1d8)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 2, Dex 2, Con 0, Int 0, Per 0, Wil 0

Skeleton, Warrior — Level 3 [CR 1]
Medium undead

HP 20; **Bloodied** 10; **Recovery** 1d8   **AP** 2
Armor 10; **Fort** 7; **Ref** 10; **Ment** 8
Strike Claw +4 (1d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 4, Dex 4, Con 0, Int 0, Per 0, Wil 0

Zombie — Level 1 [CR 1]
Medium undead

HP 16; **Bloodied** 8; **Recovery** 1d6   **AP** 2
Armor 7; **Fort** 9; **Ref** 5; **Ment** 6
Strike Slam +1 (1d10)
Behavior Attack highest threat
Awareness +6
Speed 30 ft.; **Space** 5 ft.; **Reach** 5 ft.
Attributes: Str 2, Dex 0, Con 3, Int 0, Per 0, Wil 0