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Chapter 0

Introduction

0.1 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.

0.2 How To Do Things

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. When your character tries to do something that has a chance of failure, you will roll a twenty-sided die, or "d20". You'll add some modifiers to that roll based on your character's abilities, and if the result is at least as high as the Difficulty Class (DC) of the action, your character will have succeeded at whatever he was trying to do.

The DC to perform an action depends on what how difficult your action is, as determined by the GM. This book contains guidelines on how difficult various things are, but they are only guidelines, and the GM always has the final say: they may know something you don't!

0.2.1 Opposed Checks

Sometimes, you're competing with another creature. In that case, you both roll and add your modifiers, and the creature with the higher result wins. This is called an opposed 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!

0.2.2 Actions

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

Common Actions

Standard Action: A standard action is the most common type of 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. You can take one standard action each turn.

Move Action: A move action is usually used to move from one

place to another. You can move a distance up to your base land speed with a move action. It can also be used for other activities that require some effort, such as drawing a weapon, opening a door, or standing up from a prone position. You can take one move action each turn.

Full-Round Action: A full-round action requires your character's full attention. Most full-round actions involve a combination of movement and concentrated effort, such as charging to strike a distant foe or running at full speed. You can take a full-round action in place of both your standard and move actions for the turn.

Uncommon Actions

Swift Action: A swift action represents a very brief moment of concentration on something. Most swift actions are related to magic in some way. You can take one swift action each turn.

Immediate Action: An immediate action is special. Unlike other actions, you can take an immediate action when it's not your turn, even in the middle of another creature's action. The most common immediate action is to drop prone. If you take an immediate action, you don't get a swift action on your next turn. You can't take more than one immediate action between each of your turns.

Actions On Your Turn

When it's your turn, you can take one standard action, one move action, and one swift action. If you want, you can take a full-round action instead of your standard and move actions.

Downgrading Actions: You can always "downgrade" an action to a lesser action: turning a standard action into a move action, or a move action into a swift action. If you really wanted to, you could take three swift actions on your turn, but that's usually not a good idea.

0.3 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 is 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 his 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.
- **It's just a game, so have fun.**

Chapter 1

Attributes

Each character has six attributes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). These attributes represent 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.

1.1 Attribute Descriptions

1.1.1 Strength (Str)

Strength measures muscle and physical power. It affects your character's accuracy and power with weapons, as well as the amount of equipment your character can carry.

1.1.2 Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, and reflexes. It affects your character's accuracy with some weapons and ability to avoid or react to attacks.

1.1.3 Constitution (Con)

Constitution represents your character's health and stamina. It affects how much punishment your character can take.

1.1.4 Intelligence (Int)

Intelligence determines how well your character learns and reasons. It affects your character's knowledge in many areas.

An animal has an Intelligence score of -5 or lower. A creature of humanlike intelligence has a score of at least a -4 Intelligence.

1.1.5 Wisdom (Wis)

Wisdom describes a character's common sense, perception, and intuition. While Intelligence represents one's attribute to analyze information, Wisdom represents being in tune with and aware of one's surroundings. It affects your character's perceptiveness.

1.1.6 Charisma (Cha)

Charisma measures a character's force of personality, willpower, and personal magnetism. It affects your character's actual strength of personality, not merely how your character is perceived by others in a social setting.

When an attribute score changes, almost all abilities associated with that score change accordingly.

1.2 Using Attributes

When you do something related to an attribute, you usually add the attribute score to your roll. Attributes are also used for other things, such as determining how much you can carry or how difficult you are to kill.

1.2.1 Attributes and Spellcasters

Using magic requires a strong mind. The attribute that governs spellcasting depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for druids; or Charisma for paladins, sorcerers, and most clerics. That attribute is called your casting attribute. In order to cast spells of a given level, your casting attribute must be at least equal to the spell's level. For example, a sorcerer with a 4 Charisma can cast up to 4th level spells. In addition to having a high attribute score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

1.2.2 Attribute Limits

Your attribute scores can never exceed 10. Magical and extraordinary creatures can exceed this limitation, but ordinary mortals are limited by their physical form.

1.3 Determining Attribute Scores

There are several options for how to determine attribute scores.

Predefined Attribute Scores

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

4, 3, 2, 1, 0, -1

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

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

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

3, 3, 2, 1, 1, 0

1.3.1 Point Buy

With this method, you can fully control your character's attribute scores to match what you want your character to be. All your character's attribute scores start at 0. You get 10 points to distribute among your character's attribute scores. Attribute scores can be bought according to the costs on Table 1.1: Attribute Score Point Costs.

Table 1.1: Attribute Score Point Costs

Attribute Score	Point Cost	Attribute Score	Point Cost
-2	-2 ¹	2	2
-1	-1 ¹	3	3
0	0	4	5
1	1	5	8

¹ No more than two attribute scores can be reduced below 0 in this way.

Chapter 2

Races

Each character has a race.

2.1 Racial Traits

2.1.1 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.

2.1.2 Favored Weapons

The names of some exotic weapons, such as the orcish double axe, include the name of a race. Members of the named race can treat those weapons as if they were martial weapons rather than exotic weapons.

2.1.3 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. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy: Any character except a barbarian can read and write all the languages he or she speaks.

Class-Related Languages: Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

Cleric: Abyssal, Celestial, Infernal.

Druid: Sylvan.

Wizard: Draconic.

2.1.4 Small Characters

A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +2 size bonus on Stealth checks. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

2.2 Humans

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- Humans can choose any feat for their racial bonus feat.
- 2 extra skill points at 1st level.

- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.

2.3 Dwarves

- +1 Constitution, -1 Dexterity.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet.
- Dwarves do not move slower in heavy armor, and can run normally in both medium and heavy armor.
- Darkvision: Dwarves can see in the dark clearly up to 60 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 or is dazzled, and does not resume functioning until 1 round after the dwarf leaves the brightly lit area or stops being dazzled. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stability: A dwarf gains a +2 competence bonus to Maneuver Class to resist being bull rushed, overrun, or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- Dwarves can choose any of the following feats for their racial bonus feat: Armor Proficiency (any), Dwarven Resilience, Endurance, Giantfighter, Great Fortitude, Stonecunning, Toughness, Weapon Proficiency (axes)
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

2.4 Elves

- +1 Dexterity, -1 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to sleep effects.
- Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Trance: Elves that trance for 4 hours gain the same benefit as humans do from 8 hours of sleep. An elf in trance may make Listen checks at a -5 penalty.

- +2 competence bonus on Perception checks.
- Elves can choose any of the following feats for their racial bonus feat: Focused Mind, Keen Senses, Light-Footed, Lightning Reflexes, Magical Aptitude, Weapon Proficiency (bows, heavy blades, or light blades)
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

2.5 Gnomes

- +1 Constitution, -1 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +2 size bonus on Stealth checks. However, he takes a -4 penalty to combat maneuver attack and defense, he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- A gnome with a Charisma score of at least 0 gains spell-like abilities. These can be used a number of times per day equal to half the home's character level + half Charisma: *create sound*, *dancing lights*, and *prestidigitation*. The gnome's caster level with these abilities is equal to the gnome's character level, and the save DC is equal to 10 + half character level + Charisma.
- Gnomes can choose any of the following feats for their racial bonus feat: Giantfighter, Spell Focus (illusion)
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

2.6 Half-Elves

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to sleep effects.
- Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Skill Affinity: Half-elves can master skills with particular ease. If a half-elf has a skill as a class skill from any class, it is treated as a class skill for all of his classes. For example, a half-elf rogue 1 / fighter 8 with 2 skill points in Stealth would have 12 ranks in Stealth.
- +2 competence bonus on Persuasion and Sense Motive checks.
- Elven Blood: For all effects related to race, a half-elf is considered both a human and an elf.
- Half-elves can choose any skill feat or any elven or human racial bonus feat for their racial bonus feat.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).

2.7 Half-Orcs

- +1 Strength, -1 Intelligence, -1 Wisdom.

- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see clearly in the dark up to 60 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if an orc is in a brightly lit area or is dazzled, and does not resume functioning until 1 round after the orc leaves the brightly lit area or stops being dazzled. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- +2 competence bonus on Intimidate checks, but a -2 penalty on Persuasion checks.
- Orc Blood: For all effects related to race, a half-orc is considered both a human and an orc.
- Half-orcs can choose any combat feat or any orc or human racial feat for their racial bonus feat.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.

2.8 Halflings

- +1 Dexterity, -1 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +2 size bonus on Stealth checks. However, she takes a -4 penalty to combat maneuver attack and defense, she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +1 competence bonus on all saving throws.
- Halflings can choose any of the following feats for their racial bonus feat: Athletic, Giantfighter, Light-Footed, Weapon Proficiency (thrown)
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.

Chapter 3

Classes and Backgrounds

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.

3.1 Class Introductions

There are eleven classes in Rise.

- Barbarians are mighty warriors who can enter a deadly battle-age.
- Clerics are divine spellcasters who draw power from their veneration of a deity or ideal.
- Druids are divine spellcasters who draw power from their veneration of nature.
- Fighters are highly disciplined warriors who excel in physical combat of any variety.
- Monks are agile masters of “*ki*” who hone their personal abilities to strike down foes and perform supernatural feats.
- Paladins are holy warriors whose devotion to their deity grants them the ability to discern and smite evil.
- 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.
- Sorcerers are arcane spellcasters with an intuitive and flexible understanding of magic.
- Wizards are arcane spellcasters with a highly studied and deep understanding of magic.

3.1.1 Class Description Format

Alignment: Some classes have alignment restrictions. See Chapter 6: Description for a description of what alignments are.

Hit Value: At each level, you gain hit points equal to your class's Hit Value + half your Constitution.

Class Skills: These are skills that members of this class are typically good at.

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

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

Base Attack Progression: This measures how skilled a character is in combat. A character adds his base attack bonus to all attacks he makes, and half his base attack bonus to his armor class, which represents how hard he is to hit. There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 3.1: Base Progressions.

A high base attack bonus can grant additional attacks, as described in Combat, page 92.

Base Saving Throw Progressions: This measures how resistant members of the class are to unusual kinds of attacks. There are three kinds of saving throws. Fortitude saves represent your ability to resist attacks on your body, like poisons and diseases. Reflex saves represent your ability to avoid attacks, such as pit traps or explosions. Will saves represent your ability to resist mental influence, like fearsome creatures and enchantment spells. You add your base saving throw bonus to all saving throws you make of that type. There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 3.1: Base Progressions.

Table 3.1: Base Progressions

Progression	Attack Bonus	Saving Throw Bonus
Good	Class level	Class level + 2
Average	Three-quarters class level	Three-quarters class level + 1
Poor	One-half class level	One-half class level

Class Features: The class features that a character gets for being a member of the class.

3.2 Class Descriptions

3.2.1 Barbarian

Table 3.2: The Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+3	+1	+0	Damage reduction, rage +2
2nd	+2	+4	+2	+1	Fast movement, uncanny dodge
3rd	+3	+5	+3	+1	Endurance, channeled rage
4th	+4	+6	+4	+2	Grit
5th	+5	+7	+4	+2	

Alignment: Any nonlawful.

Hit Value: 7.

Class Skills

The barbarian's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Acrobatics (Dex), Ride (Dex), Perception (Wis), Survival (Wis), Creature Handling (Cha), and Intimidate (Cha).

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the barbarian.

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

Damage Reduction (Ex): A barbarian gains the ability to shrug off some amount of injury from attacks. He ignores an amount of damage each round equal to his barbarian level. Damage in excess of this value is dealt normally. Damage reduction can reduce damage to 0 but not below 0.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. While in a rage, he temporarily gains a +2 competence bonus to weapon damage rolls and Fortitude and Will saves. In addition, he gains 2 temporary hit points per barbarian level, but he takes a –2 penalty to Armor Class.

The extra hit points gained from raging are lost before any other hit points. (For more information, see page ??.)

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills other than Acrobatics, Escape Artist, Intimidate, and Ride, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

A barbarian's ability to maintain his rage depends on his willpower. A fit of rage lasts for a number of rounds equal to 5 + the barbarian's Charisma. He may prematurely end his rage, and it ends automatically if he becomes unconscious. At the end of the rage, the barbarian takes nonlethal damage equal to the number of temporary hit points he gained by raging, loses his rage bonuses and restrictions, and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. If the barbarian has any temporary hit points remaining at the end of his rage, the nonlethal damage is dealt to those hit points before they go away.

A barbarian can fly into a rage once per day, plus an additional number of times per day equal to half his Constitution (minimum 0), to a maximum number of rages per day equal to his barbarian class level. He may not rage more than once per encounter. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Fast Movement (Ex): At 2nd level, a barbarian's land speed becomes faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus is a competence bonus.

Uncanny Dodge (Ex): Starting at 2nd level, a barbarian can react to danger before his senses would normally allow him to do so. He may apply his Dexterity and dodge modifier to his armor class while flat-footed.

If a barbarian already has uncanny dodge from a different class, he stacks those levels to determine whether he gains improved uncanny dodge (see below) instead.

Endurance: A barbarian gains Endurance (see [Endurance](#)) as a bonus feat at 3rd level. If he already has Endurance, he may gain any other feat for which he qualifies as a bonus feat.

Channeled Rage: At 3rd level, a barbarian gains the ability to enter a channeled rage whenever he rages. Each channeled rage grants the barbarian additional abilities while in that rage or changes the nature of his rage.

A barbarian can only be in one channeled rage at a time. By spending an additional use of his rage ability, he can change which channeled rage he is in without exiting the rage, but this does not reset the duration of the rage. A barbarian chooses one channeled rage that he may enter at 3rd level, plus one every three levels thereafter.

Channeled rage abilities are (Ex) abilities unless otherwise noted. All bonuses granted by channeled rages apply only while the barbarian is in that channeled rage.

Athletic Rage: The barbarian adds his rage bonus as a competence bonus to his Climb, Jump, and Swim checks. Additionally, he is always treated as having a running start when jumping.

Agile Rage: The barbarian adds his rage bonus as a competence bonus to his Reflex saves and Dexterity-based skill checks.

Endless Rage: The barbarian's rage lasts for an additional 5 rounds.

Fearless Rage: The barbarian becomes immune to fear and harmful morale effects.

Intimidating Rage: The barbarian adds his rage bonus as a competence bonus to his Intimidate checks. Any foe he intimidates remains shaken until the barbarian ends his rage.

Mighty Rage: The barbarian adds his rage bonus as a competence bonus to his Strength. This replaces his competence bonuses to weapon damage rolls and Fortitude saves.

Overpowering Rage: The barbarian adds his rage bonus as a competence bonus to his maneuver modifier. This replaces his competence bonus to weapon damage rolls.

Savage Rage: The barbarian's unarmed strikes deal damage as if he were two size categories larger (1d6 for a Medium barbarian). His damage with unarmed strikes increases by an additional size category at 6th, 12th, and 18th level.

Wary Rage: The barbarian does not suffer the normal –2 penalty to AC for raging.

Grit (Ex): At 4th level, a barbarian's resilience allows him to shrug off magical effects. If he makes a successful Fortitude save against an attack that normally deals half damage on a successful save, he instead takes no damage.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class.

3.2.2 Cleric

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

Hit Value: 5.

Class Skills

The cleric's class skills (and the key attribute for each skill) are Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Heal (Wis), Sense

Table 3.3: The Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+3	Matters of faith, lesser domain aspect, spontaneous casting
2nd	+1	+2	+1	+4	Channel energy, lesser domain aspect
3rd	+2	+3	+1	+5	Domain power
4th	+3	+4	+2	+6	Domain power
5th	+3	+4	+2	+7	Channelled domain power

Motive (Wis), Spellcraft (Wis), Persuasion (Cha), and Intimidate (Cha).

Domains and Class Skills: A cleric who chooses the Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha) and Disguise (Cha) to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the cleric.

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

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

Most clerics use Charisma to cast spells. Clerics of specific deities may use a different casting ability, which affects all aspects of the cleric's spellcasting accordingly.

To learn or cast a spell, a cleric must have a Charisma score at least equal to the spell's level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Charisma.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day.

A cleric's selection of spells is limited. A cleric begins play knowing one 1st-level spell of his choice, plus two spells chosen from the list of spells offered by his domains.

At each new cleric level, he gains one or more new spells, as indicated on Table 3.5: Cleric Spells Known. Two spells at every spell level must be drawn from the cleric's domains; sometimes these spells are normal spells on the cleric's spell list, but often they are additions to the spell list. A cleric may also choose spells from his domain lists with his normal spells known.

A cleric can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. For example, at 1st level, the cleric Cadius can cast four 1st-level spells per day. He knows four 1st-level spells: one of his choice, two from his domains, and either *cure light wounds* or *inflict light wounds* depending on his alignment (see Table 3.5: Cleric Spells Known). Thus, on any given day, he can cast some combination of the five spells a total of four times.

A cleric may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level cleric has used up all

his 3rd-level spell slots for the day but wants to cast another third level spell, he could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

At each cleric level, a cleric can choose to learn a new spell in place of one he already knows. In effect, the cleric "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and the spells must be of the same type; regular spells cannot be exchanged with domain spells, and the spells a cleric knows from his alignment cannot be exchanged in this way at all. A cleric may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

A cleric's magic level is equal to his cleric level.

Table 3.4: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—

Table 3.5: Cleric Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0+2	—	—	—	—	—	—	—	—
2nd	1+2	—	—	—	—	—	—	—	—
3rd	2+2	—	—	—	—	—	—	—	—
4th	2+2	0+2	—	—	—	—	—	—	—
5th	3+2	1+2	—	—	—	—	—	—	—

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The

Table 3.6: Deities

Deity	Alignment	Domains
Guftas, horse god of justice	Lawful good	Animal, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Leadership, War
Simor, fighter god of protection	Lawful good	Good, Law, Life, Protection
Vanya, centaur god of nature	Neutral good	Good, Plant, Strength, War
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Good, Trickery
Chavi, bard god of stories	Chaotic good	Chaos, Knowledge, Leadership, Trickery
Ivan Ivanovitch, bear god of strength	Chaotic good	Animal, Chaos, Strength, War
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
Murdoc, bard god of mercenaries	Chaotic neutral	Destruction, Knowledge, Leadership, War
Daeghul, god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

restriction on alignment domains still applies.

Each domain grants a cleric access to two spells at each spell level, from 1st on up. A cleric adds all four domain spells to his spell list (if they were not already on his spell list). Each domain also has several associated powers. At 1st level, a cleric can choose one domain power from one of his two domains. Clerics gain access to more domain granted powers as they increase in level.

For example, Cadius is a 1st-level cleric. He chooses Good and Law as his two domains. He gets the granted powers of one of his selected domains. The Good domain gives him access to *bless* and *protection from evil* as domain spells which he can learn, and could allow him to cast all spells with the good descriptor at +1 caster level (as if he were one level higher as a cleric) as a granted power. The Law domain gives him access to *command* and *protection from chaos* as domain spells, and could allow him to cast all law spells at +1 caster level as a granted power. Cadius can choose either the granted power from the Good domain or the granted power from the Law domain. He can learn any two of those four spells for his domain spells known, plus any one additional spell, which he can choose from either the cleric spell list or from the remaining two spells offered by his domains. When Cadius readies his spells for the day, he gets two 1st-level spell slots for being a 1st-level cleric and one bonus 1st-level spell slot for having a high Charisma score (15).

Spontaneous Casting: Clerics are particularly adept at channeling positive and negative energy. A cleric may choose to spontaneously cast *cure* spells (any spell with “cure” in its name), which channel positive energy to heal wounds, or *inflict* spells (any spell with “inflict” in its name), which channel negative energy to cause wounds. This choice adds each *cure* or *inflict* spell to the cleric’s list of spells known once the cleric gains the ability to cast spells of the appropriate level.

Chaotic, Evil, Good, and Lawful Spells: A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Lesser Domain Aspect (Su): A cleric’s abilities are shaped by his domains. Each domain is associated with a lesser domain aspect. Lesser domain aspects are not activated. Options for domain aspects are listed below.

Air: The cleric adds Jump to his cleric class skill list and gains electricity damage reduction equal to his cleric level.

Chaos: Whenever the cleric rolls a 2 on a d20 roll, he immediately rerolls.

Death: The cleric does not suffer partial effects if he makes his saving throw against death effects. For example, he is not staggered by *finger of death* if he makes his Fortitude save.

Destruction: The cleric can ignore half of the hardness of any object he damages, whether with spells or weapons.

Earth: The cleric gains Endurance as a bonus feat.

Evil: The cleric gains Skill Focus (Intimidate) as a bonus feat.

Fire: The cleric gains fire damage reduction equal to twice his cleric level.

Good: The cleric gains Skill Focus (Persuasion) as a bonus feat.

Knowledge: The cleric adds all Knowledge skills to his cleric class skill list.

Law: Whenever the cleric rolls a 2 on a d20 roll, he treats it as if he had rolled a 10.

Magic: The cleric gains an additional spell slot at his highest level of spells.

Protection: You gain either Covering Fire or Guardian as a bonus feat, as you choose.

Strength: The cleric adds Climb, Jump, and Swim to his cleric class skill list.

Travel: The cleric adds Knowledge (geography) and Survival to his cleric class skill list.

Trickery: The cleric adds Bluff and Disguise to his cleric class skill list.

Vitality: The cleric gains a +2 competence bonus to attack rolls with Vitalism spells.

War: The cleric gains Weapon Focus with his deity’s favored weapon group as a bonus feat, even if he doesn’t meet the prerequisites. If he does not have a deity, he gains it in a weapon group related to his alignment or ideals.

Water: The cleric adds Swim to his cleric class skill list and gains a swim speed equal to his base land speed.

A cleric gains an additional lesser domain aspect at 2nd level.

Matters of Faith (Ex): A cleric gains a +10 competence bonus to Knowledge (religion) checks made concerning his faith, such as questions about his deity or philosophy, religious rites, holy sites, and so on. Further, he is treated as being trained in Knowledge (religion) when making such checks, whether or not he actually is.

Channel Energy (Su): At 2nd level, by channeling the power of his faith through his holy (or unholy) symbol, a cleric can act as a

powerful conduit of divine energy. He cleric must choose whether to channel positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous *cure* or *inflict* spells (see below).

When a cleric channels energy, it affects all creatures in a Medium (20 ft.) radius burst centered on him, including himself. The cleric may choose to exclude a number of creatures from the effect equal to 1 + half his Wisdom. The amount of damage dealt (if negative energy is channeled) or healed (if positive energy is channeled) is equal to 1d6 damage per two cleric levels. Each affected creature can make a Fortitude save to halve the damage. The DC of this save is equal to 10 + the cleric's level + the cleric's Charisma.

Channeling energy is a standard action that does not provoke attacks of opportunity. A cleric can channel energy a number of times per day equal to 3 + half his Charisma. A cleric must be able to present his holy symbol to use this ability. The abilities used

Domain Power (Su): At 3rd level, a cleric gains a domain power from one of his domains. Using a domain power requires a standard action that does not provoke attacks of opportunity unless otherwise noted. All domain powers can be used at will unless otherwise noted. If a domain power allows a saving throw, the DC is equal to 10 + the cleric's level + the cleric's Charisma.

The domain powers for each domain are described below.

Air – Lightning Arc: The cleric fires an arc of lightning at a creature within Medium (100 ft.) range. If he hits on a ranged touch attack, the creature takes d8 electricity damage + d8 per four cleric levels after 1st.

Chaos – Touch of Chaos: A creature within Close (30 ft.) range is imbued with the power of chaos for 5 rounds. Any attack roll, saving throw, or check it makes where it rolls an odd number gets a –2 penalty. Creatures affected by this power are treated as lawful for the purpose of the cleric's chaotic spells and effects.

Death – Death's Door: If the cleric succeeds on a melee touch attack, he rolls d6 per cleric level. If the total at least equals the touched creature's current hit points, it loses all of its hit points and is disabled. If the total at least equals the creature's critical damage, it is instantly slain. This is a death effect.

Destruction – Destructive Resonance: A touched creature or object takes d10 sonic damage + d10 per four cleric levels after 1st.

Earth – Raise Earth: As a swift action, the cleric can command the earth to raise up any creature within Close (30 ft.) range, allowing it to stand from prone without taking an action. This ability only works on natural earth or stone.

Evil – Touch of Evil: A touched creature is sickened and is treated as good for the purpose of the cleric's evil spells and effects. This effect lasts for 5 rounds.

Fire – Firebolt: The cleric fires a bolt of fire at a creature within Close (30 ft.) range. If he hits on a ranged touch attack, the creature takes d8 fire damage + d8 per four cleric levels after 1st.

Good – Holy Touch: A touched creature is dazzled and treated as evil for the purpose of good spells and effects that the cleric creates. The effect lasts for 5 rounds.

Knowledge – Minor Vision: A touched creature is granted a brief vision of the future, giving it a +2 enhancement bonus to attack rolls, weapon damage rolls, and checks for 1 round.

Law – Touch of Order: A creature within Close (30 ft.) range is imbued with the leveling power of order for 5 rounds. Any attack roll, saving throw, or check it makes with a roll of 11 or higher

gets a –2 penalty. In addition, it is treated as being chaotic for the purpose of the cleric's lawful spells and effects.

Magic – Breach Defenses: The cleric fires a magical ray at a creature within Close (30 ft.) range. If he hits, the target takes d6 damage + 1 per cleric level. In addition, it takes a –2 penalty to saving throws against the cleric's spells for 1 round.

Nature – Wild Speech: The cleric gains wild speech, as the druid ability, with a druid level equal to half his cleric level (minimum 1). This power can be used a number of times per day equal to half the cleric's level.

Protection – Martyr's Touch: For the next 5 rounds, the cleric takes half of the damage the touched creature would take, as the *shield other* spell. If the cleric get farther than Medium (100 ft.) range from the touched creature during this time, the effect is broken.

Strength – Surge of Strength: The cleric gains a +2 enhancement bonus to Strength for 1 round. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. This power can be used a number of times per day equal to 1 + half the cleric's Strength.

Travel – Free Stride: As a swift action, the cleric can gain the ability to move through difficult terrain at full speed for 1 round. This power can be used a number of times per day equal to 1 + half the cleric's Dexterity.

Trickery – Liar's Boon: As a swift action, the cleric can gain a +3 enhancement bonus to Bluff and Disguise checks for 5 minutes. This power can be used a number of times per day equal to 1 + half the cleric's Charisma.

Vitality – Vital Reach: As a swift action, the cleric can cause a dying creature within Medium (100 ft.) range to stabilize or take 1 critical damage, as he desires.

War – Warrior's Boon: A creature touched creature gains a +2 enhancement bonus to attack rolls for 1 round. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. This power can be used a number of times per day equal to 1 + half the cleric's Charisma.

Water – Drowning Orb: The cleric fires an orb of water at a creature within Close (30 ft.) range. If he hits on a ranged touch attack, the orb attempts to force itself into the creature's mouth and nose to drown it, dealing d8 nonlethal damage + d8 per four cleric levels after 1st. In addition, the creature must make a Fortitude save or be forced to hold its breath for 5 rounds.

The cleric gains an additional domain power from one of his domains at 4th level.

Channelled Domain Power (Su): At 5th level, a cleric gains a channelled domain power from one of his domains. Unless otherwise stated, using a channelled domain power is identical to using channel energy and consumes a use of the cleric's channel energy ability. Instead of channeling positive or negative energy, the cleric instead gains the effect of the channelled domain power. If a channelled domain power deals damage, it functions like channeling negative energy unless otherwise noted. If a channelled domain power heals damage, it functions like channeling positive energy unless otherwise noted. The channelled domain powers are described below.

Air: The cleric channels electrical energy. This deals electricity damage and heals creatures with the air subtype. A Reflex save halves the damage.

Chaos: The cleric channels anarchic energy. Roll randomly

each time this power is used to determine whether it functions as channeling negative energy or channeling positive energy, except that it always heals chaotic creatures and harms lawful creatures.

Death: The cleric channels negative energy, except that any creatures dealt critical damage by this power are instantly killed, with no saving throw allowed. This is a death effect.

Destruction: The cleric channels destructive energy. This deals untyped damage and allows a Fortitude save for half damage.

Earth: The cleric channels seismic energy. This deals physical bludgeoning damage to all creatures on the ground. A Reflex save halves the damage.

Evil: The cleric channels negative energy, except that it has no effect on evil creatures.

Fire: The cleric channels fiery energy. This deals fire damage and heals creatures with the fire subtype. A Reflex save halves the damage.

Good: The cleric channels positive energy, except that it has no effect on evil creatures.

Knowledge: The cleric channels knowledge itself. This functions like channeling positive energy, except that each affected creature gains a bonus equal to half the cleric's level on the next attack roll, damage roll, saving throw, or check that it makes instead of being healed. If this bonus is not used within 5 rounds, it is wasted.

Law: The cleric channels axiomatic energy. This deals 4 damage per two cleric levels to all creatures within a 40 ft. cube centered on the cleric. A Will save halves the damage, and it has no effect on lawful creatures.

Magic: The cleric channels magical energy. This heals creatures who can cast spells and deals damage to creatures who cannot.

Nature: The cleric channels positive energy, except that the cleric can decide whether it acts as positive or negative energy to animals and plants.

Protection: The cleric grants each affected creature temporary hit points equal to half the amount that channelling positive energy would have healed. Undead gain temporary hit points as well. The temporary hit points last for 5 rounds.

Strength: The cleric channels positive energy. Creatures at their maximum hit points after being healed gain a +1 enhancement bonus to Strength. This bonus increases to +2 at 11th level.

Travel: The cleric channels positive energy. All healed creatures can ignore difficult terrain for 1 round.

Trickery: The cleric channels negative energy. It deals half damage, but all damaged creatures who fail their Will saves are bewildered for 5 rounds. This is a mind-affecting effect.

Vitality: The cleric channels energy as normal, except that he gains a +2 circumstance bonus to his cleric level.

War: The cleric channels energy as normal, except that he can exclude two additional creatures from the effect.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot

thereafter gain levels as a cleric of that god until he atones (see the [atonement](#) spell description).

3.2.3 Druid

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

Hit Value: 5.

Class Skills

The druid's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Ride (Dex), Stealth (Dex), Knowledge (geography), Knowledge (nature) (Int), Heal (Wis), Perception (Wis), Survival (Wis), and Creature Handling (Cha).

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with simple weapons, any one other weapon group, scimitars, sickles, and slings.

Druids are proficient with light and medium armor, but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the [ironwood](#) spell so that it functions as though it were steel. See the [ironwood](#) spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below.

To learn or cast a spell, a druid must have a Wisdom score at least equal to the spell's level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3.7: The Druid.

A druid's selection of spells is limited. A druid begins play knowing three 0-level spells (also called orisons) and two 1st-level spells of the druid's choice. At each new druid level, she gains one or more new spells, as indicated on Table 3.9: Druid Spells Known.

A druid learns and casts spells the way a cleric does, though she does not have any domains (but see Spontaneous Casting, below). A druid may cast any spell she knows on the druid spell list (page 120).

A druid's magic level is equal to her druid level.

Table 3.8: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—

Table 3.7: The Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+3	+0	+1	Nature sense, natural casting, wild speech
2nd	+1	+4	+1	+2	Woodland stride
3rd	+2	+5	+1	+3	Wild aspect
4th	+3	+6	+2	+4	Venom immunity
5th	+3	+7	+2	+4	Wild aspect

Table 3.9: Druid Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—

Natural Casting (Ex): A druid’s spells channel of nature itself. Though her energy is a necessary component to bring natural power to bear, she need not be the focus of its might. Whenever she casts a druid area spell that would emanate from her, such as a cone or line spell, she may cause the spell to originate from any position within 10 feet of her. All other aspects of the spell are unchanged.

For example, a druid casting *gust of wind* could create a line of wind originating from 10 feet to her right. The line would extend 50 feet out from that point, as normal. If the druid cause the line of wind to blow to the left, she could potentially be affected by the wind.

Bonus Languages: A druid’s bonus language options include Sylvan, the language of magical woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn’t take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Nature Sense (Ex): A druid gains a +2 competence bonus on Knowledge (nature) and Survival checks. In addition, she can make those checks as if she were trained.

Wild Speech (Su): One of the first lessons a druid learns is how to commune with natural creatures. A druid can speak with animals a number of times per day equal to half her druid level + her Charisma (minimum 1). Each time she uses this ability, she chooses a kind of animal, such as owl or wolf. She can then speak to and understand animals of that type for a number of minutes equal to her druid level.

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

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, over-

grown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Wild Aspect (Su): At 3rd level, a druid gains the ability to embody an aspect of an animal. Embodying a wild aspect is a standard action and doesn’t provoke an attack of opportunity. Wild aspects last for 10 minutes per druid level, or until the druid dismisses the effect, unless otherwise stated. The druid can use this ability a number of times per day equal to half her druid class level + her Constitution.

When a druid embodies a wild aspect, she gains all abilities from an animal that she knows. For example, a druid devoted to bulls, who chose the Lope and Gore aspects, would gain both abilities with a single use of wild aspect. A druid devoted to both bulls and eagles, who chose the Lesser Flight aspect from the eagle and the Gore aspect from the bull, would have to use two uses of wild aspect to use both abilities.

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

The druid may choose any wild aspect, provided that she has the minimum druid level indicated by the aspect. At 5th, 7th, and 9th level, she learns how to take on a new wild aspect. At higher levels, a druid may choose a greater aspect instead; see below. =====

The druid may choose any wild aspect, provided that she has the minimum druid level indicated by the aspect. At 5th level, she learns how to take on a new wild aspect. ~~~~~ origin/simplified

Each wild aspect also grants an ability based on the number of abilities the druid has from that aspect. These bonuses are only granted when the druid has taken on that wild aspect.

Animal: While embodying the animal aspect, the druid gains an enhancement bonus to any attribute score of her choice equal to the number of animal abilities she possesses.

- 3. Low-Light Vision: The druid gains low-light vision.
- 5. Scent: The druid gains the scent ability.

Ape: While embodying the ape aspect, the druid gains an enhancement bonus to Strength equal to the number of ape abilities she possesses.

- 3. Climb: The druid gains a climb speed equal to her base land

speed.

5. Improved Grab: When the druid hits a foe with an unarmed strike or natural attack, she may attempt to grapple her foe as a swift action without provoking an attack of opportunity.

Bear: While embodying the bear aspect, the druid gains an enhancement bonus to Constitution equal to the number of bear abilities she possesses.

3. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with the bite.
5. Claws: The druid gains two claw attacks which can be used as light natural weapons. A Medium druid deals d6 damage with each claw.

Bull: While embodying the bull aspect, the druid gains an enhancement bonus to Strength equal to the number of bull abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. Gore: The druid gains a gore attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a gore.

Cat: While embodying the cat aspect, the druid gains an enhancement bonus to Dexterity equal to the number of cat abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

Eagle: While embodying the eagle aspect, the druid gains an enhancement bonus to Charisma equal to the number of eagle abilities she possesses.

3. Wings, partial: The druid gains a glide speed equal to her base land speed. While gliding, she cannot use her hands for anything except moving.
5. Talons: The druid gains talons which can be used as a heavy natural weapon. A Medium druid deals d8 damage with her talons.

Fox: While embodying the fox aspect, the druid gains an enhancement bonus to Intelligence equal to the number of fox abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.

5. Bite: The druid gains a bite attack which can be used as a primary natural weapon. A Medium druid deals d8 damage with a bite.

Owl: For each owl ability she possesses, the druid gains a +1 enhancement bonus to Wisdom while embodying the owl aspect.

3. Wings, partial: The druid gains a glide speed equal to her base land speed. While gliding, she cannot use her hands for anything except moving.
5. Talons: The druid gains talons which can be used as a heavy natural weapon. A Medium druid deals d8 damage with her talons.

Serpent: While embodying the serpent aspect, the druid gains an enhancement bonus to grapple attacks and saving throw DCs with any poison-based ability she uses equal to the number of serpent abilities she possesses.

3. Slither: The druid gains a climb speed equal to half her base land speed. She does not need to use her hands to climb in this way.
5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

Wolf: While embodying the wolf aspect, the druid gains an circumstance bonus to weapon damage against overwhelmed foes and an enhancement bonus to trip attacks equal to the number of wolf abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

Venom Immunity (Ex): At 4th level, a druid gains immunity to all poisons.

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 druid abilities (not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the [atonement](#) spell description).

3.2.4 Fighter

Table 3.10: The Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+3	+0	+1	Armor discipline
2nd	+2	+4	+1	+2	Bonus feat
3rd	+3	+5	+1	+3	Weapon discipline
4th	+4	+6	+2	+4	Adaptive style feat
5th	+5	+7	+2	+4	Combat discipline

Alignment: Any.

Hit Value: 6.

Class Skills

The fighter's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Ride (Dex), and Intimidate (Cha).

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the fighter.

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

Armor Discipline: At 1st level, a fighter's training grants him additional capability when using his armor. He may choose an armor category (light, medium, heavy, or shields), or he may choose to train equally with all kinds of armor and shields. Whether or not he chooses a specific armor category, he reduces his armor check penalty by 2 and reduces his arcane spell failure by 5% when using his chosen armor. These benefits apply separately to armor and shields, if the fighter uses both and chose not to focus in a particular armor category. This effect cannot reduce those penalties below 0.

If the fighter chose a particular armor category, he gains a +1 competence bonus to his dodge modifier while using armor of that category.

Bonus Feat: At 2nd level, a fighter gets a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as combat feats on Table 5.8: Combat Feats (page 60). A fighter must still meet all prerequisites for a bonus feat, including attribute score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of combat feats when choosing those feats.

Weapon Discipline: At 3rd level, a fighter's training grants him additional capability when using his weapons. He may choose a weapon group, or he may choose to train equally with all weapons. If he chooses a weapon group, he gains a +1 competence bonus to attack rolls with weapons from that group.

If he chooses not to focus on a specific group of weapons, he gains the ability to become proficient with any weapon group if he spends 8 hours training with a weapon from that group. He may only keep this proficiency with one weapon group at a time; if he trains with a new weapon group, he loses his proficiency in the previous group.

Adaptive Style Feats: At 4th level, a fighter gets a flexible bonus feat which must be drawn from the list of combat feats. A fighter must still meet all prerequisites for any bonus feat chosen. At the start of each day, the fighter may train for an hour. If he does so, he may choose to change his adaptive style feats to any other feats for which he meets the prerequisites.

Adaptive style feats may be used normally as prerequisites for other feats or abilities. However, an adaptive style feat is used as a prerequisite, it cannot be changed until the fighter no longer needs to use it as a prerequisite, such as might happen if the fighter takes the feat as a normal feat or bonus feat.

In order to gain a new adaptive style feat, it must be reasonably possible to do training related to the new feat. For example, a

fighter could not gain Weapon Focus in axes without at least one axe available.

Combat Discipline: At 5th level, a fighter can his superior training and focus to keep fighting in the face of debilitating effects. When a fighter is initially affected by one of the conditions listed below, he may mitigate or negate the condition for up to one round per two fighter levels. At the end of that time, if the original condition would still affect the fighter, it does so normally, though he may use combat discipline again (if he has uses remaining) to continue to fight off the effect.

Using combat discipline takes no action, and can be done at any time, even when it isn't the fighter's turn. A fighter may use this ability a number of times per day equal to 3 + his Constitution

Table 3.11: Combat Discipline Conditions

Condition	Condition	Condition	Condition
Panicked	Frightened	Shaken	None
Petrified	Paralyzed	Slowed	None
Stunned	Dazed	Staggered	None
	Blinded	Dazzled	None
	Confused	Bewildered	None
	Exhausted	Fatigued	None
	Nauseated	Sickened	None
		Ability damage ¹	None
		Ability penalty ¹	None
		Entangled	None
		Deafened	None
		Fascinated	None
		Ignited ²	None
		Immobilized	None
		Negative level ³	None

1. Allows the fighter to mitigate up to half his fighter level in ability damage or penalties per use of combat discipline.

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

3. Allows the fighter to ignore a single negative level per use of combat discipline.

A fighter cannot use this ability more than once against a single source. For example, if a fighter is exhausted by a *ray of exhaustion* spell, he can use this ability to downgrade the exhaustion to fatigue, but he can't then expend a second use to negate the fatigue. The lesser condition that this ability imposes may be cured or removed normally, but doing so does not affect the resurgence of the condition the fighter was originally afflicted with. If a fighter uses this ability to mitigate or negate a condition which he must suffer as a sacrifice or cost to gain some benefit, he automatically forfeits the benefit he would have gained.

3.2.5 Monk

Alignment: Any lawful.

Hit Value: 5

Class Skills

The monk's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Stealth (Dex), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Persuasion (Cha).

Table 3.12: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	Unarmored Speed Bonus
1st	+0	+1	+3	+3	Enlightened defense, flurry of blows, unarmed strike	1d6	+0 ft.
2nd	+1	+2	+4	+4	Bonus feat, <i>ki</i> strike, uncanny dodge	1d6	+0 ft.
3rd	+2	+3	+5	+5	Bonus feat, still mind, wholeness of body	1d6	+10 ft.
4th	+3	+4	+6	+6	Evasion, slow fall	1d8	+10 ft.
5th	+3	+4	+7	+7	<i>Ki</i> strike (magic)	1d8	+10 ft.

Skill Points at 1st Level: 4**Class Features**

All of the following are class features of the monk.

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

Enlightened Defense (Ex): When unarmored and unencumbered, the monk may add her Wisdom to her AC.

This bonus to AC applies even against touch attacks or when the monk is flat-footed. She loses this bonus when she is helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows. When making flurry of blows attack, if the monk hits a foe by 5 or more, she may deal extra damage to the same foe as if she had hit with two attacks. Additional damage from Strength is only applied to the first attack. She may instead attempt to direct the extra damage to a different foe. If the attack also exceeds that foe's armor class by 5 or more, both foes are damaged by the monk's attack. A monk must use a full attack action to strike with a flurry of blows, and she may only use a flurry of blows to make melee attacks.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, and siangham, but not shuriken). She may attack with unarmed strikes and special monk weapons interchangeably as desired.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so. A monk may not use a two-weapon fighting style (see page ??) and flurry of blows at the same time.

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on

her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3.12: The Monk. The unarmed damage given is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table 3.13: Small or Large Monk Unarmed Damage.

Monks can use gauntlets, including enchanted gauntlets, but they must use the damage of the gauntlets in place of their normal unarmed strike damage if they do so.

Table 3.13: Small or Large Monk Unarmed Damage

Level	Damage (Small Monk)	Damage (Large Monk)
1st-3rd	1d4	1d8
4th-5th	1d6	1d10

Bonus Feat: At 2nd level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 3rd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Ki Strike (Su): At 2nd level, a monk can guide her strikes with *ki*. She may add half her Wisdom to her attack rolls with unarmed strikes, special monk weapons, and maneuvers. This is in addition to the normal Strength or Dexterity, as appropriate.

Uncanny Dodge (Ex): Starting at 2nd level, a monk can react to danger before her senses would normally allow her to do so. She may apply her Dexterity and dodge modifier to her armor class while flat-footed.

If a monk already has uncanny dodge from a different class, she stacks those levels to determine whether she gains improved uncanny dodge (see below) instead.

Evasion (Ex): At 2nd level or higher, if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains a competence bonus to her speed, as shown on Table 3.12: The Monk (page 23). A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher may add half her Wisdom to Will saves in place of half her Intelligence.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of any solid object can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a solid object) increases by 5 feet per monk level thereafter.

Wholeness of Body (Su): At 4th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to her monk level x her Wisdom bonus each day, and she can spread this healing out among several uses. Using this ability is a swift action that does not provoke attacks of opportunity.

Ki Strike (Magic) (Su): At 5th level, a monk's attacks are empowered with *ki*. Her unarmed strikes and any monk weapons she uses are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk, but retains all monk abilities.

3.2.6 Paladin

Alignment: Lawful good.

Hit Value: 6

Class Skills

The paladin's class skills (and the key attribute for each skill) are Ride (Dex), Knowledge (local) (Int), Knowledge (religion) (Int), Heal (Wis), Sense Motive (Wis), Intimidate (Cha), and Persuasion (Cha).

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with simple weapons, any two other weapon groups, all types of armor (heavy, medium, and light), and with shields (including tower shields). A paladin is also proficient with the favored weapon group of her deity. If she does not follow a deity, she is proficient with any other weapon group of her choice.

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Discernment (Su): A paladin can discern truths about creatures he sees as a standard action. This functions as the *detect evil* spell. The paladin may use this ability a number of times per day equal to half the paladin's level + the paladin's Wisdom (minimum 1).

At 5th level, she may simultaneously detect chaotic alignments, as the *detect chaos* spell.

Smite (Su): As part of an attack action, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma (if positive) as a circumstance bonus to attack. If she hits, the paladin deals gains a circumstance bonus to damage equal to her paladin level and gains a special effect. A paladin can smite evil a number of times per day equal to half the paladin's class level + the paladin's Charisma, but may only do so once per round.

If the paladin smites a creature that is not evil, the smite attack deals no damage at all (not even normal weapon damage), but the

use of the ability is still spent.

Improved Smite (Su): At 2nd level, and every three levels thereafter, the paladin can select one improved smiting ability. Each improved smiting ability adds an effect to the paladin's smite ability. Whenever the paladin smites, she chooses one improved smiting ability she has and adds its effect to her smite. The save DC for a paladin's improved smiting abilities is 10 + 1/2 the paladin's level + the paladin's Charisma.

At 2nd level, the paladin can select the following improved smiting effects.

Blinding: The paladin's smite manifests as a bright light. A creature struck by the smite must make a Will save to avoid being blinded for one round per four paladin levels (minimum 1). Creatures vulnerable to light (such as vampires) take extra damage equal to twice the paladin's level.

Resounding: The paladin's smite knocks his foes off their feet. A creature struck by the smite must make a Reflex save to avoid being pushed back five feet per four paladin levels and being knocked prone.

Staggering: The paladin's smite hits with incredible force. A creature struck by the smite must make a Fortitude save to avoid being staggered for one round per four paladin levels (minimum 1).

At 5th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Holy: The paladin's smite is filled with exceptional divine energy. The attack ignores all damage reduction of evil creatures. Undead and evil outsiders take extra damage equal to twice the paladin's level.

Penetrating: The paladin's smite punches through her enemies' defenses. The attack ignores a number of points of damage reduction equal to the paladin's level, regardless of the type of damage reduction.

Seeking: The paladin's smite is uncannily guided to its target. The attack ignores any miss chance, though the weapon must still be able to strike the target.

Lay On Hands (Su): Beginning at 2nd level, a paladin can heal wounds (her own or those of others) with a touch. Each use heals 1d8 hit points per paladin level as a standard action. The paladin can lay on hands a number of times per day equal to 1 + half her Charisma (minimum 1). Against undead creatures, this ability instead deals positive energy damage. A touch attack is required to hit unwilling targets, and a successful Will save halves the damage or healing received.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 enhancement bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Divine Grace (Su): At 4th level, whenever a paladin makes a successful save against an attack that would normally have a partial effect or deal half damage on a successful save, she instead ignores that aspect of the attack.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list.

Paladins do not require somatic components to cast spells, even

Table 3.14: The Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+1	+3	+0	+3	Aura of good, discernment (evil), smite evil	—	—	—	—
2nd	+2	+4	+1	+4	Improved smite, lay on hands	—	—	—	—
3rd	+3	+5	+1	+5	Aura of courage, bulwark of defense, divine health	—	—	—	—
4th	+4	+6	+2	+6	Divine grace	1	—	—	—
5th	+5	+7	+2	+7	Discernment (chaos), improved smite	2	—	—	—

if the spell would normally require a somatic component. A paladin need only request the favor of her deity to invoke divine magic.

To learn or cast a spell, a paladin must have a Charisma score at least equal to the spell's level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Charisma.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3.14: The Paladin.

A paladin learns and casts spells the way a cleric does, though she does not have access to any domain spells or granted powers, as a cleric does, and cannot sacrifice a readied spell slot to cast a [cure](#) spell in its place. A paladin may learn and cast any spell on the paladin spell list, provided that she can cast spells of that level.

A paladin's selection of spells is limited. A paladin begins play knowing no spells, but gains one or more new spells at certain levels, as indicated on Table 3.15.

At 5th level, and each level after that, a paladin can choose to learn one new spell in place of one she already knows. In effect, the paladin “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A paladin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Through 3rd level, a paladin has no caster level or magic level. At 4th level and higher, her caster level is equal to her paladin level / 2, and her magic level is equal to her paladin level.

Table 3.15: Paladin Spells Known

Level	—Spell Level—			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	1	—	—	—
5th	2	—	—	—

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with some-

one who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the [atonement](#) spell description), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but multiclass paladins face a special restriction. A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

3.2.7 Ranger

Table 3.16: The Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+3	+1	+1	Quarry +2, Track, wild speech
2nd	+2	+4	+2	+2	Danger sense, favored terrain
3rd	+3	+5	+3	+3	Ranger lore
4th	+4	+6	+4	+4	Low-light vision, tracking expert
5th	+5	+7	+4	+4	Free stride, tenacious hunter

Alignment: Any.

Hit Value: 6.

Class Skills

The ranger's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Ride (Dex), Stealth (Dex), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Heal (Wis), Perception (Wis), Survival (Wis), and Creature Handling (Cha).

Skill Points at 1st Level: 8.

Class Features

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with simple weapons, any two weapon groups, light and medium armor, and shields (except tower shields). He is also proficient with his

choice of bows, crossbows, or thrown weapons.

Quarry (Ex): A ranger is a deadly hunter. As a swift action, a ranger may designate any foe he sees as his quarry. A ranger gains a +2 competence bonus to attack rolls, Perception checks, and Survival checks against his quarry. However, while a ranger is pursuing a quarry, he takes a –2 penalty on the same rolls against any target other than his quarry. A ranger may give up pursuing a quarry at any time. He may not have more than one quarry at once; if he designates a new quarry, the old target is no longer considered his quarry. If the ranger does not see his quarry for more than a week, it is no longer considered his quarry.

A ranger can designate a quarry a number of times per day equal to 1 + half his Wisdom, to a maximum number of uses per day equal to his ranger class level. The ranger's quarry bonus improves to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Track: A ranger gains Track as a bonus feat.

Wild Speech (Su): A ranger has the ability to communicate with animals. This ability functions like the druid ability of the same name. A ranger can use this ability a number of times per day equal to half his ranger level + his Charisma.

Danger Sense (Ex): Starting at 2nd level, a ranger has an intuitive sense that alerts him to danger, giving him a +2 competence bonus to initiative checks. This bonus increases by 1 at 5th level and every 3 levels thereafter.

If a character has danger sense from a multiple classes, the character stacks those levels to determine his bonus from danger sense.

Favored Terrain (Ex): At 2nd level, a ranger becomes particularly attuned to certain kinds of terrain. He chooses one kind of terrain to select as a favored terrain from the list below. Usually, rangers favor their home terrain, but a ranger may choose any kind of terrain that he has personally experienced at least once.

While in a favored terrain, a ranger gains a +2 competence bonus to Perception, Stealth, and Survival checks. If he desires, he may leave no trace of his passage, causing attempts to track him to take a –20 penalty. In addition, his experience with his favored terrain grants the ranger a single ability, regardless of whether he is currently in that terrain or not. The options for favored terrains are listed below.

Aquatic: The ranger gains a swim speed equal to his base land speed. If he already has a swim speed, he gains a +10 competence bonus to his swim speed.

Cold: The ranger gains cold damage reduction 5.

Desert: The ranger becomes immune to heat effects and exhaustion. Anything that would make him exhausted makes him fatigued instead.

Forest: The ranger gains Skill Focus (Stealth) as a bonus feat.

Mountains: The ranger gains a climb speed equal to his base land speed. If he already has a climb speed, he gains a +10 competence bonus to his climb speed.

Plains: The ranger gains Skill Focus (Perception) as a bonus feat.

Swamp:

Underground: The ranger gains Blind-Fight as a bonus feat.

Urban: The ranger gains Skill Focus (Persuasion) as a bonus feat.

Ranger Lore: At 3rd level, a ranger can choose an additional ability drawn from ancient ranger lore. All ranger lore abilities are extraordinary abilities unless specified otherwise. He may choose from any of the following options.

Combat Style: The ranger is skilled with the traditional ranger

combat styles. He gains the Precise Shot and Two-Weapon Fighting feats if he meets the prerequisites. However, the benefits of this lore apply only when the ranger uses light or no armor.

Evasion: If the ranger makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless ranger does not gain the benefit of evasion.

Fast Movement: The ranger gains a +10 foot competence bonus to movement speed.

Favored Enemy: The ranger increases his quarry bonus by +2 against creatures of a particular kind. The possible creature options are listed below.

Animals and vermin	Humanoids (uncivilized)
Dragons	Oozes and plants
Fey	Outsiders (inner planes)
Giants and monstrous humanoids	Outsiders (outer planes)
Humanoids (civilized)	Undead and constructs

Master of the Hunt: The ranger may use a standard action to share the benefits of his quarry ability with all allies who can see and hear him. The bonus his allies get is considered an enhancement bonus.

Improved Combat Style: The ranger increases his skill in the traditional ranger combat styles. He adds half his Wisdom to damage when using ranged attacks or when attacking with two weapons at once. Natural weapons qualify for this purpose if the ranger attacks with two natural weapons at once.

The ranger must have the combat style lore to select this lore. The benefits of this lore apply only when the ranger uses light or no armor.

Scent: The ranger gains scent, as the monster ability.

Trapfinding: The ranger gains trapfinding, as the rogue skill trick.

Low-light Vision (Ex): At 4th level, a ranger's sight improves, allowing him to see in conditions of dim light more easily. He gains low-light vision, as the elf racial ability. If he already has low-light vision, he doubles its benefit, allowing him to see four times as far as a human in poor illumination.

Tracking Expert (Ex): At 4th level, a ranger's ability to track his foes improves. He may always take 10 on Survival checks made to track, even if conditions would otherwise prevent this. Additionally, he can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Free Stride (Ex): At 5th level, a ranger can move through any sort of natural terrain that slows or impedes movement at his normal speed without suffering any sort of impairment. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

Tenacious Hunter (Ex): At 5th level, a ranger's ability to pursue his quarry improves. He adds his quarry bonus as a competence bonus to his dodge modifier and saving throws against attacks that his quarry makes.

3.2.8 Rogue

Alignment: Any.

Hit Value: 5.

Table 3.17: The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+3	+0	Sneak attack +1d6
2nd	+1	+1	+4	+1	Uncanny dodge, skill trick, danger sense
3rd	+2	+1	+5	+1	Ambush attack +1d6
4th	+3	+2	+6	+2	Evasion, combat trick
5th	+3	+2	+7	+2	Skill trick, sneak attack +2d6

Class Skills

The rogue's class skills (and the key attribute for each skill) are Climb (Str), Jump (Str), Swim (Str), Acrobatics (Dex), Escape Artist (Dex), Sleight of Hand (Dex), Stealth (Dex), Craft (Int), Devices (Int), Forgery (Int), Knowledge (dungeoneering), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Bluff (Cha), Persuasion (Cha), Disguise (Cha), Intimidate (Cha), and Perform (Cha).

Skill Points at 1st Level: 12.

Class Features

All of the following are class features of the rogue.

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

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage if the target is flat-footed or is suffering overwhelm penalties. This extra damage is 1d6 at 1st level, and it increases by 1d6 every four rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. This damage bonus is treated as a circumstance bonus.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A rogue can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies – oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Danger Sense (Ex): Starting at 2nd level, a rogue has an intuitive sense that alerts her to danger, giving her a +2 competence bonus to initiative checks. This bonus increases by 1 at 5th level and every 3 levels thereafter.

If a character has danger sense from a multiple classes, the character stacks those levels to determine her bonus from danger sense.

Skill Tricks: As a rogue gains experience, she gains additional insight into how to perfect her skills. At 2nd level, a rogue gains one skill trick. She gains an additional skill trick at 5th level. A

rogue cannot select an individual skill trick more than once unless otherwise stated. All skill tricks are (Ex) abilities unless otherwise noted.

Fast Acrobatics: The rogue reduces her penalties for moving quickly with the Acrobatics skill by 5.

Fast Stealth: The rogue reduces her penalties for moving quickly with the Stealth skill by 5.

Kip Up: The rogue can stand up from a prone position as a swift action. The rogue must be in light or no armor to perform this trick.

Knowledgeable Strike: The rogue may sneak attack almost any foe she identifies with a successful Knowledge check (see the Knowledge skill, page ??). She still may not sneak attack incorporeal foes, even if she successfully identifies them.

Ledge Walker: The rogue may move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, she is not flat-footed when using Acrobatics to move along narrow surfaces.

Lingering Poison: When the rogue applies poison to a weapon, it lasts for twice as many doses as it normally would.

Quick Disable: It takes the rogue half the normal amount of time to disable a trap or open a lock using the Devices skill (minimum 1 round).

Quick Search: The rogue can search an area (with the Perception skill) as a move action rather than as a full-round action.

Rogue Crawl: While prone, the rogue can move at half speed. This movement provokes attacks of opportunity as normal.

Skill Feat: The rogue gains a bonus skill feat (see Feats). A rogue can select this trick multiple times.

Standing Leap: The rogue is always treated as if she had a running start when making Jump checks.

Swift Poisoner: The rogue can apply poison to a weapon as a move action instead of a standard action.

Trapfinding: As a full-round action, a rogue may move up 10 feet while searching every square within 10 feet of her for traps. If a rogue detects a trap partway through her movement, she may immediately stop moving.

Trap Sense: Whenever the rogue comes within 10 feet of a trap, she receives an immediate Perception check to notice the trap. This check should be made secretly, so the rogue does not know whether she failed to notice a trap.

Uncanny Dodge (Ex): Starting at 2nd level, a rogue can react to danger before her senses would normally allow her to do so. She may apply her Dexterity and dodge modifier to her armor class while flat-footed.

If a rogue already has uncanny dodge from a different class, she stacks those levels to determine whether she gains improved uncanny dodge (see below) instead.

Ambush Attack (Ex): At 3rd level, a rogue learns how to deal

extra damage when she ambushes her foe. The first time that a rogue successfully sneak attacks a particular foe in an encounter, the attack is considered an ambush attack. After she has delivered an ambush attack against that foe, she cannot make any more ambush attacks against that same foe for the rest of the encounter. A rogue can deliver no more than one ambush attack per round. This extra damage is 1d6 at 3rd level, and it increases by 1d6 every four rogue levels thereafter. This damage is treated as being sneak attack damage.

Combat Tricks: As a rogue gains experience, she learns a small number of talents that aid her and confound her foes. At 4th level, a rogue gains one combat trick. A rogue cannot select an individual combat trick more than once unless otherwise stated. All combat tricks are (Ex) abilities unless otherwise noted.

Tricks marked with an asterisk are called ambush tricks. Ambush tricks add additional effects to the rogue's ambush attacks. If an ambush trick allows a saving throw, the DC is 10 + the rogue's level + the rogue's Intelligence.

Ambush Strike: When the rogue uses a Strike feat (see Strike Feats, page ??) on an ambush attack, she may add her Intelligence to the saving throw DC against the strike.

Brutal Ambush*: The rogue rolls d8s instead of d6s for her sneak attack dice on this attack.

Combat Feat: The rogue gains a combat feat (see Feats).

Dispelling Ambush (Su)*: A foe damaged by this attack is affected by a targeted *dispel magic* which affects only the highest-level spell effect active on the target. The caster level for this ability is equal to the rogue's level.

Distracting Attack: A foe damaged by the rogue's sneak attack takes a penalty on its Concentration checks equal to her Intelligence for 5 rounds.

Extended Precision: The rogue can make sneak attacks from up to 60 feet away.

Hamstring*: A foe damaged by this attack has its speed with a single movement mode halved for 5 rounds. Despite the name, this can be used on foes who do not have hamstrings, though it only affects ground movement. Some forms of movement, such as magical flight, cannot be impeded by this attack.

Merciful Blows: The rogue suffers no penalty to attack rolls when making attacking for nonlethal damage, and can deal her full sneak attack damage.

Poison Use: The rogue cannot accidentally poison herself when applying poison to an object.

Swift Poisoner: The rogue can apply poison to a weapon she is holding as a swift action.

Tricky Maneuver: When performing maneuvers against foes she would be able to sneak attack, the rogue gains a circumstance bonus to attack equal to the number of sneak attack dice she would normally roll. The benefits of this trick apply even against foes immune to critical hits.

3.2.9 Sorcerer

Alignment: Any.

Hit Value: 4

Class Skills

The sorcerer's class skills (and the key attribute for each skill) are Knowledge (arcana) (Int), Knowledge (the planes), Spellcraft

(Wis), and Intimidate (Cha).

Skill Points at 1st Level: 2.

Class Features

All of the following are class features of the sorcerer.

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

Spells: A sorcerer casts arcane spells, which are drawn primarily from the sorcerer/wizard spell list page ??. To learn or cast a spell, a sorcerer must have a Charisma score at least equal to the spell's level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3.18: The Sorcerer.

A sorcerer's selection of spells is limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table 3.20: Sorcerer Spells Known. These new spells can be common spells chosen from the sorcerer/wizard spell list page ??, or they can be unusual spells that the sorcerer has gained some understanding of by study.

At each level, a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A sorcerer can cast any spell he knows at any time, assuming he has the spell slot to cast it.

A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level sorcerer has used up all his 3rd-level spell slots for the day but wants to cast another 3rd-level spell, he could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

A sorcerer's magic level is equal to his sorcerer level.

Table 3.19: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—

Arcane Invocation: All sorcerers master at least one arcane invocation. An arcane invocation allows a sorcerer to exert magical influence without expending the effort required to cast a spell. The sorcerer may choose to learn one invocation of her choice from the list of arcane invocations described in Chapter 11: Spells. At 2nd level, the sorcerer learns a second arcane invocation of his choice.

In order to cast an arcane invocation, a sorcerer must wield an arcane implement, a special item with a small amount of magical

Table 3.18: The Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+3	Arcane invocation, Rapid Metamagic, versatile spellcaster
2nd	+1	+1	+1	+4	Arcane invocation
3rd	+1	+1	+1	+5	Expanded spell knowledge
4th	+2	+2	+2	+6	Spellblend
5th	+2	+2	+2	+7	Expanded spell knowledge

Table 3.20: Sorcerer Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—

energy that is attuned to the wizard. Almost any item of Tiny size or larger can function as an arcane implement. A sorcerer begins play with an arcane implement attuned to him.

Rapid Metamagic: A sorcerer gains Rapid Metamagic as a bonus feat at 1st level, even if he does not meet the prerequisites.

Versatile Spellcaster (Ex): A sorcerer's intuitive grasp of magic allows him to be flexible in his use of arcane energy. A sorcerer can use two sorcerer spell slots of the same level to use an ability requiring a sorcerer spell slot of one level higher. For example, Serric the sorcerer can use two 0th-level spell slots to cast a single 1st-level spell he knows.

Expanded Spell Knowledge (Ex): At 3rd level, and every odd level afterwards, a sorcerer can learn how to cast a particularly esoteric spell. He may choose a restricted spell from the sorcerer/wizard spell list with a level of no more than half his sorcerer level (normally, the highest level spell he can cast) and add it to his spell list. He must still use a spell known to learn it, as normal.

Spellblend (Ex): At 4th level, a sorcerer may combine his arcane invocations with his spells. As a full-round action, the sorcerer may cast a spell that affects only himself using a spell slot one level higher than what the spell would normally require. If he does, he may also use an arcane invocation as part of the same action. The arcane invocation need not target the sorcerer.

3.2.10 Spellwarped

The world is full of magic. People of all varieties can learn to perform the necessary rituals and incantations to magically bend the world to their will – lucky commoners, pompous nobles, devoted worshippers, and powerful monsters alike. Those who wield spells are set apart by their power. Yet there are some who transcend the divide between the magical and the mundane. They wield no spells, but they need none, for they are a living embodiment of magical power. It runs through their body as easily and naturally as the blood in their veins, ready to be called upon at a moment's notice. Those who embrace this power are the spellwarped. Many do not perceive their abilities as magical, but merely as a fact of life – and a way to end the lives of their foes.

Alignment: Any.

Table 3.21: The Spellwarped

Level	Base Attack Bonus	Good Save ¹	Normal Saves ¹	Special
1st	+0	+2	+1	Innate magic, invoke power, spellwarp pool
2nd	+1	+3	+2	Spellwarped body, surge of power
3rd	+2	+4	+3	Attuned senses, spellwarped aspect
4th	+3	+5	+4	Invoke power, resist magic
5th	+3	+6	+4	Manipulate magic

¹ Each spellwarped has a good save determined by his choice of innate magic.

Hit Value: 5.

Class Skills

The spellwarped's class skills (and the key attribute for each skill) are Swim (Str), Ride (Dex), Knowledge (arcana) (Int), Spellcraft (Wis), and Intimidate (Cha). He gains additional class skills based on his choice of innate magic.

Skill Points at 1st Level: 4.

Class Features

All of the following are class features of the spellwarped.

Weapon and Armor Proficiency: A spellwarped is proficient with simple weapons, any two weapon groups, light and medium armor, and shields (except tower shields).

Innate Magic (Ex): Each spellwarped draws his power from a particular kind of magic. This is a choice made when the first level of the class is taken, and it cannot thereafter be changed. The choices are listed below.

Alteration: The spellwarped can manipulate the physical forms of creatures. His good save is Fortitude, his key attribute is Intelligence, and he treats Athletics, Escape Artist, and Disguise as class skills. An alteration spellwarped may be called an alterer, bodywarper, or shifter.

Pyromancy: The spellwarped can manipulate fire and heat. His good save is Will, his key attribute is Charisma, and he treats Acrobatics, Athletics, and Perform as class skills. A pyromancy spellwarped may be called a pyromancer.

Telekinesis: The spellwarped can manipulate objects and creatures with his mind. His good save is Will, his key attribute is Intelligence, and he treats Craft, Devices, and Sleight of Hand as class skills. A telekinesis spellwarped may be called a telekine.

Temporal: The spellwarped can manipulate time. His good save

is Reflex, his key attribute is Wisdom, and he treats Acrobatics, Perception, and Sleight of Hand as class skills. A temporal spellwarped may be called a temporalist or timewarper.

Spellwarp Pool (Su): A spellwarped has the ability to tap into the latent magic within his body to generate magical effects. He has a maximum number of spellwarp points equal to half his spellwarped level + his Constitution (minimum 1 point). Each hour, he regains a number of spellwarp points equal to his key attribute. As long he has at least one spellwarp point remaining, he gains a minor ability based on his choice of magic.

Alteration – Alter Appearance: The spellwarped can change minor aspects of his appearance at will – removing a mole or lengthening his beard slightly. This can grant him a +2 competence bonus to Disguise checks. Major changes are not possible.

Pyromancy – Ember: The spellwarped can snap his fingers as a swift action to create a small ember of flame in his hand for 5 minutes. This ember casts light as a torch, and can deal 1 point of fire damage with a successful touch attack. The ember can be dismissed as a swift action or extinguished as a move action.

Telekinesis – Minor Object Manipulation: The spellwarped can concentrate as a standard action to move objects within five feet of him telekinetically. He can slowly lift or manipulate one object by up to one foot per round. The object can weigh up to five pounds. This level of control is insufficient to make skill checks or wield a weapon or shield effectively.

Temporal – Time Awareness: The spellwarped always knows exactly what time it is, and can track the passage of time precisely without effort.

Invoke Power (Su): A spellwarped can invoke his innate magic to generate powerful effects by spending a spellwarp point. If a saving throw is allowed, the DC is equal to 10 + the spellwarped's class level + his key attribute. The spellwarped gains an additional power at 4th level and every 2 levels thereafter. The powers a spellwarped gains depend on his choice of innate magic, as described in *Spellwarped Powers*, page ??.

Surge of Power (Su): At 2nd level, a spellwarped can invoke a surge of magical power that allows him to embody his innate magic more fully for 5 rounds. To invoke a surge of power, he must spend a spellwarp point as a swift action. The effect of his surge depends on his choice of innate magic, as described below.

Alteration – Alter Body: The spellwarped enhances his physical ability. He gains a +2 enhancement bonus to a physical attribute of his choice. This bonus increases by 1 at 8th level and every 6 spellwarped levels thereafter.

Pyromancy – Flame Aura: The spellwarped emanates an aura of fire for 5 rounds. When he invokes the surge, and at the start of each of his turns, enemies within a Small (10 ft.) radius of him take one point of fire damage per spellwarped level.

Telekinesis – Mind Blade: The spellwarped telekinetically wields an unattended weapon within Close (30 ft.) range. The weapon must be a light or medium weapon appropriate for his size. This allows him to use the weapon to attack just as if he were using it with his hands. In place of using Strength or Dexterity, he uses his Intelligence to attack and adds half his Intelligence to damage. In all other respects, this functions as if he were wielding the weapon normally, including contributing to overwhelm penalties. The weapon floats in midair and threatens all squares adjacent to it, and he may make attacks of opportunity with the weapon or with a weapon he

wields in his hands, but not both. He may move the weapon up to 30 feet in any direction as a move action.

Temporal – Accelerate Movement: The spellwarped accelerates his movement and reactions. He gains a +2 enhancement bonus to his dodge modifier and a +10 foot enhancement bonus to his movement speed. At 8th level, and every 6 levels thereafter, the dodge bonus increases by 1 and the speed bonus increases by 10 feet.

Spellwarped Body (Ex): At 2nd level, a spellwarped's body is fundamentally altered by exposure to magic. He shows signs of the magic coursing through his body: strangely or inconsistently colored hair, natural skin markings which often resemble runes, and so on. Anyone observing the spellwarped can make a Perception or Spellcraft check with a DC equal to 20 – the spellwarped's class level to recognize that the character is a spellwarped. In addition, the spellwarped gains an ability based on his innate magic.

Alteration – Augment Skin: The spellwarped gains a +1 competence bonus to his natural armor modifier. This bonus increases by 1 at 5th level and every 5 levels thereafter.

Pyromancy – Energy Resistance: The spellwarped gains cold and fire damage reduction equal to twice his spellwarped level, allowing him to ignore the first points of cold or fire damage he takes each round.

Telekinesis – Deflect Attack: The spellwarped reflexibly deflects attacks away from him. He gains a +1 competence bonus to his shield modifier. This bonus increases by 1 at 5th level and every 5 levels thereafter. This bonus stacks with the bonus provided by using a shield.

Temporal – Accelerate Reaction: The spellwarped gains a +2 competence bonus to initiative checks. This bonus increases by 1 at 5th level and every 3 levels thereafter.

Attuned Senses (Su): At 3rd level, the spellwarped learns to recognize the telltale signs of his chosen magic. He must concentrate as a standard action to use this ability, and he may do so any number of times per day.

Alteration – Perceive Alteration: The spellwarped can discern the true form of all creatures within 50 feet of him for 1 round, ignoring any effects which magically alter their shapes. This also grants him a +5 competence bonus to Perception checks to see through mundane disguises.

Pyromancy – Flame of Life: The spellwarped can see the life-fire that lies within all living creatures, allowing him to clearly see all living creatures within 50 feet of him for 1 round. This ability can reveal creatures hiding in concealment and defeat figments and glamers such as *invisibility*, but does not reveal creatures hiding behind cover.

Telekinesis – Spatial Awareness: The spellwarped can feel the forms of all physical objects around him, granting blindsense out to a 50 foot range for 1 round.

Temporal – Accelerated Search: The spellwarped can accelerate his mind to immediately search everything within a 10 foot radius of him with the Perception skill. Alternately, he may use this ability to read a book ten times as fast as normal.

Spellwarped Aspect (Su): At 3rd level, the spellwarped gains a new ability based on his continued exposure to magical energy. Most aspects are specific to particular kinds of innate magic, but some aspects can be taken by any spellwarped. These aspects are listed under the General heading.

General:

Spellwarped Soul: The spellwarped may use his character level in place of his spellwarped level to determine the effects of his spellwarped abilities, including damage dealt and saving throw DCs. This does not affect the number of spellwarp points he has available.

Alteration:

Damage Reduction: The spellwarped gains physical damage reduction against his choice of piercing, slashing, or bludgeoning damage. The amount of damage resisted is equal to half his class level, allowing him to ignore the first points of damage he takes each round. If he is hit by an adamantine weapon, he cannot use his damage reduction for 1 round.

Fast Healing: While his surge of power is active, the spellwarped gains fast healing equal to half his spellwarped level, allowing him to heal damage each round. This does not affect critical damage.

Improved Damage Reduction: The spellwarped's damage reduction applies against all forms of physical damage. The spellwarped must have the damage reduction aspect to gain this aspect.

Pyromancy:

Ignite Weapon: While his surge of power is active, the spellwarped adds half his Charisma to damage in addition to half his Strength. This bonus damage is fire damage. If he is using his flame weapon ability, he instead adds his full Charisma to damage.

Intense Flames: The spellwarped's attacks can ignore an amount of fire damage reduction equal to his spellwarped level + his Charisma.

Telekinesis:

Dual Mind Blade: The spellwarped may wield two weapons at once with his mind blade ability. They must stay in the same space, and he may make two-weapon fighting attacks with the weapons, just as if he was wielding them with his hands.

Temporal:

Evasion: If the spellwarped makes a successful Reflex save against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can only be used if the spellwarped is wearing light armor or no armor. A helpless spellwarped does not gain the benefit of evasion.

Fast Movement: The spellwarped gains a +10 foot competence bonus to movement speed.

Uncanny Dodge: The spellwarped may apply his Dexterity and dodge modifier to his armor class while flat-footed.

Resist Magic (Ex): At 4th level, the power of the magic with the spellwarped offers him some measure of protection against hostile magical effects. He gains a +1 competence bonus to saving throws against spells and spell-like abilities. This bonus increases by +1 at 8th level and every 4 levels thereafter.

Manipulate Magic (Su): At 5th level, the spellwarped can channel his innate magic to manipulate other forms of magic. Using this ability costs a spellwarp point.

Alteration – Absorption: As an immediate action, when the spellwarped makes a successful Fortitude save against a spell or spell-like ability, he may absorb its energy harmlessly into his body. The spell has no effect on him, even if the spell would normally have an effect on a successful saving throw.

Pyromancy – Fuel the Flame: As an immediate action, when the spellwarped is affected by a spell or spell-like ability, he may channel its energy into a burst of flame around him. Creatures within a Small (10 ft.) radius of the spellwarped take fire damage

equal to twice the level of the spell or spell-like ability. The spell still has its normal effect on the spellwarped.

Telekinesis – Mind over Matter: As an immediate action, when the spellwarped is affected by a spell or spell-like ability which allows a Fortitude save, he may make a Will save instead.

Temporal – Accelerate Magic: As a swift action, the spellwarped can increase or decrease the duration of any spell or spell-like ability affecting him by two rounds. This can end the effect immediately if it has no time remaining. The spellwarped can't increase the duration beyond twice the spell's original duration.

Spellwarped Powers

Unless otherwise noted, invoking a spellwarped power requires standard action and the expenditure of a spellwarp point. Each power has a minimum spellwarped level required to select the power, as indicated below.

Alteration Powers

1st – Lesser Reduction: A creature within Close (30 ft.) range becomes one size category smaller for 2 rounds unless it makes a Fortitude save. It takes a –2 penalty to Strength, decreases its weapon damage dice by one size, and takes a –4 penalty to maneuvers and Maneuver Class. However, it gains a +2 bonus to Stealth checks and a +1 bonus to attack rolls and armor class. This is a size-affecting effect.

4th – Reduction: This power functions like the lesser reduction power, except that the foe is reduced for 5 rounds.

Pyromancy Powers

1st – Lesser Ignite: The spellwarped ignites a foe within Close (30 ft.) range, dealing 1d6 points of fire damage + 1 per spellwarped level. A successful Reflex save halves the damage.

4th – Ignite: This attack functions like the lesser ignite attack, except that it deals 1d6 points of fire damage per spellwarped level, and a target that fails its Reflex save is also ignited for 5 rounds. An ignited creature has been set on fire. It is vulnerable, causing it to take a –2 penalty to attack rolls, saving throws, checks, DCs, and AC. In addition, it takes d6 damage per round from the fire. If the creature takes a move action, it can attempt a DC 15 Reflex save to put out the flames. This action provokes attacks of opportunity. Dropping prone as part of the action gives a +4 circumstance bonus on this save.

Telekinesis Powers

1st – Lesser Crush: The spellwarped can crush a creature or object within Close (30 ft.) range with telekinetic force, dealing 1d6 points of physical damage + 1 per spellwarped level. A successful Fortitude save halves the damage.

4th – Crush: This attack functions like the lesser crush attack, except that it deals 1d6 points of physical damage per spellwarped level, and a creature that fails its Fortitude save is also sickened. A sickened creature is vulnerable, causing it to take a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Temporal Powers

1st – Lesser Slow: The spellwarped slows a foe within Close (30 ft.) range for 2 rounds unless it makes a Will save. A slowed creature can take a standard action or a move action each round, but

not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a –2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

4th – Slow: This attack functions like the lesser slow attack, except that the foe is slowed for 5 rounds.

3.2.11 Wizard

Alignment: Any.

Hit Value: 4.

Class Skills

The wizard's class skills (and the key attribute for each skill) are Knowledge (all skills, taken individually) (Int), Linguistics (Int), and Spellcraft (Wis).

Skill Points at 1st Level: 4

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are proficient with simple weapons, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Ritual Master: Wizards are thoroughly trained in study and memorization, and can perform difficult rituals with more ease than others. A wizard gains the Ritual Master feat as a bonus feat at 1st level, even if she does not have the prerequisites.

Spells: A wizard casts arcane spells, which are drawn from the sorcerer/wizard spell list. To learn or cast a spell, the wizard must have an Intelligence score at least equal to the spell's level. The Difficulty Class for a saving throw against a wizard's spell is 10 + her caster level + her Intelligence.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3.22: The Wizard.

A wizard's selection of spells is limited. A wizard begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new wizard level, she gains one or more new spells, as indicated on Table 3.24: Wizard Spells Known.

A wizard learns and casts spells the way a sorcerer does. A wizard may cast any spell she knows.

A wizard's magic level is equal to his wizard level.

Table 3.23: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—

Bonus Languages: A wizard may learn Draconic in addition to the bonus languages available to the character because of her race (see Chapter 2: Races). Many ancient tomes of magic are written in Draconic, and apprentice wizards often learn it as part of their studies.

Arcane Invocation: All wizards master at least one arcane invocation. An arcane invocation allows the wizard to exert magical

Table 3.24: Wizard Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—

influence without expending the effort required to cast a spell. The wizard may choose to learn one invocation of her choice from the list of arcane invocations described in Chapter 11: Spells. Specialist wizards must choose one of the invocations granted by their specialist school. At 2nd level, the wizard gains a second arcane invocation, which can be chosen from any non-prohibited school.

In order to cast an arcane invocation, a wizard must wield an arcane implement, a special item with a small amount of magical energy that is attuned to the wizard. Almost any item of Tiny size or larger can function as an arcane implement. A wizard begins play with an arcane implement attuned to him.

Scribe Scroll: At 2nd level, a wizard gains Scribe Scroll as a bonus feat. This feat enables her to create magic scrolls (see page ??).

Arcane Insight (Ex): At 3rd level, and every odd level afterwards, a wizard gains a greater understanding of magic. Generalist wizards gain expanded spell knowledge, as the sorcerer class feature. Specialist wizards may choose a spell of their chosen school from the sorcerer/wizard spell list, including restricted spells, and add it to their spells known. The spell's level must not be higher than half the wizard's class level – normally, the highest level of spells that the wizard can cast.

Spell Sequencer (Ex): At 4th level, a wizard gains the ability to create a sequence of a spell and invocation which she can cast rapidly later. To create a spell sequencer, the wizard must cast a spell which affects only herself and an arcane invocation, which may affect any target. Neither has any effect immediately. The wizard may later use a full-round action to cast both the spell and the invocation at once, choosing the target of the invocation at that time.

The wizard may have only one spell sequencer active at any time. If she creates a new spell sequencer, it replaces her existing spell sequencer.

Arcane Attunement (Su): At 5th level, a wizard gains the ability to use arcane items like scrolls and wands with particular skill. At the beginning of each day, the wizard may attune himself to a single item with a spell trigger or spell completion activation method. If he does, he gains one of several benefits, depending on the type of magic item he attunes himself to.

Scroll: The wizard casts the spell from the scroll at his full caster level if it is higher than the scroll's caster level, and using his full attribute.

Wand: The wizard casts the spell from the wand at his full caster level if it is higher than the wand's caster level. In addition, once per day, the wizard may cast a spell from the wand using a spell slot of the appropriate level instead of a charge.

Staff: The wizard may cast spells from the staff using spell slots of the appropriate level instead charges. If the spell would require

Table 3.22: The Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+3	Arcane invocation, ritual master
2nd	+1	+1	+1	+4	Arcane invocation, Scribe Scroll
3rd	+1	+1	+1	+5	Arcane insight
4th	+2	+2	+2	+6	Spell sequencer
5th	+2	+2	+2	+7	Arcane attunement (1 item), arcane insight

multiple charges when cast from the staff, the spell slot consumed must be one level higher than the spell's normal level for each charge beyond the first.

If other items exist that can produce similar effects, the wizard may gain appropriate bonuses for attuning himself to them, using the above examples as a guide.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to gain access to extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist wizard adds all restricted sorcerer/wizard spells of her school to her personal spell list. The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools. A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, banish, or deal with magic itself. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that affect the mind or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or other powers to produce effects. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards

can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Arcane Spells And Armor

Wizards and sorcerers do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats – light, medium, and heavy – and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizards or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

3.3 Character Advancement

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

A character that increases in level gains additional benefits. Every odd level, including 1st level, he gains a feat (see Feats, page ??). Every even level, he increases one of his attributes by one. He cannot increase the same attribute twice in a row. If a character has multiple classes, these benefits are gained based on the total character level, not based on class level. The experience required to reach a level, and the benefits gained at each level, are shown on Table 3.25: Character Advancement and Level-Dependent Bonuses.

3.4 Multiclass Characters

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

Table 3.25: Character Advancement and Level-Dependent Bonuses

Character level	XP	Feats	Attribute Increases ¹
1st	0	1st	—
2nd	2,000	—	1st
3rd	5,000	2nd	—
4th	9,000	—	2nd
5th	15,000	3rd	—

1. The same attribute cannot be increased twice in a row.

3.4.1 Class And Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is a character's total number of levels. It is used to determine when feats and attribute score boosts are gained, as noted on Table ??: Character Advancement and Level-Dependent Benefits (page ??)

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus: Add your character's levels in classes that grant the same base attack bonus progressions together, then sum those base attack bonuses to find your total base attack bonus. If a character would have a higher base attack bonus by treating a level with an average base attack bonus progression as a level with a poor base attack bonus progression, he or she may do so. For example, a rogue 1 / wizard 1 would have a base attack bonus of 1.

For example, a 3rd-level rogue/5th-level wizard would have a +4 base attack bonus. He would get a +2 base attack bonus from 3 levels in a class with average base attack bonus progression (rogue) and a +2 base attack bonus from 5 levels in a class with poor base attack bonus progression (wizard). That gives a total base attack bonus of 2 + 2, or +4. In contrast, a 3rd-level rogue/5th-level cleric would have a +6 base attack bonus, because she would have 8 levels in classes with average base attack bonus progression. A base attack bonus of +6 allows a second attack with a bonus of +1 (given as +6/+1 on Table ??), even though neither the +2 from the rogue levels alone nor the +3 from the cleric levels alone would normally allow an extra attack.

Saving Throws: Add your character's levels in classes that grant the same base save bonus progressions together, then sum those base save bonuses to find your total base save bonus.

For example, a 3rd-level rogue/5th-level ranger has a +5 base save bonus on Fortitude saving throws (+1 from 3 levels in a class with a poor Fortitude save and +4 from 5 levels in a class with a good Fortitude save), a +6 base save bonus on Reflex saving throws (from 8 levels in classes with good Reflex saves), and a +2 base save bonus on Will saving throws (from 8 levels in classes with poor Will saves).

Skills: When taking the first level in a class, if that class gives more skill points than the most skill points the character already received from a class, the character immediately gets skill points equal to the difference. For example, if a fighter took a level in

rogue, he would immediately get the difference between the rogue's 12 skill points at 1st level and the fighter's 2 skill points at first level, for a total of 10 skill points.

In addition, if the new class grants the character class skills associated with an ability that the character previously had no class skills from, the character gains skill points for the ability as normal.

Class Features: A multiclass character gets all the class features of all his or her classes but must also suffer the consequences of the special restrictions of all his or her classes.

In some cases, two classes can have virtually identical abilities. Use the following guidelines to determine how abilities stack.

- If two identical class features are not based on level and are not gained following a specific pattern, they do not stack.
- If two identical class features are not explicitly based on level, but both classes gain them in a predictable pattern, the levels of the two classes stack for determining when the next improvement to the class feature will be gained.
- If two identical class features are explicitly based on level, the levels of the two classes stack for determining the power of the ability.
- If two identical class features say how they stack, those rules trump any other rules.

These are some examples of how to use these guidelines.

- Both a druid and a ranger gain woodland stride. A druid/ranger who has woodland stride from both classes has the same woodland stride ability as a druid or ranger would.
- Both a barbarian and a rogue get danger sense. A barbarian/rogue adds his barbarian and rogue levels together to determine his bonus from danger sense.
- Both a barbarian and a rogue get uncanny dodge. If a barbarian/rogue would gain uncanny dodge from both classes, she instead gains improved uncanny dodge, because uncanny dodge explicitly states how it stacks.

Weapon and Armor Proficiency: A character uses only the highest number of weapon proficiencies granted by her classes. If a class grants proficiency with specific weapon groups, that is counted as a chosen weapon group for the purpose of the number of weapon proficiencies the character may choose. For example, a fighter/paladin would have three weapon groups of her choice, plus the weapon group of her favored deity.

However, if a class grants proficiency with a specific weapon, it is not counted against the number of weapon groups the character gains from that class. For example, a rogue/fighter gains proficiency with four weapon groups of his choice, and is additionally proficient with saps.

3.4.2 Magic Level and Multiclassing

The character gains spells from all of his or her spellcasting classes separately and tracks his magic level and caster level separately with each class.

Characters with magical ability gain a special benefit when multiclassing. For every two levels that a character has in nonmagical classes, the character increases his magic level as if he had gained a level in one of his magical classes. The same applies to caster level. If the character has multiple magical classes, he chooses a single

class to receive this benefit each time it is gained. However, the character can only count a number of levels in nonmagical classes equal to the number of levels he has in his chosen magical class for the purpose of this benefit.

For example, Gish, a 2nd level fighter / 2th level wizard, would have a wizard magic level of 3. If he gained two more fighter levels, his wizard magic level would not increase.

3.5 Backgrounds

Your class describes who you are and what you have trained in. But your character's background also forms an important part of who he or she is. The backgrounds listed here provide possible ideas for who your character was before becoming an adventurer. A character may choose up to two backgrounds.

Each background is associated with one or more skills. Characters gain the skills associated with their backgrounds as class skills, no matter what classes they take. A character with only a single background gains a free skill point which can only be spent on a skill from that background.

The backgrounds listed here are merely suggestions. You may choose to create a new background. A new background created in this way may be associated with any two skills of your choice, provided that they make sense together, as determined by the DM.

3.5.1 Society Backgrounds

City Watch

Skills: Knowledge (local), Perception

Merchant

Skills: Persuasion, Knowledge (local)

Linguist

Skills: Linguistics

Special: You know up to two additional languages. These must be chosen from your list of racial bonus languages.

Priest

Skill: Heal, Knowledge (religion), Perform (oratory).

Scholar

Skill: Knowledge (any two), Linguistics.

Scribe

Skill: Forgery, Knowledge (any one), Linguistics.

Spy

Skills: Bluff, Disguise, Forgery.

3.5.2 Military Backgrounds

Border Guard

Skill: Knowledge (geography, nature), Survival.

Cavalry

Skill: Creature Handling, Ride.

Diplomat

Skills: Bluff, Persuasion, Sense Motive.

Engineer

Skill: Craft (any one), Knowledge (engineering).

Infiltrator

Skills: Disguise, Stealth

Saboteur

Skills: Devices, Stealth

Scout

Skills: Acrobatics, Perception

3.5.3 Other Backgrounds

Bandit

Skills: Intimidate, Stealth

Commoner

Skill: Profession (any one).

Explorer

Skills: Knowledge (geography), Survival.

Hermit

Skill: Knowledge (nature), Survival.

Minstrel

Skill: Perform (any one).

Primitive

Skill: Survival.

Smith

Skill: Craft (all)

Thief

Skills: Devices, Stealth

Virtuoso

Skills: Perform (all)

Chapter 4

Skills

4.1 Skills Summary

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

Skill Points: At 1st level, your character gains a certain number of skill points. Skill points represent your training in a particular area. You get a base allotment of 2, 4, 8, or 12 skill points, depending on your character's class. These skill points can be spent on any skills. In addition, you gain additional skill points based on your attributes that can only be spent on skills associated with the relevant attribute. For each attribute, you gain a number of skill points equal to half your attribute score.

If your character's attributes increase, she may immediately gain a skill point which can be spent on skills with that key attribute. However, enhancement bonuses, circumstance bonuses, and penalties of any kind do not affect a character's skill points. If she gains a level in a new class that has more skill points than any class she previously had, the character immediately gains skill points equal to the difference between the skill points provided by the two classes. These skill points can be spent on any skill.

Spending Skill Points: If you place one skill point in a skill, you become trained in that skill. If you place two points in a skill, you become an expert in that skill. Your level of training in a skill determines how many skill ranks you have in that skill. Some skills can only be used if you are trained in them.

Skill Ranks: Skill ranks represent how capable your character is with a particular skill. Your character automatically gains skill ranks as she increases in level, as shown by Table 4.1: Skill Ranks and Skill Training.

Table 4.1: Skill Ranks and Skill Training

Skill Training Level	Skill Points Spent	Cross-Class Skill Ranks	Class Skill Ranks
Untrained	0	—	—
Trained	1	1/2 character level	1/2 character level + 2
Expert	2	1/2 character level + 2	Associated class levels + 1/2 unassociated class levels + 3

Using Skills: To make a skill check, roll 1d20 + skill rank + key attribute + bonuses and penalties.

Key Attribute: The attribute used in a skill check is noted in its description.

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

more.

4.2 Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

4.2.1 Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (attribute), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the attribute for that skill's key attribute, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an overwhelming success, and a natural roll of 1 is not an overwhelming failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

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

Table 4.2: Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Untrained	Key Ability
Climb	C	cc	cc	C	C	cc	C	C	cc	cc	cc	Yes	Str ¹
Jump	C	cc	cc	C	C	cc	C	C	cc	cc	cc	Yes	Str ¹
Swim	C	cc	C	C	C	cc	C	C	cc	C	cc	Yes	Str ²
Acrobatics	cc	cc	C	cc	C	cc	cc	C	cc	cc	cc	Yes	Dex ¹
Escape Artist	cc	cc	cc	cc	C	cc	cc	C	cc	cc	cc	Yes	Dex ¹
Ride	cc	cc	cc	C	cc	C	cc	cc	cc	C	cc	Yes	Dex
Sleight of Hand	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	No	Dex ¹
Stealth	cc	cc	cc	cc	C	cc	C	C	cc	cc	cc	Yes	Dex ¹
Craft	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	Yes	Int
Devices	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	No	Int
Disguise	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	Yes	Int
Knowledge (arcana)	cc	C	cc	cc	C	cc	cc	cc	C	C	C	No	Int
Knowledge (dungeoneering)	cc	cc	cc	cc	cc	cc	C	C	cc	cc	C	No	Int
Knowledge (engineering)	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	No	Int
Knowledge (geography)	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	C	No	Int
Knowledge (local)	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	C	No	Int
Knowledge (nature)	cc	cc	C	cc	cc	cc	C	cc	cc	cc	C	No	Int
Knowledge (planes)	cc	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Knowledge (religion)	cc	C	cc	cc	C	C	cc	cc	cc	cc	C	No	Int
Linguistics	cc	C	cc	cc	cc	cc	cc	C	cc	cc	C	No	Int
Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Untrained	Key Ability
Heal	cc	C	C	cc	cc	C	C	cc	cc	cc	cc	Yes	Wis
Perception	C	cc	C	cc	C	cc	C	C	cc	cc	cc	Yes	Wis
Profession	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Wis ³
Sense Motive	cc	C	cc	cc	C	C	cc	C	cc	cc	cc	Yes	Wis
Spellcraft	cc	C	C	cc	cc	cc	cc	cc	C	C	C	No	Wis
Survival	C	cc	C	cc	cc	cc	C	cc	cc	cc	cc	Yes	Wis
Bluff	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Creature Handling	C	cc	C	cc	cc	C	C	cc	cc	cc	cc	No	Cha
Intimidate	C	cc	cc	C	cc	cc	cc	C	C	C	cc	Yes	Cha
Perform	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	Yes	Cha
Persuasion	cc	C	C	cc	C	C	cc	C	cc	cc	cc	Yes	Cha

1. Armor check penalty applies

2. Double armor check penalty applies

3. Varies depending on profession

Table 4.3: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Perception)
Easy (5)	Hear a conversation from 50 feet away (Perception)
Average (10)	Palm a coin-sided object (Sleight of Hand)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Climb a natural rock wall with no equipment (Climb)
Heroic (30)	Leap across a 30-foot chasm with a running start (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key attribute, are applied to the check.

Many skills can be used only by someone who is trained in them.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent

Table 4.4: Example Opposed Checks

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

1 An Intimidate check is opposed by the target's Will save, not a skill check. See the Intimidate skill description for more information.

2 You can also tie a prisoner with a grapple attack. See Grapple, page ??.

conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, and the skill check has no penalties for failure, you can't roll less than a 10. If you roll a d20 for your skill check, and you roll less than a 10, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful,

and you may not even roll at all.

Distractions or threats (such as combat) make it impossible for a character to take 10. Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. If the check takes a variable amount of time, assume it took the average amount of time required to make a check.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

Ability Checks and Caster Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Special Abilities: Some special abilities grant the ability to take 5, take 10, or some other number on specific checks or even attacks. This follows the same rules as taking 10, except that the character can typically use such abilities even while threatened or distracted.

4.2.2 Group Skill Checks

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

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

When making a collaborative check, the group must choose a leader before making the check. Each member of the group can make the check using the higher of their skill ranks and half the leader's skill ranks. 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 correct 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.

4.2.3 Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate attribute. Essentially, you're making an untrained skill check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

4.3 Skill Descriptions

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

Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ("you" in the skill description) can do with a successful skill check, and the check's DC.

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

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

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

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 skill point in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if

it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

4.3.1 Acrobatics (Dex; Armor Check Penalty)

Acrobatics represents your agility and coordination. All Acrobatics checks are made as part of movement, so they require no special action to perform.

Agile Movement

You can make a DC 20 Acrobatics check while running or charging to make a single turn of up to 90 degrees in the middle of the movement. Failure indicates that you can't change direction, though you can continue your movement or stop. Failure by 6 or more indicates that you stop where you tried to change direction and fall prone.

Balance

You can make a Acrobatics check to move safely on a precarious surface. Success means you move along the surface at half speed. Failure by 5 or less means your action is wasted, and you do not move. Failure by 6 or more means you fall.

You are flat-footed while balancing, since you can't move to avoid a blow. If you take damage while balancing, you must make another Balance check against the same DC to avoid falling. If you take a -5 penalty, you can defend yourself normally while balancing. Accepting a -5 penalty can also allow you to move at full speed while balancing.

The DC varies with the surface, as follows.

- Uneven floor (flagstones, sloped floor): DC 10. This only applies when running or charging. Failure means you lose a move action (and possibly fall), but you can still take a standard action.
- One foot wide (or wider): DC 5.
- Six inches wide: DC 10.
- Two inches wide: DC 15.
- One inch wide: DC 20. Halving the width of the surface further increases the DC by 5 each time.

Tumble

If you are trained in Acrobatics, you can tumble past opponents in combat to reduce your odds of being hit. You can tumble as part of normal movement. If you do, you move at half speed and make an Acrobatics check. You may treat your check result as your Armor Class against attacks of opportunity provoked by the movement.

If you accept a -10 penalty, you can move at full speed while tumbling. If you accept a -20 penalty, you can tumble while running or charging.

Mitigate Fall

As you hit the ground after a fall, you can make an Acrobatics check to reduce falling damage. A DC 15 check allows you to treat a fall as if it were 10 feet shorter. For every 10 by which you beat that DC, you can reduce the falling damage by 10 additional feet.

Acrobatics Modifiers

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to balance or tumble through.

The DC for any Acrobatics check in such a square (except checks to mitigate falling damage) is modified as indicated below.

Table 4.5: Acrobatics Modifiers

Surface Is	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog, light undergrowth)	+2
Lightly slippery (wet floor)	+2
Sloped or angled	+2
Slightly mobile (rope bridge)	+2
Severely obstructed (dense rubble, dense undergrowth)	+5
Severely slippery (ice sheet, oiled floor)	+5
Very mobile (slack rope)	+5

4.3.2 Athletics (Str; Armor Check Penalty)

Athletics includes running, jumping, and general athleticism. All Athletics checks are made as part of movement, so they take no special action to perform. Distance moved with Athletics checks, such as checks to jump, is counted against your normal maximum movement in a round.

Long Jump

You can make an Athletics check to jump forward. When you make a long jump, choose a DC. You jump forward by a number of feet equal to your check result, to a maximum of the DC you chose. At the midpoint of the jump, you achieve a height equal to a quarter of that distance. If you fail by 6 or more, you fall prone after making the jump. If a failed jump would cause you to fall into a gap, you can make a DC 20 Climb check to catch the edge of the gap, provided you can reach it.

A long jump assumes you have a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, your check result is halved.

A long jump is modified by your speed. You gain a +2 bonus per 5 feet faster than 30 feet, or a -3 penalty per 5 feet slower than 30 feet.

High Jump

You can make an Athletics check to jump up. When you make a high jump, choose a DC. You move forward by an amount to a quarter of your check result, to a maximum of a quarter of the DC. At the midpoint of the jump, you gain a height equal to that distance. If you fail by 6 or more, you land prone after making the jump.

A high jump assumes you have a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, your check result is halved, and you do not move forward.

If you jumped up to grab something, success means you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. 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.

Hop Up

You can make a DC 10 Athletics check 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 indicates that you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. Failure by 6 or more means you fall prone where you are. You do not need to get a running start to hop up.

Jump Down

You can make a DC 15 Athletics check 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.

Sprint

You can make a DC 15 Sprint check to move faster for 1 round. Success means you treat your speed as if it were 5 feet faster for 1 round. For every 5 points by which you beat that DC, you can increase your speed by an additional 5 feet. Failure means your speed does not increase (though you are still fatigued). After sprinting, you are fatigued for 1 round (until the end of your next turn), making you vulnerable. While vulnerable, you take a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

If you take a -10 penalty to your Sprint check, you are not fatigued after sprinting. You can sprint in any movement mode that you can use.

4.3.3 Bluff (Cha)

Bluff 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. You cannot normally take 10 on Bluff checks.

Blend In

You can make a Bluff check to blend in with a crowd. Your Bluff check is opposed by the Perception 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 circumstance bonus to find you. You may need to make Perception 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 circumstance bonus to find you.

Distract

You can make a Bluff check to distract a creature or group of creatures you are talking with. Your Bluff check is opposed by your target’s Sense Motive check. Success means it takes a –5 penalty to Perception checks for 1 round, as you distract them. Failure means they take no penalty. Failure by 6 or more means it realizes you were trying to distract it.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed.

False Impression

You can make a DC 15 Bluff check give others an incorrect impression of your attitude and thoughts. If you succeed, anyone who makes a DC 10 Sense Motive check receives whatever impression you wish to portray. If the creature’s Sense Motive check exceeds your Bluff check, they recognize both the impression you intended to portray and your true attitude, and they can tell the difference.

Lie

When you say something which you know is untrue, you can make a Bluff check to avoid revealing your deception. Anyone witnessing you lie can make a Sense Motive check. If a creature’s Sense Motive check exceeds your Bluff check, 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.

Secret Message

You can make a Bluff check to attempt to convey a hidden message to another character without others understanding it. The DC is 15 for simple messages and 20 for complex messages. If the message contains completely new information, the DC increases by 5. You can freely increase the DC 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 must make a Sense Motive check against the same DC to identify the hidden message. Creatures who know how the message will be conveyed – normally, the intended recipient – receive a +10 bonus on this check. Exceptionally complex hidden message systems may grant a bonus greater than +10.

4.3.4 Climb (Str; Armor Check Penalty)

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 4.6: Climb Speeds. Failure by 5 or less means your action is wasted and you do not move. Failure by 6 or more 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. You are flat-footed while climbing, since

you can’t move to avoid a blow. If you take damage while climbing, you must make another Climb check against the same DC to avoid falling. If you take a –5 penalty, you can defend yourself normally while climbing. Accepting a –5 penalty can also allow you to move at double speed while climbing.

Table 4.6: Climb Speeds

Size	Speed	Size	Speed
Medium	5 ft.		
Small	5 ft.	Large	10 ft.
Tiny	2-1/2 ft.	Huge	15 ft.
Diminutive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

The DC of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.7: Climb DCs and Table 4.8: Climb Modifiers.

Table 4.8: Climb Modifiers

Climb DC Modifier ¹	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
–5	Inclined surface (between 45 and 60 degrees)
–5	Climbing a corner where you can brace against perpendicular walls
+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; use any that apply.

Catch Falling Character

While climbing, you can attempt to catch another character who is falling near you. To do so, you must make a successful grapple attack against the falling character. Most falling characters will choose to be flat-footed against this attack. If you succeed, you must make a Climb check against a DC equal to the wall’s DC + 10. Success means you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character’s fall but don’t lose your grip on the wall. If you fail by 6 or more, you fail to stop the character’s fall and begin falling as well.

Stop Fall

It is possible, but very 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 DC equal to the wall’s DC + 20.

Climbing with a Climb Speed

A creature with a climb speed moves by a distance equal to its climb speed when climbing. It has a +5 inherent bonus on all Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened, and is not flat-footed while climbing. It cannot make an accelerated climb or use the run action while climbing.

Table 4.7: Climb DCs

Climb DC	Surface or Activity	Example
10	Surface with large hand and holds to stand on	Very rough rocks, ship's rigging
15	Surface with some hand and foot holds	Knotted rope, surface with pitons or carved holes, rough wall
15	Surface with only large hand holds	Pulling yourself up by your hands while dangling
20	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
20	Overhang or ceiling with only handholds	Tree limbs, butcher's ceiling with meat hooks
25	Rough surface with no holds	Weathered natural rock, well-made stone wall
— ¹	Smooth surface	Glass window, <i>wall of force</i>
30	Smooth surface with chimney setup	—
35	Smooth surface corner	—

¹ A perfectly smooth, flat, surface cannot be climbed on its own.

4.3.5 Craft (Int)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- 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 by 5 or less means you failed to make progress, but can try again without penalty. Failure by 6 or more 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 ??: Crafting Time (page ??), 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 DC, as shown on Table ??: Craft DCs. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending on the tools available and the item to be crafted. For example, crafting a bow with improvised wood-working tools would impose a -2 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.

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 DC 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 Perception skills.

Identify Forgery

You can make a Craft check as a full-round action to evaluate whether an item is a forgery. The DC to identify a forgery is equal to the Craft check used to make the item. Success indicates that you correctly identify whether the item is a forgery or not. Failure indicates that you are unsure. Failure by more than 10 indicates that you incorrectly identify the item. 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 (woodworking) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The DCs 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 DC.

4.3.6 Creature Handling (Cha; Trained Only)

You can handle creatures without being able to speak with them, convincing them to do what you want or training them to follow commands. This skill can only be used with creatures with an Intelligence of -5 or lower.

Animals are easier to handle than other kinds of creatures. The DCs listed are for animals; the DC to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions. Success indicates it does what you want on its next action. Failure indicates that your action is wasted, and the creature does not listen to you. Exceptional failure may make the creature hostile, depending on the circumstances.

Pacify: As a standard action, you can make a check to pacify a creature. If the creature fails a Will save with a DC equal to your Creature Handling check, it will do nothing for 5 rounds. If it is threatened or damaged, this effect is automatically broken. Actively hostile creatures gain a $+10$ circumstance bonus on this saving throw. If you interfere with an action the creature is trained to perform while it is pacified, such as entering a room it is trained to guard, it receives a new saving throw each round with a $+10$ circumstance bonus. You can attempt to pacify a creature as a swift action by taking a -10 penalty on the check.

Perform Trained Action: As a swift action, you can make a DC 10 check to convince a creature to perform an action it is trained to perform. Generally, wild animals are not trained in any actions, so this is not effective on them.

Push: As a standard action, you can make a DC 25 check to convince a willing creature to perform an action it is not trained to perform, but which it is physically capable of performing. This also covers making a creature perform a forced march and similar activities. You can attempt to push a creature as a swift action by taking a -10 penalty on the check.

Training Creatures

If you are trained in Creature Handling, you can use it to train a creature. Success indicates that 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 DC. A creature can learn a number of tricks equal to its Intelligence $+ 10$. Thus, a creature with an Intelligence of -9 can learn a single trick, while a creature with an Intelligence of -5 can learn five tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): 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 (DC 15): The creature comes to you, even if it normally would not do so.

Defend (DC 20): 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 (DC 15): 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 (DC 15): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DC 20): The creature stays in place and prevents others from approaching.

Heel (DC 15): The creature follows you closely, even to places where it normally wouldn't go.

Perform (DC 15): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15): 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 (DC 20): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DC 15): 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 DC for this check is equal to $15 +$ the Hit Values of the creature. 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.

4.3.7 Devices (Int; Trained Only)

You can use this skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The DC of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DC accordingly. DCs are listed on Table 4.9: Devices DCs.

Table 4.9: Device DCs

Device Type	Base DC
Simple device (wagon wheel, typical knot)	10
Average device (door hinge, complex knot)	15
Challenging device (typical lock or trap)	20
Difficult device (good lock)	25
Magic trap	25 + double spell level
Extraordinary device (masterwork lock, complex trap)	30

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 a knot, lock or unlock a lock without its key, or activate a trap directly without using its triggering mechanism (hopefully without being in its line of fire).

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding. You can also take a full-round action to bind a helpless foe in rope or similar material. Your check result is equal to the DC to escape the binding.

Break Device

As a standard action, you can make a Devices check to break a device. The DC 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 indicates that the device continues to function. Failure by 6 or more may cause you to think that you successfully broke the device, while in fact it functions normally.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DC 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 by 5 or less means you were unsuccessful, and your action was wasted. Failure by 6 or more 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 DC is 5 higher than normal, as usual for a check to subvert a device.

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 DC by 5, but increases the Perception DC to notice the tampering by 10.

When dealing with traps, you are always considered to be “threatened” by the trap, preventing you from taking 10.

4.3.8 Disguise (Int)

Disguise 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

You can make a Disguise 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 Disguise check is opposed by the Perception 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 circumstance bonus to its Perception 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 Perception check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you’re attempting to change the creature’s appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

Creating a disguise takes 1d4 x 10 minutes. You can take a –10 penalty to reduce the time to 1d4 minutes, or a –20 penalty to reduce the time to 1d4 rounds.

The Disguise check is made secretly, so that you can’t be sure how good the result is. However, you can attempt to judge its effectiveness with an identify disguise check using either Disguise or Perception.

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
Larger size category	+20 ²

1 Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

2 Per limb.

3 Per step of difference between the original size category and the new size category.

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like a disguise creature check, but the result of your Disguise check can’t exceed the result of a Perception check you have made to observe the creature. People viewing the disguise who know what that person looks like get a +5 circumstance bonus on their Spot checks to identify the disguise.

Identify Disguise

You can make a Disguise check to identify a disguise on another creature. The DC is equal to the Disguise check used to create the disguise. Success means you know that the creature is disguised. If you succeed by 10 or more, Success means you know that the creature is disguised. If you succeed by 10 or more, you can also discern the creature’s true appearance beneath the disguise. You can make an identify disguise check against any individual creature once per hour.

4.3.9 Escape Artist (Dex; Armor Check Penalty)

Escape Artist represents your ability to escape bindings and move through small areas by contorting your body.

Escape Bindings

You can make an Escape Artist check as a full-round action to escape bindings and restraints. The DCs of various restraints are given on the table below.

Restraint	Escape Artist DC
Ropes	Binder's grapple or Devices check
Net	20
Manacles	30
Masterwork manacles	35
Grapppler	Grapppler's grapple attack result
<i>Entangle</i> , <i>web</i> , or similar spells	Spell's save DC

Squeeze

You can make an Escape Artist check as a full-round action to move one foot forward in a space too small to normally fit you. A DC 15 check allows you to fit into a space that can fit your head and shoulders, but which is too tight to allow crawling. A DC 30 check allows you fit into a space that can fit your head, but not your shoulders. Success indicates that you make progress through the space, while failure indicates that your action is wasted.

If you take a -10 penalty to your Escape Artist check, you can squeeze as a move action.

4.3.10 Heal (Wis)

Heal 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

You can make a DC 15 Heal check to treat wounded people, allowing them to recover more quickly. Success means the patient recovers hit points or attribute damage at twice the normal rate: half the patient's hit points and one point of ability damage for 4 hours of rest, or all of the patient's hit points and two points of ability damage with 8 hours of rest. For every 5 points by which you beat the DC, you half the patient's recovery time again.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Accelerating a creature's recovery counts as light activity.

First Aid

You can make a DC 15 Heal check as a standard action to stabilize a dying character. Success indicates that the patient becomes stable, and no longer needs to make Fortitude saves each round to stave off death.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. The next time the character would make a saving throw against the poison or disease, it can use its saving throw result or your Heal check result, whichever is higher. A creature can only benefit from one such attempt to treat a poison on each saving throw.

Treating a poison takes a standard action. Treating a disease takes ten minutes of work.

Treat Wound

You can make a DC 15 Heal check as a standard action to treat some specific wounds, such as from a caltrop or *spike growth* spell. Success usually indicates that the wound is gone, as indicated by the effect's description.

4.3.11 Intimidate (Cha)

You can use Intimidate to intimidate people.

You gain a +4 circumstance bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target. If your target doesn't know how large you are, this modifier does not apply. A character immune to fear (such as a paladin of 3rd level or higher) can't be intimidated, nor can nonintelligent creatures.

Coercion

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you are always considered an enemy of the group you are intimidating (+5 DC modifier). In addition, the DC is 5 lower if the group thinks your group is significantly stronger than them, or 5 higher if the group thinks your group is significantly weaker.

Demoralize Foe

As a standard action, you can make an Intimidate check to demoralize a foe within Medium (100 ft.) range of you. The target must make a Will save against your check result. If it fails, it becomes shaken for 5 rounds.

4.3.12 Knowledge (Int; Trained Only)

Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of unrelated 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 Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes, extraplanar monsters)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

You cannot take 10 or take 20 on Knowledge checks. You cannot retry Knowledge checks unless you are presented with significant new information about the subject that could jog your memory.

You can attempt Knowledge checks untrained, but your result cannot exceed 10, limiting you to only the most well-known facts. Particularly common or famous monsters, such as goblins or dragons, can be recognized with an untrained knowledge check of this sort.

Identify Monster

You can make a Knowledge check reactively to identify a monster and recall its special powers or vulnerabilities. In general, the DC is equal to 10 + the monster's CR. Success allows you to remember

the monster's name and its most well-known features. For every 5 points by which you beat the DC, you remember an additional piece of useful information. Failure indicates you don't remember anything important about the monster. Failure by more than 10 indicates that 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 DC varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is DC 10. Answering a challenging question which would be beyond the reach of most initiates is DC 20. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be DC 30 or higher.

4.3.13 Linguistics (Int; Trained Only)

Linguistics represents your mastery of other languages.

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 DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. In addition, the DC 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 indicates that you understand the general content of a piece of writing about one page long (or the equivalent). Failure indicates that you fail to understand the writing. Failure by 6 or more forces you to make a DC 5 Wisdom check. If you fail the Wisdom check, you draw a false conclusion about the text. The DC of the Wisdom check may sometimes be higher or lower, depending on the particular writing in question.

Both the check to decipher and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

Learn Language

For every two ranks in Linguistics that you have, you may learn a new language, in addition to your starting languages race (or class). You don't make Linguistics checks to speak or understand languages. You either know a language or you don't. 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. Languages are summarized on the table below.

4.3.14 Perception (Wis)

Perception 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 Perception 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

Table 4.10: Languages

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Drow	Elven

effect on how difficult it is for you to hear sounds. In such cases, you only roll one Perception check, and you apply the modifiers separately for each sense.

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

Active Attention

As a move action, you can make a conscious effort to pay attention to events around you. You may make a Perception check to notice events, rather than simply using your modifier.

You are automatically paying active attention to any creature you are currently fighting in melee. No special action is required to maintain this attention.

Discern Illusion

You can automatically notice inconsistencies in illusion spells. Treat your Perception modifier as your check result. The DC is equal to the save DC of the spell. Success means you get a Will save to disbelieve the illusion as if you interacted with the illusion. 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 in armor, the DC to identify the illusion with that sense is lowered by 10.

Notice Event

You can automatically notice events around you. Treat your Perception modifier as your check result. The DC 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. Success by 5 or more means you can clearly identify what the event was. Failure means you don't notice anything.

Identify Disguise

You can make a Perception check as a move action to identify a disguise on another creature. The DC is equal to the Disguise

check used to create the disguise. Success means you know that the creature is disguised. If you succeed by 10 or more, you can also discern the creature's true appearance beneath the disguise. You can make an identify disguise check against any individual creature once per hour.

Identify Forgery

You can make a Perception check as a full-round action to evaluate whether an item is a forgery. The DC to identify a forgery is equal to the Craft check used to make the item. Success indicates that you correctly identify whether the item is a forgery or not. Failure indicates that you are unsure. Failure by more than 10 indicates that you incorrectly identify the item. The check is made secretly, so you can't be sure how good the result is.

Read Lips

You can make a DC 15 sight-based Perception check to read a creature's 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. Success by 5 or more means you understand the exact words. spoken if you understand the language. Failure means you don't understand the message. Failure by 6 or more means you draw an incorrect conclusion about the message.

Search

You can spend a full-round action to make a Perception check to notice things in a single 5-ft. square within 10 feet of you. While doing so, you ignore size penalties that would affect the DC to notice anything within the square.

Senses

Sight: The DC to see something depends on the obviousness of the sight, as shown on Table 4.11: Sight-based DCs, and other modifiers given at Table 4.14: Perception DC Modifiers.

The DC to notice an invisible creature with sight is 20 higher than normal. Noticing an invisible creature makes you aware of its presence, but doesn't let you see it perfectly.

Table 4.11: Sight-based DCs

Situation	DC
Creature or object moving	-5 ¹
Creature or object standing still	0 ¹
Creature trying to hide	Stealth check result
Hidden trap or secret door	Craft or Devices check result + 10
Magic trap	25 + double level of spell used to create trap

¹ Add the creature or object's special size modifier

Sound: The DC to hear a sound depends on the intensity of the sound, as shown on Table 4.12: Sound-based DCs, and other modifiers given at Table 4.14: Perception DC Modifiers.

Background noise can make it more difficult to notice sounds. If there is significant background noise of a similar intensity to the sound to be detected, the DC increases by 5. If there is significant background noise of a much greater intensity than the sound to be

detected, the DC increases by 10.

Table 4.12: Sound-based DCs

Situation	DC
Creature shouting	-5 ¹
Creature talking normally or fighting	0 ¹
Creature whispering	10 ¹
Creature standing still	15 ¹
Creature trying to be quiet	Stealth check result

¹ Add the creature or object's special size modifier

Scent: The DC to smell something depends on the intensity of the scent, as shown on Table 4.13: Scent-based DCs, and other modifiers given at Table 4.14: Perception DC Modifiers.

The DCs given are for a creature with an ordinary sense of smell, like a human. A creature with an unusually keen sense of smell, like most animals, gains a +5 competence bonus to scent-based Perception checks. A creature with the scent ability, such as a dog, gains a +10 competence bonus to scent-based Perception checks.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a DC which is 5 lower. An unusually weak smell, such as a creature who has just taken an unscented bath, has a DC which is 5 higher.

Table 4.13: Scent-based DCs

Situation	DC
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature ¹	10

¹ Add the creature's special size modifier

Other Senses: Other senses can exist, and creatures can make Perception checks to use those other senses appropriately.

Modifiers

All Perception checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.14: Perception DC modifiers.

Table 4.14: Perception DC Modifiers

Number	DC Modifier
One creature or object	+0
Two creatures or objects	+2
Five creatures or objects	+5
Twenty creatures or objects	+10
A hundred creatures or objects	+15
Five hundred creatures or objects	+20
Distance	DC Modifier
Less than five feet away	+0
Five feet away	+2
Twenty feet away	+5
A hundred feet away	+10
Five hundred feet away	+15
Half a mile away	+20

4.3.15 Perform (Cha)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

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)

You can only take 10 on a Perform check when performing in a way you are familiar with, such as with a well-practiced song or routine. You cannot take 20 on Perform checks.

Entertain

You can make a Perform check to provide entertainment or to show off your skills.

4.3.16 Persuasion (Cha)

You can use Persuasion 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. You cannot normally take 10 or take 20 on Persuasion checks.

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 DM decides what the groups are.

The base DC for a Persuasion check against a group is equal to 10 + the highest level of any character in the group + the highest Wisdom of any character in the group.

Compel Belief

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 by less than 10 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. Failure by 10 or more 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	DC 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 vampire.”)	+10
Virtually impossible (“You are secretly a vampire.”)	+20
Demonstrably untrue (“You are a frog.”)	— ¹

1 You cannot convince someone of something that is proven to be false.

Table 4.16: Motivation Modifiers

Description	DC 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 by less than 10 means they did not accept the deal, but they may propose an alternate arrangement, or you can propose another deal without penalty. Failure by 10 or more 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 DC 10 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 DC for the check is 15 to 25, or even higher.

4.3.17 Profession (Wis; Trained Only)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. 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.

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
Good: The reward is good and the risk is minimal. The subject is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern with a reputation for vicious brawls and later report on everyone they saw there.	-10
Favorable: The reward is appealing, but there's risk involved. If all goes according to plan, though, the deal will end up benefiting the subject. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-5
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the subject. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The subject is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against an ancient red dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the subject ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a rusty kitchen knife for a shiny new longsword.	+15

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

Earn Income

You can make a Profession check 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 DC when using Profession may be higher than it would be to use the normal skill for the task.

4.3.18 Ride (Dex)

Ride 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.

You do not need to make Ride checks for actions that you cannot fail at; a well-trained rider can usually ignore DC 5 Ride checks.

If you don't have a saddle and other riding gear, you take a -5 penalty to Ride checks. When attempting to ride creatures ill suited as a mount, the DC of all Ride checks is increased by 5. If your mount takes a full attack, it is more difficult to control, increasing the DC of all Ride checks by 5.

Control Mount in Battle

You can make a DC 20 Ride check as a move action to control a mount in battle that is not trained for combat riding. Success means it obeys your commands.

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Guide Mount

You can make a DC 5 Ride check as a free action to guide your mount with your knees. You make this Ride check at the start of your turn. Success means you can have both hands free to take other actions. Failure means you must use a hand to control the mount during your turn. 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 DC 15 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.

Fall

If you fall off your mount, or if your mount is downed in battle, you normally take 1d6 bludgeoning damage from the fall. You can make a DC 15 Ride check to mitigate the damage. This does not require an action. Success means you take no damage. Failure means you take damage normally.

Spur Mount

You can make a DC 15 Ride check as a move action to get your mount to move faster. Success means it makes an Athletics check to sprint. Failure means your action was wasted.

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DC 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.

Take Cover

You can make a DC 15 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. Failure by 6 or more means you fall. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

4.3.19 Sense Motive (Wis)

Sense Motive represents your ability to read body language and emotion.

Discern Enchantment

You can automatically notice when a creature is affected by mind-controlling magic – including yourself. Treat your Sense Motive modifier as your check result. The DC is normally equal to the save DC of the spell. Domination effects have a DC that is 10 lower than normal. Success means you recognize that the creature is affected by mind-affecting magic. Failure means you don't notice anything amiss.

This can only be used if the effect in question is actually affecting the creature's behavior at the time. For example, a person who has been given an unnatural aversion to cheese by the *aversion* spell would generally not be affected by the enchantment unless it was presented with cheese. Therefore, you could not discern the enchantment on the creature simply by talking to it about the weather.

Identifying mind-controlling magic affecting you gives you no special ability to resist the magic, but it may help you mitigate its effects.

Discern Lies

You can automatically notice when people lie to you. Treat your Sense Motive modifier as your check result. The DC is equal to the lying creature's Bluff check. Success means you notice that the creature was lying. Failure means you do not.

Discern Secret Message

You can automatically identify hidden messages conveyed with the Bluff skill. Treat your Sense Motive modifier as your check

result. The DC is equal to DC of the secret message. Success means you recognize that a hidden message is present, but not its contents. Success by 5 or more means you can understand the message. Failure means you don't notice the hidden message.

Focus Attention

You can make a Sense Motive check as a move action to focus on a particular creature. If you do, you can use your check result to discern enchantments, lies, and hidden messages from that creature. This applies to any actions it took or things it said during the last round, and to actions it takes or things it says for the next 5 rounds. If you focus on a different creature, you lose your focus on the first creature.

Social Assessment

You can make a DC 15 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 have an idea of behaviors that are expected or inappropriate, who outranks whom, or other another piece of useful information. For every 5 points by which you beat the DC, you gain an additional insight into the social environment.

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 DC may vary in usefulness depending on how obvious or subtle the group is.

4.3.20 Sleight Of Hand (Dex; Trained Only; Armor Check Penalty)

Sleight of Hand represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

You can attempt Sleight of Hand checks untrained, but your check result can't exceed 10. All Sleight of Hand checks relating to objects apply a special modifier based on the size of the object, as shown on Table 4.17: Sleight of Hand Modifiers.

Table 4.17: Sleight of Hand Modifiers

Object Size	Check Modifier
Fine	+8
Diminutive	+4
Tiny	+0
Small	–4
Medium	–8
Large	–12
Huge	–16
Gargantuan	–20
Colossal	–24

Conceal Action

You can make a Sleight of Hand check to conceal an action you take, preventing observers from noticing that you took the action. You can conceal any physical action that only requires the use of your hands and arms. Your check is opposed by the Perception check of any observers. Success means your action is unnoticed. Failure means they are able to notice your action normally.

Observers that you touch as part of the action gain a +10 circumstance bonus to their Perception check. If you strike them hard, as

with an attack, the bonus increases to a +20 circumstance bonus.

If you successfully conceal a ranged attack, the attack is treated as if it were an attack from an invisible creature. The target is flat-footed, and if 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 Perception 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 circumstance bonus to its Perception 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 DC depends on whether the creature notices your attempt using Perception. If the creature's Perception check exceeds your Sleight of Hand check, the creature notices your attempt and the DC is equal to the creature's Combat Maneuver Defense. Otherwise, the creature does not notice your attempt, and the DC is 20. Success means you successfully steal the object. Failure means you do not steal the object.

4.3.21 Spellcraft (Wis; Trained Only)

Spellcraft represents your ability to notice and understand spells and magical effects.

Notice Magic Auras

You can automatically notice the presence of magic within 100 feet of you. Use your Spellcraft modifier as your check result. The DC is 10. Success means you notice that magic exists. Success by 5 or more means you know the number of magical auras, and the strength and direction to the strongest aura. Success by 10 or more means you notice the strength and direction to each aura. Failure means you don't notice any magic.

Aura strengths are described in Table 4.18: Aura Strengths. With practice, you can ignore auras that you are commonly surrounded by, such as magic items on you and your companions. In general, it takes a day of frequent exposure to become accustomed to an aura. Once you are accustomed to an aura, you can freely choose to notice or ignore it.

The act of casting a spell creates a magic aura that can be detected with this ability. A magical aura can linger after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If you use Spellcraft in such a location, you can an aura strength of "dim" (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power. Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.

Analyze Magic Aura

You can make a Spellcraft check as a move action to analyze a particular source of magic you have noticed. You must know the

approximate location of a source to analyze it. The DC for spells is equal to 15 + the spell level of the spell, and the DC for other sources of magic is equal to 15 + half caster level. Success means you identify the strength and school of all auras produced by the source of magic. Success by 5 or more also allows you to identify subschools and descriptors. Failure means you learn nothing about the source.

Identify Active Spell

You can make a Spellcraft check as a move action to identify an active spell within 100 feet of you. The DC for a spell with obvious visual or other cues is equal to 15 + the spell level of the spell. The DC for a spell without such cues, or with misleading cues (such as many illusions), is 10 higher. Success means you know what the spell is.

If a spell emulates another spell, such as *shadow evocation*, the DC to identify the spell being emulated is 15 + the spell level of that spell. The DC to identify that the spell is being emulated, and to identify the spell used to do the emulation, is 10 higher.

Identify Spellcasting

You can automatically identify spells being cast within 100 feet of you. Use your Spellcraft modifier as your check result. The DC is equal to 15 + the spell level of the spell. Success means you know what spell is being cast.

Identify Potion

You can make a DC 25 Spellcraft check to identify a potion. This takes a minute of careful evaluation. Success means you know what spell the potion contains.

Identify Written Spell

You can make a Spellcraft check as a standard action to identify a scroll or similar piece of magical writing. The DC is equal to 20 + the spell level of the spell. Success means you know what spell is written.

4.3.22 Stealth (Dex; Armor Check Penalty)

Stealth represents your ability to escape detection while moving or hiding. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Perception 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 circumstance bonus to find you. You may need to make Perception 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 circumstance bonus to find you.

Table 4.18: Aura Strengths

Spell or Object	— Aura Power —			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	6th or lower	7th–12th	13th–20th	21st+ (artifact)

Hide

You can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Perception checks of any observers. Success means that you can't be seen, heard, or detected in any way, effectively making you invisible. Failure means that the observer notices you. The more senses the observer notices you with, the more they learn about your location, as appropriate to the sense.

Your Stealth check automatically fails against sight-based perception checks an observer makes if you do not have passive cover or concealment from that creature. For this purpose, do not consider any cover that would be hidden as a result of a successful check.

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, running or charging.

A creature larger or smaller than Medium gains an inherent bonus or penalty on Stealth checks to hide depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

4.3.23 Survival (Wis)

Survival 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 DC depends on the terrain, as shown on Table 4.19: Terrain DCs. 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. Failure by 6 or more 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 DC.

This check is made once every 8 hours you spend travelling overland. You can't take 10 or take 20 on checks to navigate a wilderness. If you move at half speed, you gain a +5 circumstance bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The DC depends on the terrain, as shown on Table 4.19: Terrain DCs. 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. You can't take 10 or take 20 on checks to find sustenance in the wilderness. If you move at one-quarter speed, you gain a +5 circumstance bonus on the check.

Table 4.19: Terrain DCs

Terrain	Navigation DC	Sustenance DC
Desert	20	30
Forest	15	15
Jungle	15	10
Mountains	15	20
Hills	10	20
Plains	10	20
Swamp	20	25

Predict Weather

You can make a DC 15 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

If you have the Track feat, you can use Survival to follow tracks.

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 DC 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DC 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.

4.3.24 Swim (Str; Armor Check Penalty)

Swim represents your ability to swim. Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

Swim

You can make a Swim check to move through water. The DC depends on the turbulence of the water, as shown on Table 4.20: Swim DCs. 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). Success by 10 or more means you move twice as fast. Failure means you make no progress through the water. Failure by 6 or more means you make no progress and sink five feet underwater.

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

Table 4.20: Swim DCs

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 ¹

¹ You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

Swimming with a Swim Speed

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +5 inherent bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Chapter 5

Feats

Feats are special abilities that every character has. Feats can be used to specialize your character particular area, to grant your character new abilities, or to change the way your character does certain things.

5.1 Gaining Feats

Your character gains a feat every odd level: 1st, 3rd, 5th, and so on. Classes can sometimes grant bonus feats as well, which are in addition to these feats which every character gets.

5.1.1 Bonus Feats

Some class features and abilities grant a character bonus feats. Unless otherwise specified, the character must still meet any prerequisites for the feat. If the character does not meet the prerequisites at the time the bonus feat is granted, the character does not gain the feat. If the character later meets the prerequisites, the character immediately gains the benefit of the bonus feat.

If a character gains a feat as a bonus feat that he or she has already acquired through other means, the character may select instead any other feat for which she qualifies.

5.2 Retraining Feats

At every even level, your character can choose to retrain an old feat in exchange for a new feat. You can only retrain feats for other feats you could have acquired at the time you took the original feat. Thus, you cannot retrain feats gained through class features which give you a specific feat, since there were no other feats you could have taken. However, a 6th level fighter can retrain his 2nd level fighter bonus feat for any other combat feat that he qualified for at 2nd level.

5.3 Prerequisites

Some feats have prerequisites. Your character must have the indicated attribute score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. 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.

5.4 Types Of Feats

Some feats are general, meaning that no special rules govern them as a group. Others belong to particular categories. The categories are given below:

- Bloodline feats allow a character to tap into latent magical abilities in their blood.
- Combat feats affect a character's prowess in combat.

- Combat maneuver feats are combat feats which grant a character particular talent with specific maneuvers.
- Item creation feats allow spellcasters to create magic items of various kinds.
- Magic feats affect the way a character casts spells or uses magic.
- Metamagic feats let spellcasters cast spells with greater effect, albeit as if the spells were a higher level than they actually are.
- Performance feats allow a character to create magical effects through skilled performances.
- Skill feats affect a character's mastery of his or her skills.
- Style feats change the way a character fights or casts spells. A character can only use one style at a time.
- Strike feats allow a character to impose special effects when they hit in combat.
- Surge feats allow a character to temporarily gain quasi-magical abilities.

5.4.1 Class Feats

Class feats improve a character's class features.

5.4.2 Racial feats

Racial feats improve a character's racial abilities or grant new abilities unique to the character's race.

5.4.3 Skill Feats

Skill feats always affect a character's ability to use skills. Rogues can gain skill feats with their skill trick class feature.

5.4.4 Performance Feats

Performance feats allow a character to use the Perform skill to create magical effects. All Performance feats are also Skill feats.

Each performance has an effect when it is used. Some performances can also be sustained. While you are sustaining a performance, you take a -5 penalty to other Perform checks you make. You also cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands) while sustaining a performance. You can sustain a performance for a number of minutes equal to 5 + your Constitution before you must stop performing.

To be affected by a performance feat, a creature must be able to either see or hear the creature giving the performance, depending on whether the performance is visual or auditory. The Perform skill being used determines whether the performance is visual or auditory.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats

you have + half your Charisma.

5.4.5 Combat Feats

Combat feats always affect a character's combat abilities. Fighters gain bonus feats selected from a subset of the feat list presented in Table 5.8: Combat Feats (page 60). Any feat designated as a combat feat can be selected as a fighter's bonus feat.

5.4.6 Combat Maneuver Feats

Combat maneuver feats are combat feats which specifically deal with maneuvers – pushing opponents around, grappling them, tripping them, or other unusual attacks. Any feat designated as a combat maneuver feat is also considered a combat feat and can be selected as a fighter's bonus feat.

5.4.7 Combat Style Feats

Combat style feats grant a character the ability to fight in a particular style, granting them bonuses while fighting in that style. A character can only fight in one style at once. Initiating a style or changing to a different style is a swift action, but a style can be stopped as a free action. Any feat designated as a combat maneuver feat is also considered a combat feat and can be selected as a fighter's bonus feat.

Some style feats have style requirements. To gain the benefits of a combat style with a style requirement, a character must take some action or fulfill some condition during his turn. If the condition is not met, the character automatically stops fighting in that style at the end of his turn. For example, a character using the Power Attack style must charge or full attack with a melee weapon each round. If the character takes the total defense action instead, he stops using the Power Attack style at the end of his turn.

5.4.8 Bloodline Feats

Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those possibilities by gaining abilities related to their ancestry. Each bloodline feat belongs to a specific type of monster, such as “dragon”. Some bloodline feats have stronger effects if you have more feats from that heritage.

5.4.9 Metamagic Feats

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. All effects dependent on spell level (such as the ability to penetrate a *lesser globe of invulnerability*) are calculated according to the spell's modified level.

Applying Metamagic Feats: Spellcasters apply metamagic feats on the spot. Therefore, most spellcasters must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than they do to cast a regular spell. If the spell's normal casting time is a standard action, casting a metamagic version is a full-round action. (This isn't the same as a 1-round casting time.) For a spell with a longer casting time, it takes an extra full-round action to cast the spell. For a spell with a shorter casting time, it takes a standard action to cast the spell.

Sorcerers have such an intuitive grasp of magic that they do not need to take extra time to cast spells affected by metamagic feats.

Spontaneous Casting and Metamagic Feats: A cleric spontaneously casting a *cure* or *inflict* spell can cast a metamagic version of it instead.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

5.4.10 Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Negative Levels: Power and energy that a spellcaster would normally have is expended when making a magic item. While crafting a magic item, a spellcaster gains a negative level that cannot be removed. After the magic item is complete, the spellcaster still suffers the negative level for two days per day required to make the item. Scrolls and potions are less draining, and only bestow negative levels for one day per day required to make the item. These negative levels cannot be removed by any means.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level – that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level.

To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

Scrolls: Base price = spell level x caster level x 25 gp.

Potions: Base price = spell level x caster level x 50 gp.

Wands: Base price = spell level x caster level x 750 gp.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation. The minimum caster level to craft an item is always 2, regardless of the level of the spell used.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component also carries a commensurate cost. For potions and scrolls, the creator must expend the material component when creating the item. For a wand, the creator must expend fifty copies of the material component.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

5.5 Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: A minimum attribute score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, characters cannot gain the same feat twice.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

5.5.1 General Feats

Endurance [General]

Prerequisite: Con 3

Benefit: You convert the first two points of damage you take each round into nonlethal damage. You resist 1 additional point of damage per two levels. In addition, you may sleep in light or medium armor without becoming fatigued.

This resistance is considered damage reduction for the purpose of abilities which overcome damage reduction. However, it is a separate ability, so it stacks with damage reduction.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A barbarian automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

Deathless [General]

Prerequisite: Constitution 5 or base Fortitude save +10.

Benefit: You become immune to death effects.

Diehard [General]

Prerequisite: Constitution 3.

Benefit: When you take critical damage, you automatically be-

come stable. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you take critical damage (even if it isn’t your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of critical damage. You die normally if your critical damage exceeds your Constitution score + your level.

Normal: A character without this feat who takes critical damage is unconscious and dying.

Extend Rage [General]

Prerequisite: Ability to rage.

Benefit: Your rage lasts for five extra rounds.

Fearless [General]

Prerequisite: Charisma 5 or base Will save +10.

Benefit: You are immune to fear effects and hostile morale effects.

Great Fortitude [General]

Benefit: You get a +2 competence bonus on all Fortitude saving throws. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will [General]

Benefit: You get a +2 competence bonus on all Will saving throws. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Legendary Strength [General]

Prerequisite: Strength 10.

Benefit: You gain a +5 competence bonus to Strength for the purpose of determining your carrying and lifting capacity, as well as your ability to break objects with brute force. For the purposes of this bonus, you can ignore the normal attribute cap of 10.

Legendary Constitution [General]

Prerequisite: Constitution 10.

Benefit: You gain a +5 competence bonus to Constitution for the purpose of determining feats of endurance, such as holding your breath or running. For the purposes of this bonus, you can ignore the normal attribute cap of 10.

Lightning Reflexes [General]

Benefit: You get a +2 competence bonus on all Reflex saving throws. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Perfect Health [General]

Prerequisite: Constitution 3 or base Fortitude save +6.

Benefit: You become immune to disease, except supernatural diseases such as mummy rot. If you have a Constitution of 7 or a

Table 5.1: General Feats

General Feats	Prerequisites	Benefit
Endurance	Con 3	Convert damage to nonlethal damage
Deathless	Con 5 or base Fortitude save +10	Immune to death effects
Diehard	Con 3	Remain conscious after taking critical damage
Fearless	Cha 5 or base Will save +10	Immune to fear and hostile morale effects
Great Fortitude	—	+2 bonus on Fortitude saves, reroll 1/day
Iron Will	—	+2 bonus on Will saves, reroll 1/day
Lightning Reflexes	—	+2 bonus on Reflex saves, reroll 1/day
Perfect Health	Con 3 or base Fortitude save +6	Immune to disease, later poison
Swift	—	Increase speed by 5 feet
Toughness	—	+3 hit points +1 per level above 3

1 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

Table 5.2: Class Feats

Class Feats	Prerequisites	Benefit
Extend Rage	Ability to rage	Can rage for 5 rounds longer
Extra Channeling	Ability to channel energy	Can turn or rebuke 3 more times per day
Extra Invocation	Ability to use an arcane invocation	Learn a new arcane invocation
Extra Rage	Ability to rage	Can rage 1 more time per day
Extra Smiting ¹	Ability to smite	Can smite 3 more times per day
Extra Wild Aspect	Wild aspect	Can use wild aspects 3 more times per day
Mental Discipline	Ability to use combat discipline	Use Charisma for combat discipline
Selective Channeling	Ability to channel energy	Can exclude two additional creatures

Table 5.3: Magic Feats

Magic Feats	Prerequisites	Benefit	Feat Type
Bardic Spellpower	Arcane spellcasting ability	Fighter and rogue levels improve some spells	—
Battlecaster	Proficiency with light armor	Reduce arcane spell failure by 10%	—
Combat Casting	—	+2 bonus on Concentration checks to cast spells, reroll 1/day	—
Craftcaster	Craft (any) 8 ranks, 2nd level spells	Increase caster level when creating, transforming objects	—
Deceptive Casting	Spellcasting ability	Trade concentration to make spells difficult to identify	Style
Improved Counterspell	—	Counterspell with spell of same school	—
Magical Synthesis	Levels in two magical classes	Gain magic levels in two magical classes at once	—
Mighty Summons	2nd level summoning spell	Summoned creatures gain +2 Str, +2 Con	—
Rapid Metamagic	Spellcraft 8 ranks, spellcasting ability, one metamagic feat	Apply metamagic effects more quickly	—
Residual Awareness	Divination (Awareness) spell	Gain brief Perception bonus after casting a spell	—
Residual Knowledge	Divination (Knowledge) spell	Gain brief Knowledge bonus after casting a spell	—
Resilient Magic	2nd level Abjuration (Negation) spell	Spells persist for 1 round after being dispelled	—
Ritual Caster	Int 3	Gain ability to perform rituals	
Ritual Master	Spellcraft 8 ranks, ability to perform rituals	Perform rituals more quickly, +3 to ritual checks	
Spell Focus ¹	Magic level 4th	+2 caster level with specific type of magic	

base Fortitude save of +14, you also become immune to poison and supernatural diseases.

Swift [General]

Benefit: You increase your base land speed by 5 feet. This bonus is considered a competence bonus.

Toughness [General]

Table 5.4: Racial Feats

Racial Feats	Prerequisites	Benefit
Focused Mind	Elf	Use Intelligence to concentrate instead of Constitution
Giantfighter	Dwarf, gnome, or halfling	+2 to dodge against Large or larger creatures
Gnomish Tricks	Gnome, Cha 0	Gain minor spell-like abilities
Keen Senses	Elf	+4 to Perception, automatically notice secret doors
Light-Footed	Elf or halfling	+4 to Stealth and become harder to track
Stonecunning	Dwarf	Gain a sixth sense about stonework

Table 5.5: Skill Feats

Skill Feats	Prerequisites	Benefit
Dilettante	Int 3	Use some Knowledge skills despite being untrained
Open Minded	—	Gain two skill points.
Ranged Legerdemain	2nd level spells	Use Disable Device or Sleight of Hand at range
Scale the Beast	Climb 8 ranks	Climb on massive creatures
Skill Focus ¹	—	+3 bonus on checks with selected skill, reroll 1/day
Skill Training ¹	—	Gain two skills as class skills
Track	—	Use Survival skill to track

¹ You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

Table 5.6: Performance Feats

Performance Feats	Prerequisites	Benefit
Fascinating Performance	Perform 4 ranks	Fascinate group of creatures
Inspire Competence	Perform 4 ranks	Grant allies bonuses to skill checks
Inspire Courage	Perform 6 ranks	Grant allies bonuses to attack rolls and saves against fear
Inspire Spellpower	Perform 8 ranks	Grant allies bonus to caster level
Recover Performance	Perform 8 ranks, any other Performance feat	Reroll failed performance attempt
Spellwoven Performance	Perform 8 ranks, any other Performance feat	Cast some spells while performing

Benefit: You gain +3 hit points, +1 per level above 3.

5.5.2 Racial Feats

Dwarven Resilience [Racial]

Prerequisite: Dwarf

Benefit: You gain a +2 competence bonus on saving throws against poisons, spells, and spell-like effects.

Focused Mind [Racial]

Prerequisite: Elf

Benefit: You gain a +2 competence bonus to Will saves. In addition, you can use your Intelligence instead of your Constitution on Concentration checks, such as when you cast spells.

Giantfighter [Racial]

Prerequisite: Dwarf, gnome, or halfling

Benefit: You gain a +2 competence bonus to dodge modifier against creatures of size Large or larger.

Keen Senses [Racial]

Prerequisite: Elf

Benefit: You gain a +4 competence bonus to Perception checks. In addition, if you come within 10 feet of a secret or concealed door, you can make a Perception check to notice it as if you were actively

searching.

Light-Footed [Racial]

Prerequisite: Elf or halfling

Benefit: You gain a +4 competence bonus to Stealth checks. In addition, the DC to follow tracks you leave increases by 5.

Stonecunning [Racial]

Prerequisite: Dwarf

Benefit: You gain a +2 competence bonus to Craft and Perception checks related to stone or metal. In addition, if you come within 10 feet of unusual stonework, you can make a Perception check to notice it as if you were actively searching. Finally, you can also intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.

5.5.3 Class Feats

Extra Channeling [Class]

Prerequisite: Ability to channel energy

Benefit: You can channel energy three more times per day.

Normal: Without this feat, a character can channel energy a number of times per day equal to 3 + half his or her Charisma.

Extra Invocation [Class]

Prerequisite: Ability to use an arcane invocation.

Table 5.7: Combat Feats

Combat Feats	Prerequisites	Benefit	Feat Type
Armor Familiarity	Proficiency with armor	Reduce penalties from wearing armor	Equipment
Armor Proficiency (light)	—	No armor check penalty on attack rolls	Equipment
Armor Proficiency (medium)	Armor Proficiency (light)	No armor check penalty on attack rolls	Equipment
Armor Proficiency (heavy)	Armor Proficiency (medium)	No armor check penalty on attack rolls	Equipment
Blind-Fight	—	Reroll miss chance for concealment in melee	Awareness
Cautious Attack	—	Trade damage for MC	Defense, Style
Combat Expertise	Int 3	Trade attack bonus for AC	Defense, Style
Covering Fire	—	Trade ranged attack bonus to penalize struck foes	Precision, Style
Deadly Aim	Dex 3	Trade ranged attack bonus for damage	Precision, Style
Dodge	Dex 3	+4 AC against some attacks of opportunity from selected target	Defense, Mobility
Combat Mobility	Dex 3, base attack bonus +4, Dodge	Avoid some attacks of opportunity from selected target	Defense, Mobility
Spring Attack	Dex 3, base attack bonus +4, Dodge, Combat Mobility	Move before and after attacks	Mobility, Style
Exotic Weapon Proficiency ¹	—	Don't provoke when attacking with exotic weapons	Equipment
Far Shot	—	Increase range increment by 50% or 100%	Precision
Guardian	—	Adjacent allies suffer reduced overwhelm penalties.	Defense
Improved Initiative	—	+4 bonus on initiative checks	Reaction
Improved Unarmed Strike	—	Considered armed even when unarmed	—
Deflect Arrows	Dex 3, Improved Unarmed Strike	Deflect one ranged attacks with your bare hands	Defense, Reaction
Snatch Arrows	Dex 5, Deflect Arrows, Improved Unarmed Strike	Catch a deflected ranged attack	Defense, Reaction
Stunning Fist	Dex 3, Wis 3, Improved Unarmed Strike, base attack bonus +4	Stun opponent with unarmed strike	Precision, Strike
Extra Stunning	Stunning Fist	Can use stunning fist 3 more times per day	—
Mounted Archery	Ride 1 rank	Reduced penalty for ranged attacks while mounted by 4	Mounted, Precision
Mounted Combat	Ride 1 rank	Negate hits on mount with Ride check	Defense, Mounted
Opportunist	Dex 3	+2 to attack and damage on attacks of opportunity	Finesse, Style
Overpowering Assault	Str 3	Trade AC for maneuver bonus	Power, Style

Benefit: You learn a new arcane invocation. You cannot learn invocations from your prohibited schools, if any, with this feat.

Extra Rage [Class]

Prerequisite: Ability to rage.

Benefit: You can rage one more time per day.

Extra Smiting [Class]

Prerequisite: Smite ability.

Benefit: You can smite three more times per day. If you have more than one smite ability, you choose which ability this applies to.

Special: You can take more this once if you have more than one smite ability. Its effects do not stack. Each time you take the feat, you choose a different smite ability you have and apply the effects to that ability.

Extra Wild Aspect [Class]

Prerequisite: Wild aspect ability.

Benefit: You gain three extra uses of your wild aspect ability.

Mental Discipline [Class]

Prerequisite: Combat discipline class feature.

Benefit: You may use your Charisma in place of your Constitution to determine the number of times per day you can use your combat discipline ability.

Selective Channeling [Class]

Prerequisites: Ability to channel energy.

Benefit: You can exclude up to two additional creatures from the effect when you channel energy.

Normal: Without this feat, you can exclude a number of creatures from the effect equal to 1 + half your Wisdom.

5.5.4 Magic Feats

Bardic Spellpower [Magic]

Prerequisite: Ability to cast arcane spells.

Benefit: You can treat your fighter and rogue levels as magical

Table 5.8: Combat Feats

Combat Feats	Prerequisites	Benefit	Feat Type
Parry	Dex 3	Ready yourself to parry incoming blows	Defense, Reaction
Shielded Parry	Dex 3, shield proficiency, Parry	Add shield modifier to parry attempts	Defense, Reaction
Riposte	Dex 3, base attack bonus +4, Parry	Foes provoke if you parry very well	Reaction
Point Blank Shot	—	+2 bonus on ranged damage within 30 ft.	Precision, Style
Precise Shot	—	Add half Wis to damage	Precision, Style
Power Attack	Str 3	Trade melee attack bonus for damage	Power, Style
Quick Draw	—	Draw weapon as swift action	Reaction
Ride-By Attack	Ride 8 ranks	Move before and after a mounted charge	Mobility, Mounted
Spirited Charge	Ride-By Attack	Double damage with mounted charge	Mounted, Power
Shield Proficiency	—	No armor check penalty on attack rolls	Equipment
Tower Shield Proficiency	Shield Proficiency	No armor check penalty on attack rolls	Equipment
Tactical Readiness	Int 3	Ready two actions at once	Reaction
Trample	Ride 8 ranks	Target cannot avoid mounted overrun	Mobility, Mounted
Two-Weapon Fighting	Dex 3	Gain +2 attack bonus when fighting with two weapons	Finesse
Two-Weapon Defense	Two-Weapon Fighting	Off-hand weapon grants +1 shield bonus to AC, later +3	Defense, Finesse
Weapon Focus ¹	Proficiency with weapon group, base attack bonus +1	Special ability with weapon group	Equipment
Weapon Specialization	Base attack bonus +8, proficiency with weapon group, Weapon Focus with weapon group	Special ability with weapon group	Equipment
Weapon Proficiency ¹	—	Don't provoke when attacking with weapon group	Equipment

¹ You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

classes when determining your caster level with enchantment and illusion arcane spells.

Battlecaster [Magic]

Prerequisite: Proficiency with light armor.

Benefit: You reduce your chance of arcane spell failure from wearing armor by 10%.

Combat Casting [Magic]

Benefit: You get a +2 competence bonus on Concentration checks made to cast a spell or use a spell-like ability. In addition, once per day you may reroll a Concentration check made to cast a spell.

Craftcaster [Magic]

Prerequisites: Craft (any) 8 ranks, ability to cast 2nd level spells.

Benefit: When casting spells which create or transform a physical substance that you are trained to craft, you gain a +1 competence bonus to your caster level per 5 ranks you have in the appropriate Craft skill.

Deceptive Casting [Magic, Style]

Prerequisite: Ability to cast spells.

Benefit: While using this style, you increase the DC to identify your spells with the Spellcraft skill by 5. In exchange, you take a –5 penalty to Concentration checks made to cast spells. If you are trained in the Bluff skill, you may instead add your Bluff ranks to the DC to identify your spells.

Improved Counterspell [Magic]

Benefit: When counterspelling, you may use any spell of the same school with a spell level at least as high as the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Magical Synthesis [Magic]

Choose two magical classes you possess.

Prerequisites: Levels in two magical classes.

Benefit: When gaining levels in either of your chosen classes, you gain magic levels in the other class as if the class you are gaining levels in did not progress your magic level. See Magic Level and Multiclassing, page ??.

Mass Transporter [Magic]

Prerequisite: Ability to cast a Conjunction (Translocation) spell of at least 5th level.

Benefit: When casting Conjunction (Translocation) spells which affect multiple creatures, you can affect a number of creatures equal to your caster level.

Mighty Summons [General]

Prerequisite: Ability to cast a Conjunction (Summoning) spell of at least 2nd level.

Benefit: Each creature you conjure with a summoning spell gains a +2 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Rapid Metamagic [Magic]

Table 5.9: Combat Feats (cont.)

Combat Feats	Prerequisites	Benefit	Feat Type
Active Defense	Base attack bonus +4	Take attacks of opportunity normally while fighting defensively	Reaction
Bulwark of Defense	Base attack bonus +4	Your threatened area is difficult terrain	—
Chargebreaker	Base attack bonus +4	Gain +2 to attack and damage when readying against approaching foe	Reaction
Cleave	Str 3, base attack bonus +4	Extra melee attack after dropping target	Power
Cleaving Stride	Str 3, base attack bonus +8, Cleave	Continue movement after dropping target	Power
Defensive Stance	Base attack bonus +4	Trade ability to move for MC	Defense, Style
Distracting Foe	Base attack bonus +4	Threatened foes suffer Concentration penalties	Style
Feign Weakness	Base attack bonus +4	Provoke attack to render foe flat-footed	Style
Improved Bull Rush	Base attack bonus +4	+2 bonus on bull rush attacks; push target back without moving	Maneuver, Power
Improved Dirty Trick	Base attack bonus +4	+2 bonus on dirty trick attacks; dirty tricks last longer	Finesse, Maneuver
Improved Disarm	Base attack bonus +4	+2 bonus on disarm attacks; knock foe's weapon away after disarming	Finesse, Maneuver
Improved Feint	Base attack bonus +4	+2 bonus on feint attacks; feint as move action	Finesse, Maneuver
Improved Grapple	Base attack bonus +4	+2 bonus on grapple attacks; attack faster in grapple	Maneuver, Power
Improved Overrun	Base attack bonus +4	+2 bonus on overrun attacks; target can't avoid	Maneuver, Power
Improved Trip	Base attack bonus +4	+2 bonus on trip attacks; tripped foe provokes attacks of opportunity	Finesse, Maneuver
Intuitive Reaction	Wis 3, base attack bonus +4	Add half Wisdom to attacks of opportunity each round	Reaction
Knockdown	Str 3, base attack bonus +4	Bull rushed foe can be knocked prone	Maneuver, Power
Reveal the Weak Point	Base attack bonus +4	Sacrifice attack and damage to penalize foe's AC	Style
Tactical Analysis	Int 3, Base attack bonus +4	Identify foe's strengths and weaknesses	Awareness
Threatening Fire	Base attack bonus +4	Help overwhelm foes with ranged weapons	Precision, Style

Table 5.10: Bloodline Feats

Bloodline Feats ¹	Prerequisites	Benefit
Celestial Heritage	Nonevil alignment	Smite evil 1/day
Celestial Body	Nonevil alignment, Celestial Heritage	Gain physical damage reduction
Celestial Smiting	Nonevil alignment, Celestial Heritage	Smite evil more often, more accurately
Celestial Soul	Nonevil alignment, any three celestial feats	Gain spell resistance against evil
Draconic Heritage	—	Resist damage from chosen dragon's energy type
Draconic Breath	Con 3, any three dragon bloodline feats	Gain dragon's breath weapon
Draconic Might	Any three dragon bloodline feats	Gain +1 to physical attribute
Draconic Mind	Any three dragon bloodline feats	Gain +1 to mental attribute
Draconic Scales	Draconic Heritage	Gain natural armor
Draconic Senses	Draconic Heritage	Gain low-light vision, possibly darkvision
Draconic Spellpower	Draconic Heritage	Gain bonus to caster level
Draconic Voice	Draconic Heritage	Gain bonus to Intimidate and Persuasion checks
Draconic Weapons	Draconic Heritage	Gain bite attack, possibly claws
Draconic Wings	Any three dragon bloodline feats	Gain wings to slow falls, glide, eventually fly
Elemental Heritage	—	Gain saving throw bonus based on elemental ancestor
Elemental Force	Elemental heritage	Unleash element to attack
Elemental Mastery	Elemental Heritage	Gain attack bonus in circumstances based on elemental ancestor
Elemental Movement	Elemental Heritage	Gain movement ability based on elemental ancestor

Prerequisites: Spellcraft 8 ranks, ability to cast spells, one metamagic feat

Benefit: When you apply a metamagic feat to a spell, the spell only takes its normal casting time.

Normal: Without this feat, applying metamagic takes a standard action (if the spell normally requires less than a standard action), a full-round action (if the spell normally requires a standard action), or an additional full-round action (if the spell takes 1 full round or

Table 5.11: Metamagic Feats

Metamagic Feats	Prerequisites	Spell Level Increase	Benefit
Empower Spell	Caster level 4th	Variable	Cast spell as higher level
Energetic Substitution	Caster level 4th	+1	Change spell's energy type
Enlarge Spell	Caster level 4th	+1	Double spell's range
Imbued Spellstrike	Caster level 4th	+1	Combine spell with weapon attack
Improved Imbued Spellstrike	Caster level 6th	+2	Imbue weapon with spell's power up to 5 minutes
Silent Spell	Caster level 4th	+1	Cast spell without verbal components
Still Spell	Caster level 4th	+1	Cast spell without somatic components
Sustained Spell	Caster level 4th	+1	Maintain concentration as swift action

Table 5.12: Item Creation Feats

Item Creation Feats	Prerequisites	Benefit
Imbue Magic	Caster level 2nd or Craft (any) 5 ranks	Create magic items
Versatile Crafter	Craft (any) 8 ranks	Learn to craft more varieties of magic

longer to cast).

Special: At 1st level, a sorcerer gets Rapid Metamagic as a bonus feat, even if he does not have the prerequisites.

Residual Awareness [Magic]

Prerequisite: Ability to cast a Divination (Awareness) spell.

Benefit: Whenever you cast a Divination (Awareness) spell, you gain an enhancement bonus to Perception checks equal to the level of the spell for 5 rounds.

Residual Beguilement [Magic]

Prerequisite: Ability to cast an Enchantment (Beguilement) spell of at least 3rd level.

Benefit: Whenever you cast a Enchantment (Beguilement) spell, you gain an enhancement bonus to Persuasion checks equal to the level of the spell for 5 minutes.

Residual Knowledge [Magic]

Prerequisite: Ability to cast a Divination (Knowledge) spell.

Benefit: Whenever you cast a Divination (Knowledge) spell, you gain an enhancement bonus to Knowledge checks equal to the level of the spell for 5 rounds.

Resilient Magic [Magic]

Prerequisite: Ability to cast an Abjuration (Negation) spell of at least 2nd level.

Benefit: Your spells persist for 1 round after being dispelled if they still have time remaining in their duration.

Ritual Caster [Magic]

Prerequisite: Intelligence 3.

Benefit: You can learn and perform rituals as if you were an arcane caster with a magic level was equal to your character level.

Ritual Master [Magic]

Prerequisites: Spellcraft 8 ranks, ability to perform rituals

Benefit: You can perform rituals in half the normal time. In addition, you gain a +3 competence bonus to checks made to perform rituals.

Special: At 1st level, a wizard gets Ritual Master as a bonus feat,

even if she does not have the prerequisites.

Spell Focus [Magic]

Choose a school of magic or a spell descriptor.

Prerequisite: Magic level 4th.

Benefit: You get a +2 competence bonus to your caster level when casting spells and using spell-like abilities from the school of magic or with the spell descriptor you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

5.5.5 Skill Feats

Analytical Performer [Skill]

Prerequisite: Perform 4 ranks.

Benefit: You can treat your Intelligence as your key attribute for the purpose of the Perform skill in place of your Charisma. This allows you to apply your Intelligence to Perform checks in place of your Charisma, and lets you spend Intelligence skill points to gain training in the Perform skill.

Dilettante [Skill]

Prerequisite: Int 3

Benefit: Choose a number of Knowledge skills equal to your Intelligence. You are treated as trained in those skills, even if you possess no ranks, allowing you to make Knowledge checks in those areas. If your Intelligence increases after taking this feat, you may choose additional Knowledge skills.

Open Minded [Skill]

Benefit: You gain two skill points. You may spend these skill points immediately.

Ranged Legerdemain [Skill]

Prerequisite: Ability to cast 2nd level spells

Benefit: By expending an Evocation (Control) spell of 2nd level or higher, you can use the Disable Device or Sleight of Hand skills at Close (30 ft.) range for a number of rounds equal to half the level

of the spell slot.

Scale the Beast [Skill]

Prerequisite: Climb 8 ranks.

Benefit: As a standard action, you can make a Climb check against the Maneuver Class of a creature adjacent to you. The creature must be three or more size categories larger than you. You gain a +4 circumstance bonus on the check for every size category by which it exceeds your own. If you succeed, you can climb the creature as if it were a solid object with a Climb DC equal to its Maneuver Class. The creature takes a -4 penalty to attack rolls 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 maneuver, such as grapple or bull rush.

Skill Focus [Skill]

Choose a skill.

Benefit: You get a +3 competence bonus on all checks involving that skill. In addition, you once per day you may reroll a skill check with this skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Skill Training [Skill]

Benefit: Choose any two skills. You treat those skills as class skills.

Track [Skill]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

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.

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). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

If you fail a Survival check, you can retry after 1 hour (outdoors)

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
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.	

or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

5.5.6 Performance Feats

Fascinating Performance [Performance, Skill]

Prerequisite: Perform 4 ranks.

Benefit: As a standard action, you can make a DC 8 Perform check to fascinate creatures within Medium (100 ft.) range of you. You can affect one creature per Perform rank you have. An affected creature can make a Will save against your Perform check to resist the effect. You can sustain the performance as a standard action.

A fascinated creature sits quietly and observes your performance, taking no other actions, for as long as you play. While fascinated, it takes a -4 penalty on checks made as reactions, such as Perception checks and initiative checks. Any potential threat allows the creature a new saving throw. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted. This is an enchantment (compulsion), mind-affecting ability.

Inspire Competence [Performance, Skill]

Prerequisite: Perform 4 ranks.

Benefit: As a standard action, you can make a DC 8 Perform

check to inspire competence in allies within Medium (100 ft.) range of you. You can affect one creature per two Perform ranks you have. You cannot affect yourself with this performance. An affected creature gains a +2 enhancement bonus on skill checks made with a particular skill. This bonus increases by 1 at 8 Perform ranks and every 6 Perform ranks thereafter. You can sustain the performance as a swift action.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted. This is a mind-affecting ability.

Inspire Courage [Performance, Skill]

Prerequisite: Perform 6 ranks.

Benefit: As a standard action, you can make a DC 12 Perform check to inspire courage in allies within Medium (100 ft.) range of you, including yourself. You can affect one creature per two Perform ranks you have. An affected creatures gains a +2 enhancement bonus on attack rolls and saving throws against fear. This bonus increases by 1 at 8 Perform ranks and every 6 Perform ranks thereafter. You can sustain the performance as a swift action.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted. This is a mind-affecting ability.

Inspire Spellpower [Performance, Skill]

Prerequisite: Perform 8 ranks.

Benefit: As a standard action, you can make a DC 16 Perform check to inspire spellpower in allies within Medium (100 ft.) range of you, including yourself. You can affect one creature per two Perform ranks you have. All affected creatures gain a +3 enhancement bonus to their caster level with spells and spell-like abilities. This bonus increases by 1 at 14 Perform ranks and every 6 Perform ranks thereafter. You can sustain the performance as a swift action.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

Recover Performance [Performance, Skill]

Prerequisite: Perform 8 ranks, any other Performance feat

Benefit: If you fail the Perform check to use a Performance feat, you can take a move action to reroll the Perform check. If the initial performance was done with the Rapid Performance feat, you take the same -5 penalty on the reroll.

Spellwoven Performance [Performance, Skill]

Prerequisite: Ability to cast spells, Perform 8 ranks, any other Performance feat.

Benefit: You can cast enchantment and illusion spells while sustaining a performance. The Spellcraft DC to identify those spells as they are cast increases by 10, as the performance disguises the magic.

5.5.7 Combat Feats

Active Defense [Combat]

Prerequisite: Base attack bonus +4

Benefit: While using fighting defensively or using the Combat Expertise combat style, you take no penalty on attacks of opportunity, and can make attacks of opportunity at a -4 penalty while taking the total defense action.

Armor Familiarity [Combat]

Choose one category of armor: light, medium, heavy, or shields.

Prerequisite: Proficiency with the chosen armor category.

Benefit: You reduce your armor check penalty by 2 and your arcane spell failure by 5% when using your chosen armor. This effect cannot reduce those penalties below 0.

Armor Proficiency (Heavy) [Combat]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [Combat]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Acrobatics, Climb, Escape Artist, Jump, and Sleight of Hand, and Swim checks. You suffer the armor's normal arcane spell failure.

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride. The character also suffers double the normal arcane spell failure chance for wearing the armor.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

Armor Proficiency (Medium) [Combat]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and spell-warped automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Blind-Fight [Combat]

Benefit: In melee, every time you miss because of being unable to see your opponent, you can reroll your miss chance one time to see if you actually hit. In addition, you are not flat-footed against invisible attackers adjacent to you.

If you have 10 ranks in Perception, you can automatically pinpoint the location of any invisible creature adjacent to you.

Normal: You have a 50% chance to miss opponents you can't see, and you are flat-footed against them.

Bulwark of Defense [Combat]

Prerequisite: Base attack bonus +4

Benefit: Foes that you threaten at the start of your turn treat all squares you threaten as difficult terrain. Creatures must pay double movement cost to move through squares of difficult terrain, and

cannot run or charge while in difficult terrain.

Chargebreaker [Combat]

Prerequisite: Base attack bonus +4

Benefit: When you ready an action to attack a foe that approaches you, you gain a +2 circumstance bonus to attack and damage on your attacks for the readied action.

Cleave [Combat]

Prerequisites: Str 3, base attack bonus +4

Benefit: If you make a melee attack that knocks a creature unconscious or kills it, you can immediately make an extra melee attack at the same attack bonus against another creature within reach. The extra attack must be made with the same weapon, and it includes all circumstance bonuses and penalties that applied to the original attack. You cannot move before making this extra attack. There is no limit to the number of times you can use this feat per round.

Deflect Arrows [Combat]

Prerequisites: Dex 3, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. You can deflect one additional attack at base attack bonus +5, +10, +15, and +20, to a maximum number of arrows equal to your Dexterity.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

Dodge [Combat]

Prerequisite: Dex 3.

Benefit: You may designate an opponent as a free action. You receive a +4 circumstance bonus to your dodge modifier against attacks of opportunity from that opponent that were provoked by movement. In addition, you gain a +4 circumstance bonus to Acrobatics checks made to tumble against that opponent.

Exotic Weapon Proficiency [Combat]

You understand how to use exotic weapons in combat.

Benefit: You don't provoke attacks of opportunity when attacking with exotic melee weapons from weapon groups that you are proficient with, and you can use exotic ranged weapons from those groups without penalty.

Normal: When using a melee weapon with which you are not proficient, you provoke an attack of opportunity when you miss. When using a ranged weapon with which you are not proficient, you take a -4 penalty to attack rolls.

Extra Stunning [Combat]

Prerequisite: Stunning Fist

Benefit: You gain three extra uses of your Stunning Fist ability.

Far Shot [Combat]

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When

you use a thrown weapon, its range increment is doubled.

Guardian [Combat]

Benefit: Allies adjacent to you are considered to be threatened by one fewer creature than they actually are for the purpose of determining overwhelm penalties. You must be wielding a melee weapon and able to attack to gain the benefits of this feat.

Improved Initiative [Combat]

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

Improved Unarmed Strike [Combat]

Benefit: You are considered to be armed even when unarmed – that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage as you choose.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

Knockdown [Combat, Maneuver, Power]

Prerequisites: Strength 3, base attack bonus +4

Benefit: When you successfully bull rush an opponent, you can choose to reduce the distance they travel by 5 feet to leave them prone after they are moved.

Improved Bull Rush [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you perform a bull rush, you do not need to move with the target to move them back. You also gain a +2 competence bonus on bull rush attacks.

Improved Dirty Trick [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: The conditions imposed by your dirty tricks last for 1d4 rounds. You also gain a +2 competence bonus on dirty trick attacks.

Improved Disarm [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you disarm an opponent, the weapon can land up to 15 feet away in a random direction. You also gain a +2 competence bonus on disarm attacks.

Improved Feint [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: You can feint in combat as a move action, and you gain a +2 competence bonus to feint attacks.

Normal: Feinting in combat is an attack action.

Improved Grapple [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: While in a grapple, you may make grapple checks as an attack action. You also gain a +2 competence bonus on grapple attacks and to your Maneuver Class against grapple attacks.

Normal: While in a grapple, you make grapple attacks as a

standard action.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

Improved Overrun [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you unless you let them. You also gain a +2 competence bonus on overrun attacks.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Trip [Combat, Maneuver]

Prerequisites: Base attack bonus +4

Benefit: When you successfully trip a foe, it immediately provokes an attack of opportunity from everyone threatening it, including you. These attacks are made as the creature is being tripped, so it does not have penalties for being prone. You also gain a +2 competence bonus on trip attacks.

Intuitive Reaction [Combat, Reaction]

Prerequisites: Wisdom 3, base attack bonus +4

Benefit: You may add half your Wisdom to the number of attacks of opportunity you may make each round.

Normal: Without this feat, you may make a number of attacks of opportunity each round equal to 1 + half your Dexterity.

Combat Mobility [Combat]

Prerequisites: Dex 3, Dodge, base attack bonus +4.

Benefit: When you move, it does not provoke attacks of opportunity from your Dodge target.

Mounted Archery [Combat]

Prerequisite: Ride 1 rank.

Benefit: The penalty you take when using a ranged weapon while mounted is decreased by 4: -0 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat [Combat]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Parry [Combat, Defense, Reaction]

Prerequisite: Dexterity 3.

Benefit: As a standard action, you may ready yourself to parry incoming blows. Until the start of your next turn, if you are you are attacked and are not flat-footed against the attack, you may make an attack roll. You may treat the result of your attack roll as your armor class against that attack if it would be higher. If your base attack bonus is high enough to grant you multiple attacks, you may also make multiple parry attempts. Each parry attempt after the first takes a cumulative -5 penalty, just like your attack rolls do.

Quick Draw [Combat]

Benefit: You can draw light weapons as a free action and medium

weapons as a swift action. You can draw heavy and hidden weapons (see the Sleight of Hand skill) as a move action that provokes attacks of opportunity.

A character who has selected this feat may throw light weapons at his full normal rate of attacks (much like a character with a bow).

If you have three or more Reaction feats, you can draw light and medium weapons as an immediate action, and heavy and hidden weapons as a swift action.

Normal: Without this feat, you may draw light weapons as a swift action, medium and heavy weapons as a move action, and hidden weapons as a standard action.

Ride-by Attack [Combat]

Prerequisite: Ride 8 ranks.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). You do not need to attack from the closest possible space when making a ride-by attack. Your total movement for the round can't exceed the distance you could normally move on a mounted charge. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Riposte [Combat, Reaction]

Prerequisite: Dexterity 3, base attack bonus +4, Parry

Benefit: When readying yourself to parry incoming blows, if your parry attempt exceeds your opponent's attack roll by 10 or more, your foe provokes an attack of opportunity from you.

Shield Proficiency [Combat]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, clerics, druids, fighters, paladins, rangers, and spellwarped automatically have Shield Proficiency as a bonus feat. They need not select it.

Shielded Parry [Combat, Defense, Reaction]

Prerequisites: Dexterity 3, shield proficiency, Parry

Benefit: When readying yourself to parry incoming blows and using a shield, you may add your shield modifier to your attack roll made to parry.

Snatch Arrows [Combat]

Prerequisites: Dex 5, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Spirited Charge [Combat]

Prerequisites: Ride 1 rank, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance)

on your attack at the end of the charge.

Stunning Fist [Combat, Strike]

Prerequisites: Dex 3, Wis 3, Improved Unarmed Strike, base attack bonus +4.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Constitution), in addition to dealing damage normally. A bloodied defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, is flat-footed, and takes a -2 penalty to AC. A healthy defender is staggered instead, and can only take a standard action each round. You may attempt a stunning attack a number of times per day equal to 1 + half your Constitution, but no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. You cannot use more than one Strike feat each round.

Special: A monk may select Stunning Fist as a bonus feat at 2nd level, even if she does not meet the prerequisites. A monk who selects this feat may choose for the uses per day and saving throw DC to be based on Wisdom instead of Constitution.

Tactical Analysis [Combat]

Prerequisite: Intelligence 3, Base attack bonus +4.

Benefit: You can attempt to identify the strengths and weaknesses of creatures based on your combat experience. As a swift action, you can make a special check with a bonus equal to your base attack bonus + your Intelligence + 2 per round you have seen the creature fight. The DC is equal to 10 + the creature's CR. If you succeed, you learn about the monster's combat abilities as if you had made a successful Knowledge check.

Tactical Readiness [Combat]

Prerequisites: Intelligence 3

Benefit: When you take the Ready action, you can ready two actions at once, each with separate triggers.

Tower Shield Proficiency [Combat]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters and paladins are automatically proficient with tower shields.

Trample [Combat]

Prerequisites: Ride 8 ranks.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one attack with an appropriate natural weapon (hoof, claw, or other leg-based attack) against any target you knock down, gaining the standard +4 circumstance bonus on attack rolls against prone targets.

Two-Weapon Defense [Combat]

Prerequisites: Dex 3, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. This bonus increases to +2 once your base attack bonus reaches +8, and to +3 at base attack bonus +16.

Two-Weapon Fighting [Combat]

You can fight with a weapon in each hand more effectively.

Prerequisite: Dex 3.

Benefit: You gain a +2 competence bonus to attack rolls when attacking with two weapons at once.

Weapon Focus [Combat]

Choose one weapon group.

Prerequisites: Proficiency with selected weapon group, base attack bonus +1.

Benefit: You gain a special ability based on the weapon group chosen. These special abilities only function when you are making attacks with weapons from your chosen weapon group.

- **Armor weapons:** When you perform a shield bash, you still benefit from the shield's AC bonus.
- **Axes:** You increase your critical threat range by 1 when attacking foes without an armor bonus to AC. This is applied after any effects that multiply your threat range.
- **Blades, heavy:** You increase your critical multiplier by 1 when attacking foes without an armor bonus to AC.
- **Blades, light:** You increase your critical multiplier by 1 when attacking flat-footed or overwhelmed foes.
- **Blunt weapons:** When you deal damage to a creature, it takes a -2 penalty to Will saves for 1 round. This penalty is not cumulative.
- **Bows:** You suffer half the normal range increment penalty for firing at long range.
- **Crossbows:** The time required for you to reload crossbows is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a heavy crossbow still provokes an attack of opportunity, but reloading hand and light crossbows does not.
- **Flexible weapons:** You gain a +2 circumstance bonus to attack foes with a shield bonus to AC.
- **Headed weapons:** When you get a critical hit, your foe is staggered for 1 round.
- **Monk weapons:** ??
- **Polearms:** You can switch grips to short haft or stop short hafting a polearm as a swift action, and you take no penalty while short hafting it.
- **Spears:** You gain a +2 circumstance bonus to attack on attacks of opportunity.
- **Thrown weapons:** You can throw weapons at targets adjacent to you without provoking attacks of opportunity.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

You cannot choose simple weapons when you take this feat.

Weapon Proficiency [Combat]

Choose one weapon group.

Benefit: You don't provoke attacks of opportunity when attacking with melee weapons from that group, and you can use ranged weapons from that group without penalty.

Normal: When using a melee weapon with which you are not proficient, you provoke an attack of opportunity when you miss. When using a ranged weapon with which you are not proficient, you take a -4 penalty to attack rolls.

Special: You can gain Weapon Proficiency multiple times. Each time you take the feat, it applies to a new weapon group. You cannot choose simple weapons.

Clerics who choose the War domain and paladins automatically gain the Weapon Proficiency feat related to their deity's favored weapon group as a bonus feat. They need not select it.

5.5.8 Combat Style Feats

Cautious Attack [Combat, Style]

Benefit: You gain a +2 circumstance bonus to your Maneuver Class. In exchange, you take a -2 penalty to damage rolls. At base attack bonus +5, and every 5 base attack bonus thereafter, you increase the bonus and penalty by 1.

Style Requirement: You must attack each round.

Combat Expertise [Combat, Style]

Prerequisite: Int 3.

Benefit: You gain a +2 circumstance bonus to your dodge modifier. In addition, you increase the bonus gained from using the total defense action (see page ??) by the same amount. In exchange, you take a -2 penalty on attack rolls. At base attack bonus +5, and every 5 base attack bonus thereafter, you increase the bonus and penalty by 1. You cannot fight defensively while using this combat style.

Style Requirement: Must full attack or take the total defense action each round.

Normal: A character without the Combat Expertise feat can fight defensively while using the full attack action to take a -4 penalty on attack rolls and gain a +2 circumstance bonus to its dodge modifier.

Covering Fire [Combat, Style]

Benefit: If you hit a creature with a ranged attack, it takes a -2 penalty to attack rolls for 1 round. In exchange, you take a -2 penalty to damage rolls with ranged weapons. At base attack bonus +5, and every 5 base attack bonus thereafter, you increase the bonus and penalty by 1.

Deadly Aim [Combat, Style]

Prerequisites: Dex 3.

Benefit: You gain a +2 circumstance bonus on ranged damage rolls. In exchange, you take a -2 penalty on all ranged attack rolls. At base attack bonus +5, and every 5 base attack bonus thereafter, the penalty increases by 1 and the bonus increases by 2.

Defensive Stance [Combat, Style]

Prerequisites: Base attack bonus +4

Benefit: You gain a +3 circumstance bonus to Maneuver Class. In exchange, you are unable to move. At base attack bonus +8, and every 4 base attack bonus thereafter, you increase the bonus by 1.

You can only use this style if you have not moved since your last

turn.

Distracting Foe [Combat, Style]

Prerequisites: Base attack bonus +4.

Benefit: Foes you threaten take a -2 penalty to Concentration checks. In exchange, you take a -2 penalty to armor class against melee attacks. At base attack bonus +5, and every 5 base attack bonus thereafter, you increase both penalties by 1.

Style Requirement: Must wield a melee weapon.

Feign Weakness [Combat, Style]

Prerequisite: Base attack bonus +4.

Benefit: As part of a full attack, you may provoke an attack of opportunity from one opponent threatening you. You gain a +4 circumstance bonus to armor class against this attack. If the opponent takes the attack of opportunity, they are flat-footed against your next attack. This effect lasts for 1 round.

Opportunist [Combat, Style]

Prerequisite: Dex 3.

Benefit: You gain a +2 circumstance bonus to attack and damage on attacks of opportunity. This bonus increases to +3 at base attack bonus +8, to +4 at base attack bonus +12, and finally to +5 at base attack bonus +16.

Style Requirement: Must wield a melee weapon.

Overpowering Assault [Combat, Style]

Prerequisite: Str 3.

Benefit: You take a -2 penalty to AC and gain a +2 circumstance bonus to maneuvers. This bonus increases to +3 at base attack bonus +8, to +4 at base attack bonus +12, and finally to +5 at base attack bonus +16. The penalty to AC lasts until the start of the next turn after you end the style.

Point Blank Shot [Combat, Style]

Benefit: You get a +2 circumstance bonus on damage rolls with ranged weapons when attacking targets within half of your range increment. This bonus increases to +3 at base attack bonus +8, to +4 at base attack bonus +12, and finally to +5 at base attack bonus +16.

Power Attack [Combat, Style]

Prerequisite: Str 3.

Benefit: You take a -2 penalty on melee attack rolls to gain a +2 bonus on all melee damage rolls. At base attack bonus +5, and every 5 base attack bonus thereafter, the penalty increases by 1 and the bonus increases by 2.

The bonus and penalty damage do not apply to maneuvers or touch attacks. The bonus damage is halved if you are making an attack with an off-hand weapon or light weapon.

Precise Shot [Combat, Style]

Benefit: You can add half your Wisdom to damage with ranged attacks in addition to half your strength.

Spring Attack [Combat, Style]

Prerequisites: Dex 3, Dodge, Mobility, base attack bonus +4.

Benefit: When attacking with a weapon, you can move both before and after each attack, provided that your total distance moved

is not greater than your speed.

Style Requirement: Must not be wearing heavy armor.

Reveal the Weak Point [Combat, Style]

Prerequisite: Base attack bonus +4.

Benefit: You take a –2 penalty to attack and damage. Any foe you strike with a weapon take a –2 penalty to AC for 1 round. This penalty does not stack with itself. The penalties you suffer and the penalty your foe takes increase to –3 at base attack bonus +8, to –4 at base attack bonus +12, and finally to –5 at base attack bonus +16.

Threatening Fire [Combat, Style]

Prerequisites: Base attack bonus +4.

Benefit: When attacking with a ranged weapon, you are considered to be threatening your target for the purpose of determining overwhelm penalties.

Style Requirement: Must direct all attacks against the same target when making a full attack.

5.5.9 Bloodline Feats

Celestial Body [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: You gain physical damage reduction 2/evil. This damage reduction allows you to ignore the first two points of damage you take each round. If you are hit by an evil-aligned attack, you cannot use your damage reduction for 1 round.

If you have four or more celestial bloodline feats, your damage reduction increases to be equal to half of your hit value.

Celestial Heritage [Bloodline, Celestial]

Prerequisite: Nonevil alignment.

Benefit: You have the blood of a celestial creature in your veins. Once per day, you can smite evil as part of an attack. If you smite an evil creature, you gain a circumstance bonus to attack equal to the number of celestial bloodline feats you have and a circumstance bonus to damage equal to your character level.

Celestial Smiting [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: You can smite evil with your Celestial Heritage ability a number of times per day equal to the number of celestial bloodline feats you have + your Charisma. You cannot smite more than once per round.

Celestial Spell Conduit [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: You gain a +2 competence bonus to caster level with Evocation (Channeling) spells and spells from the Good domain. If you have four or more celestial bloodline feats, this bonus increases to +4.

Celestial Soul [Bloodline, Celestial]

Prerequisites: Nonevil alignment, any three celestial feats.

Benefit: You gain spell resistance against evil spells and spells cast by evil creatures.

Draconic Breath [Bloodline, Dragon]

Prerequisites: Con 3, any three dragon bloodline feats.

Benefit: You gain a breath weapon based on the type of dragon you chose for the Draconic Heritage feat. The shape of the breath weapon is given on the Table 5.13: Dragon Types chart: either a Large (50 ft.) , 5 ft. wide line or a Medium (20 ft.) cone. At 11th level, the size increases to a 100 ft. long, 10 ft. wide line or a Large (50 ft.) cone.

A breath weapon deals 1d6 damage per two Hit Values you possess and allows a Reflex save for half damage. The save DC is equal to 10 + half your Hit Dice + your Constitution. After using your breath weapon, you must wait 1d4 rounds before you can use it again.

Draconic Heritage [Bloodline, Dragon]

Benefit: You have the blood of a dragon in your veins. When you take this feat, choose a type of dragon. You gain damage reduction against the damage type that that dragon's breath weapon deals. The value of the damage reduction is equal to 5 x the number of dragon bloodline feats that you have. A list of dragons and their associated damage type is given below.

Table 5.13: Dragon Types

Dragon	Energy Type	Breath Weapon
Black	Acid	Line
Blue	Electricity	Line
Brass	Fire	Line
Bronze	Electricity	Line
Copper	Acid	Line
Gold	Fire	Cone
Green	Acid	Cone
Red	Fire	Cone
Silver	Cold	Cone
White	Cold	Cone

Draconic Might [Bloodline, Dragon]

Prerequisite: Any three dragon bloodline feats.

Benefit: Choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +1 competence bonus to that attribute.

Draconic Mind [Bloodline, Dragon]

Prerequisite: Any three dragon bloodline feats.

Benefit: Choose a mental attribute: Intelligence, Wisdom, or Charisma. You gain a +1 competence bonus to that attribute.

Draconic Scales [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +1 competence bonus to your natural armor modifier. If you have four or more dragon bloodline feats, this bonus increases to +2.

Draconic Senses [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain low-light vision. If you already have low-light vision, you can now see four times as well in darkness. If you have four or more dragon bloodline feats, you gain darkvision with a 60 foot range, or the range of your darkvision increases by 60 feet.

Draconic Spellpower [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +1 competence bonus to caster level with all spells and spell-like abilities. If you have four or more dragon bloodline feats, this bonus increases to +2.

Draconic Voice [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +2 competence bonus to Intimidate and Persuasion checks. If you have four or more dragon bloodline feats, this bonus increases to +4.

Draconic Weapons [Bloodline, Dragon]

Prerequisite: Draconic Heritage

Benefit: You gain a bite natural attack that deals d8 damage for a Medium creature. If you have four or more dragon bloodline feats, you also gain a claw natural attack for each hand that deals d6 damage for a Medium creatures.

Draconic Wings [Bloodline, Dragon]

Prerequisite: Any three dragon bloodline feats.

Benefit: You gain wings that sprout from your back. These allow you to slow your fall so you fall no more than 60 feet per round, preventing you from taking falling damage. If you have 8 Hit Values, you can use the wings to glide at a rate equal to your base land speed. While gliding, you move forward each round at a rate equal to your base land speed, and you descend at a rate of 10 feet per round.

If you have 14 Hit Values, you gain a fly speed equal to your base land speed, though you can only fly for a number of rounds equal to 3 + half your Constitution. After that limit is reached, you must rest for 5 minutes to recuperate. If you have 20 Hit Values, you can fly for any length of time without needing to rest.

Elemental Body [Bloodline, Elemental]

Prerequisite: Any three elemental bloodline feats

Benefit: You have a 50% chance to ignore critical hits on you, treating them as regular hits instead.

Elemental Force [Bloodline, Elemental]

Prerequisite: Elemental Heritage

Benefit: Once per day per elemental bloodline feat you possess, you may unleash the power of your element on your foe as an attack action. Air allows you to make a bull rush attack with a +4 circumstance bonus, and you use your Constitution in place of your Strength to attack. Earth allows you to make a trip attack with a +4 circumstance bonus, and you use your Constitution in place of your Strength to attack. Fire allows you to make a touch attack that ignites your foe for 5 rounds if you hit. Water allows you to make a touch attack that dehydrates your foe for 5 rounds if you hit, making it vulnerable.

Elemental Heritage [Bloodline, Elemental]

Benefit: You have the essence of an elemental in your body. When you take this feat, choose a type of elemental to be your elemental ancestor: air, earth, fire, or water. Air and fire elemental heritage grants a +2 bonus to Reflex saves, while earth and water elemental heritage grant a +2 bonus to Fortitude saves.

Elemental Mastery [Bloodline, Elemental]

Prerequisite: Elemental Heritage

Benefit: In circumstances that depend on your elemental ancestor,

you gain a +1 circumstance bonus to attack rolls. Air grants a bonus when you are airborne or fighting airborne creatures. Earth grants a bonus when both you and your foe are standing on unworked earth or stone. Fire grants a bonus when either you or foe is ignited, or when you are making attacks that deal fire damage. Water grants a bonus when both you and your foe are touching water. If you have four or more elemental bloodline feats, this bonus increases to +2.

Elemental Movement [Bloodline, Elemental]

Prerequisite: Elemental Heritage

Benefit: You gain a movement ability based on you choice of elemental ancestor. Air halves the damage you take from falling and improves the maneuverability of any flight abilities you possess by one category. Earth gives you a +2 competence bonus to Maneuver Class against attacks that would force you to move, such as bull rush and trip attacks. Fire gives you a +5 foot competence bonus to your movement speed. Water gives you a swim speed equal to your base land speed.

5.5.10 Metamagic Feats

Enlarge Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: An enlarged spell has its range doubled. This metamagic can only be applied to spells with a range of Close (30 ft.) , Medium (100 ft.) , or Far (300 ft.) . An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Empower Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: When casting a heightened spell, you gain a +2 circumstance bonus to caster level. A heightened spell uses up a spell slot one level higher than the spell's actual level. Unlike other metamagic feats, you can apply this metamagic feat any number of times, increasing your caster level by 2 each time.

Energetic Substitution [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: When casting a substituted spell, you can choose what kind of energy damage it deals: cold, fire, or electricity. This can only be applied to spells that originally dealt cold, fire, or electricity damage. A substituted spell uses up a spell slot one level higher than the spell's actual level.

Imbued Spellstrike [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: As part of casting an imbued spellstrike spell, you can make a single attack with a weapon in your hand. If the attack hits, the struck creature is affected by the spell, as if it had been the target, in addition to taking damage from the weapon. The imbue fades away without effect after 1 round (at the end of your next turn) if you have not struck a foe.

Only spells which affect a single target can be channeled in this way. An imbued spellstrike uses up a spell slot one level higher than the spell's actual level.

Silent Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: A silent spell can be cast with no verbal components.

Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Still Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Sustained Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: You can maintain concentration on a sustained spell as a swift action instead of as a standard action. If you cast any other spell, you lose the ability to sustain the spell. This only affects spell duration, and has no effect on spells with special effects based on concentration, such as *call lightning*. A sustained spell uses up a spell slot one level higher than the spell's actual level.

5.5.11 Item Creation Feats

Imbue Magic [Item Creation]

Prerequisite: Caster level 2nd or Craft (any) 6 ranks.

Benefit: You can imbue items with magic using your spells or crafting ability. Imbuing an item with magic takes time and material components, as described in Magic Item Creation, page ??.

When you take this feat, you choose one subschool of magic for every 5 ranks that you have in each Craft skill. You can craft items from those subschools. If you later gain additional Craft ranks, you gain new subschools appropriately.

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.

Chapter 6

Description

6.1 Alignment

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

6.1.1 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 hurting, oppressing, and killing 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 commitments 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.

6.1.2 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.

6.1.3 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.

6.2 Vital Statistics

6.2.1 Age

You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class (see Table: Random Starting Ages). Your character’s minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character’s race and class on Table: Random Starting Ages.

Alternatively, refer to Table 6.1: Random Starting Ages and roll dice to determine how old your character is.

With age, a character’s physical attribute scores decrease and his or her mental attribute scores increase (see Table 6.2: Aging Effects). The effects of each aging step are cumulative. However, none of a character’s attribute scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table 6.2: Aging Effects plus the result of the dice roll indicated

Table 6.1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Fighter Paladin Ranger	Cleric Druid Monk Wizard
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

on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table 6.2: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

6.2.2 Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Table 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	4' 10"	+2d12	150 lb.	x (2d6) lb.
Half-orc, female	4' 5"	+2d12	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.

Chapter 7

Equipment

You begin with 100 gold pieces, and you decide how to spend them. Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

7.1 Wealth And Money

7.1.1 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 7.1: 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

7.1.2 Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 7.2: 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

7.1.3 Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

7.2 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), its relative encumbrance (light, medium, or heavy), and its size (Small, Medium, or Large).

7.2.1 Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.3: 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.

7.2.2 Melee and Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Weapon Encumbrance

This is a measure of how much effort it takes to wield a weapon in combat. A weapon's encumbrance indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a medium weapon, or a heavy weapon.

Light: A light weapon can be used with more finesse than a medium weapon. The wielder can add either his Dexterity or his Strength to attack rolls with light weapons, whichever he prefers. In addition, light weapons are easier to use in the off-hand or while grappling.

An unarmed strike is considered to be a light weapon.

Medium: A medium weapon can be used in one hand. It is difficult, but possible, to wield a medium weapon in your off-hand.

Heavy: Two hands are required to use a heavy weapon.

Double: Double weapons are treated as heavy weapons when only one end at a time is used. When both sides are used at once, one side is treated as being a medium weapon, and the other side is treated as being a light weapon.

Reach Weapons

Glaives, guisarmes, lances, longspears, ranseurs, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical

Table 7.3: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Heavy shield (and spiked), light shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven urgrosh, dwarven waraxe
Blunt weapons	Club, greatclub, light hammer, mace, quarterstaff, sap, warhammer	Gnome hooked hammer, maul
Blades, heavy	Falchion, greatsword, longsword, scimitar	Bastard sword, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow (and composite)	
Crossbows	Heavy crossbow, light crossbow	Hand crossbow, repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku	Spiked chain, whip
Headed weapons	Heavy pick, light pick, scythe, sickle	
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, longspears, shortspear, spear	
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Most reach weapons may be “short hafted”, allowing its wielder to strike adjacent foes but denying them the ability to strike foes farther away. Switching grips like this takes a move action. While short hafting a reach weapon, you take a –4 penalty to attack rolls, since the weapon was not designed to be used in that way. A reach weapon can be short hafted unless stated otherwise in its description.

Double Weapons

Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, just as though the character were wielding a medium weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can’t use it as a double weapon – only one end of the weapon can be used in any given round.

Thrown Weapons

Daggers, darts, javelins, throwing axes, light hammers, shuriken, and nets are thrown weapons. The wielder applies his or her Strength to damage dealt by thrown weapons (except for splash weapons).

A character can also use a thrown weapon in melee, but if the weapon is not designed for melee (such as a javelin or shuriken), the wielder provokes an attack of opportunity when he misses, as if using a weapon with which he is not proficient.

It is possible to throw a weapon that isn’t designed to be thrown (that is, a melee weapon that doesn’t have a numeric entry in the Range Increment column on Table 7.5: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or medium weapon is a standard action, while throwing a heavy weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20

and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons

Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it’s a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition

Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken and darts are treated as ammunition for the purposes of drawing them, crafting special versions of them, and what happens to them after they are thrown.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon’s size category isn’t the same as its size as an object. Instead, a weapon’s size category is keyed to the size of the intended wielder. 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: The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, medium, or heavy weapon for a particular wielder) 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. If a weapon's designation 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. If it is used as a melee weapon, the wielder provokes an attack of opportunity when he misses with it. If it is used as a ranged weapon, the wielder takes a -4 penalty to attack rolls 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 scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

7.2.3 Weapon Qualities

Here is the format for weapon entries (given as column headings on Table: 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 columns give the damage dealt by the weapon on a successful hit. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. The damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a damage die that is one size smaller. Table 7.4: Weapon Damage and Size gives weapon damage values for weapons of many sizes.

Table 7.4: Weapon Damage and Size

Medium	Tiny	Small	Large	Huge	Gargantuan	Colossal
1d2	—	1	1d3	1d4	1d8	2d6
1d3	1	1d2	1d4	1d6	1d10	2d8
1d4	1d2	1d3	1d6	1d8	2d6	2d10
1d6	1d3	1d4	1d8	1d10	2d8	4d6
1d8	1d4	1d6	1d10	2d6	2d10	4d8
1d10	1d6	1d8	2d6	2d8	4d6	4d10

Minimum Damage: Some medium and heavy weapons are particularly likely to deal significant damage. If you roll the weapon's minimum damage or lower, reroll the damage. You never reroll the same roll more than once. Each roll made for a critical hit is considered separately.

If you could wield in one hand without penalty, but you choose to wield it with two hands, you increase its minimum damage by 1. For example, a longsword has a minimum damage of 2 when wielded with two hands by a typical human.

Size and Minimum Damage: The minimum damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a minimum damage that is one lower. In general, when a weapon increases in size category, its minimum damage increases by an amount equal to the number of dice rolled for the weapon's new damage. For example, greatsword increases its

minimum damage by 2 when it grows from Medium to Large, since a Large greatsword deals 2d6 damage. Similarly, a Small greatsword has a minimum damage 1 lower than a Medium greatsword, since a Small greatsword deals 1d8 damage. Weapons that do not have a minimum damage rating gain a minimum damage rating when increasing in size, provided that the weapon deals at least 1d8 damage at its new size.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Bonus damage dice over and above a weapon's normal damage dice are not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19-20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19-20.)

18-20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18-20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

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 features. See the weapon descriptions for details.

Weapon Descriptions

Weapons found on Table: Weapons that have special options for the wielder ("you") are described below. Splash weapons are described under Special Substances and Items.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is

Table 7.5: Weapons

Weapons	Encumbrance	Dmg	Min	Critical	Range Increment	Type ²	Cost	Weight ¹
Armor weapons								
Shield, heavy	Medium	1d4	—	x2	—	Bludgeoning	special	special
Shield, light	Light	1d3	—	x2	—	Bludgeoning	special	special
Spiked armor	Light	1d6	—	x2	—	Piercing	special	special
Spiked shield, heavy	Medium	—	1	x2	—	Piercing	special	special
Spiked shield, light	Light	—		x2	—	Piercing	special	special
Axes								
Axe, throwing	Light	1d6	—	x2	10 ft.	Slashing	8 gp	2 lb.
Battleaxe	Medium	1d8	1	x3	—	Slashing	10 gp	6 lb.
Greataxe	Heavy	1d10	2	x3	—	Slashing	20 gp	12 lb.
Handaxe	Light	1d6	—	x3	—	Slashing	6 gp	3 lb.
Blunt weapons								
Club	Medium	1d6	—	x2	—	Bludgeoning	—	3 lb.
Greatclub	Heavy	1d10	1	x2	—	Bludgeoning	5 gp	8 lb.
Hammer, light	Light	1d4	—	x2	20 ft.	Bludgeoning	1 gp	2 lb.
Mace	Light	1d6	1	x2	—	Bludgeoning	12 gp	8 lb.
Morningstar	Medium	1d8	1	x2	—	Bludgeoning and piercing	8 gp	6 lb.
Quarterstaff ⁵	Double	1d6/1d6		x2	—	Bludgeoning	—	4 lb.
Sap	Light	1d6 ³	—	x2	—	Bludgeoning	1 gp	2 lb.
Warhammer	Medium	1d8	1	x3	—	Bludgeoning	12 gp	5 lb.
Blades, heavy								
Falchion	Heavy	1d10	2	x3	—	Slashing	75 gp	8 lb.
Greatsword	Heavy	1d10	2	19-20/x2	—	Slashing	50 gp	8 lb.
Longsword	Medium	1d8	1	19-20/x2	—	Slashing	15 gp	4 lb.
Scimitar	Medium	1d8	1	x3	—	Slashing	15 gp	4 lb.
Blades, light								
Dagger	Light	1d4	—	19-20/x2	10 ft.	Piercing or slashing	2 gp	1 lb.
Dagger, punching	Light	1d4	—	x3	—	Piercing	2 gp	1 lb.
Rapier	Medium	1d6	—	x3	—	Piercing	20 gp	2 lb.
Sword, short	Light	1d6	—	19-20/x2	—	Piercing or slashing	10 gp	2 lb.
Bows								
Longbow	Heavy (Ranged)	1d8	1	x3	100 ft.	Piercing	75 gp	3 lb.
Longbow, composite	Heavy (Ranged)	1d8	1	x3	100 ft.	Piercing	100 gp	3 lb.
Shortbow	Medium (Ranged)	1d6	—	x3	50 ft.	Piercing	30 gp	2 lb.
Shortbow, composite	Medium (Ranged)	1d6	—	x3	50 ft.	Piercing	75 gp	2 lb.
Arrows (20)	—	—	—	—	—	—	1 gp	3 lb.
Crossbows								
Crossbow, heavy	Heavy (Ranged)	1d10	2	19-20/x2	100 ft.	Piercing	50 gp	8 lb.
Crossbow, light	Medium (Ranged)	1d8	1	19-20/x2	50 ft.	Piercing	35 gp	4 lb.
Bolts, crossbow (10)	—	—	—	—	—	—	1 gp	1 lb.
Flexible weapons								
Flail	Medium	1d8	—	x2	—	Bludgeoning	8 gp	5 lb.
Flail, heavy	Heavy	1d10	1	x2	—	Bludgeoning	15 gp	10 lb.

destroyed; one that misses has a 50% chance of being destroyed or lost.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon.

A creature wielding an orc double axe in one hand can't use it as a double weapon; only one end of the weapon can be used in any given round.

Bolas: You can use this weapon to make a ranged trip attack against an opponent.

Bolts: A crossbow bolt used as a melee weapon is treated as

a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. However, you do not threaten foes you are not adjacent to. In addition, you cannot attack foes who have cover from you unless they are adjacent

Weapons	Encumbrance	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Headed weapons								
Pick, heavy	Medium	1d6	—	x4	—	Piercing	8 gp	6 lb.
Pick, light	Light	1d4	—	x4	—	Piercing	4 gp	3 lb.
Scythe	Heavy	1d8	1	19-20/x3	—	Piercing or slashing	18 gp	10 lb.
Sickle	Light	1d6	—	x3	—	Slashing	6 gp	2 lb.
Monk weapons								
Kama	Light	1d6	—	x2	—	Slashing	2 gp	2 lb.
Nunchaku	Light	1d6	—	x2	—	Bludgeoning	2 gp	2 lb.
Quarterstaff ⁵	Double	1d6/1d6	—	x2	—	Bludgeoning	—	4 lb.
Sai	Light	1d4	—	x2	—	Piercing	1 gp	1 lb.
Shuriken (5)	Light (Ranged)	1d2	—	x2	10 ft.	Piercing	1 gp	1/2 lb.
Siangham	Light	1d6	—	x2	—	Piercing	3 gp	1 lb.
Polearms								
Glaive ⁴	Heavy	1d10	2	x3	—	Slashing	8 gp	10 lb.
Guisarme ⁴	Heavy	1d10	1	x3	—	Slashing	9 gp	12 lb.
Halberd	Heavy	1d10	2	x3	—	Piercing or slashing	10 gp	12 lb.
Ranseur ⁴	Heavy	1d10	1	x3	—	Piercing	10 gp	12 lb.
Simple weapons								
Club	Medium	1d6	—	x2	10 ft.	Bludgeoning	—	3 lb.
Crossbow, light	Medium (Ranged)	1d8	1	19-20/x2	80 ft.	Piercing	35 gp	4 lb.
Dagger	Light	1d4	—	19-20/x2	10 ft.	Piercing or slashing	2 gp	1 lb.
Quarterstaff ⁵	Double	1d6/1d6	—	x2	—	Bludgeoning	—	4 lb.
Unarmed strike	Light	1d3 ³	—	x2	—	Bludgeoning	—	—
Spears								
Javelin	Medium (Ranged)	1d6	—	x2	30 ft.	Piercing	1 gp	2 lb.
Lance ⁴	Heavy	1d8	2	x3	—	Piercing	10 gp	10 lb.
Longspear ⁴	Heavy	1d8	2	x3	—	Piercing	5 gp	9 lb.
Shortspear	Light	1d6	1	x2	20 ft.	Piercing	1 gp	3 lb.
Spear	Medium	1d8	1	x3	20 ft.	Piercing	2 gp	6 lb.
Thrown weapons								
Axe, throwing	Light	1d6	—	x2	10 ft.	Slashing	8 gp	2 lb.
Dagger	Light	1d4	—	19-20/x2	10 ft.	Piercing or slashing	2 gp	1 lb.
Dart (5)	Light (Ranged)	1d4	—	x2	20 ft.	Piercing	1 gp	1/2 lb.
Hammer, light	Light	1d4	—	x2	20 ft.	Bludgeoning	1 gp	2 lb.
Javelin	Medium (Ranged)	1d6	—	x2	30 ft.	Piercing	1 gp	2 lb.
Shuriken (5)	Light (Ranged)	1d2	—	x2	10 ft.	Piercing	1 gp	1/2 lb.
Sling	Light (Ranged)	1d4	—	x2	50 ft.	Bludgeoning	2 gp	0 lb.
Bullets, sling (20)	—	—	—	—	—	—	1 gp	5 lb.
Weaponlike Spells ⁶								
Unarmed weapons								
Claw Sheath	—	—	—	—	—	—	50 gp	3 lb.
Gauntlet	Light	1d3	—	x2	—	Bludgeoning	2 gp	1 lb.
Gauntlet, spiked	Light	1d4	—	x2	—	Piercing	5 gp	1 lb.
Unarmed strike	Light	1d3 ³	—	x2	—	Bludgeoning	—	—

to you.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

You cannot short haft a spiked chain.

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 provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

You can fire a crossbow from a prone position 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 provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with

Exotic Weapons	Encumbrance	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Armor								
Axes								
Axe, orc double ⁵	Double	1d8/1d8	1/1	x3/x3	—	Slashing	60 gp	15 lb.
Urgrosh, dwarven ⁵	Double	1d8/1d6	1/1	x3	—/x3	Slashing or piercing	50 gp	12 lb.
Waraxe, dwarven	Medium	1d10	1	x3	—	Slashing	30 gp	8 lb.
Blunt weapons								
Blades, heavy								
Sword, bastard	Medium	1d10	2	19-20/x2	—	Slashing	35 gp	6 lb.
Sword, two-bladed ⁵	Double	1d8/1d8	2/2	19-20/x2	—	Slashing	100 gp	10 lb.
Blades, light								
Kukri	Light	1d4		18-20/x2	—	Slashing	8 gp	2 lb.
Bows								
Crossbows								
Crossbow, hand	Light (Ranged)	1d4	—	19-20/x2	30 ft.	Piercing	100 gp	2 lb.
Crossbow, repeating heavy	Heavy (Ranged)	1d10	2	19-20/x2	120 ft.	Piercing	400 gp	12 lb.
Crossbow, repeating light	Medium (Ranged)	1d8	1	19-20/x2	80 ft.	Piercing	250 gp	6 lb.
Bolts, hand (10)	—	—	—	—	—	—	1 gp	1 lb.
Bolts, repeating (5)	—	—	—	—	—	—	1 gp	1 lb.
Flexible weapons								
Chain, spiked ⁴	Heavy	1d8	1	x2	—	Piercing	25 gp	10 lb.
Flail, dire ⁵	Double	1d8/1d8	1/1	x2/x2	—	Bludgeoning	90 gp	10 lb.
Whip ⁴	Light	1d3 ³	—	x2	—	Slashing	1 gp	2 lb.
Headed weapons								
Hammer, gnome hooked ⁵	Double	1d8/1d6	1/1	x2/x2	—	Bludgeoning and piercing	20 gp	6 lb.
Monk weapons								
Polearms								
Simple weapons								
Spear								
Thrown weapons								
Bolas	Light (Ranged)	1d4 ³	—	x2	10 ft.	Bludgeoning	5 gp	2 lb.
Net	Medium (Ranged)	—	—	10 ft.	6 lb.		20 gp	—

Unarmed weapons

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

6 Not actually a weapon group, but can be treated as one for the purpose of feats and abilities (like Weapon Focus).

two medium weapons. This penalty is cumulative with the penalty for one-handed firing.

You can fire a crossbow from a prone position without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, just as if wielding two light weapons at once. This penalty is cumulative with the penalty for one-handed firing.

You can fire a crossbow from a prone position without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating

crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

You can fire a crossbow from a prone position without penalty.

Dagger: Daggers, including punching daggers, are unusually small, and are considered one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This typically grants a +2 circumstance bonus on Sleight of Hand checks to conceal the dagger. A dagger can be used as a light weapon by a creature one size smaller than the dagger is designed for.

Dart: Although they are thrown weapons, darts are treated as ammunition for the purposes of drawing them, crafting special versions of them, and what happens to them after they are thrown.

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons,

just as if you were using a medium weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

You can also use this weapon to make trip attacks.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

You can also use this weapon to make trip attacks.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Javelin: You can throw a javelin using Strength to attack, treating it as a medium thrown weapon. Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10

feet away with it, but you can't use it against an adjacent foe unless you short haft it.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –2 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 add double spell level Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 20 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it

as a double weapon – only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe unless you short haft it.

With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

Rapier: You apply your Dexterity instead of your Strength to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands.

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy.

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting special versions of them, and what happens to them after they are thrown.

You can throw shuriken from a prone position without penalty.

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires

two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Spear: If you use a ready action to set a spear against a charge, you deal double damage on your first successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or bull rush. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity instead of your Strength to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a medium weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage on your first hit against the charging character. If you set an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. Dwarves do not treat dwarven waraxes as exotic weapons.

Whip: A whip deals nonlethal damage. The whip is treated as a light melee weapon with 15 foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you

had used a ranged weapon.

You can make trip attacks with a whip.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent.

7.3 Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as chainmail or full plate, and shields.

7.3.1 Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.7: Armor and Shields, below).

Encumbrance: All armor restricts a character's movement to some degree. The heavier the armor, the more restrictive it is. Shields are divided into light shields (including bucklers), heavy shields, or tower shields, while body armor can be light, medium, or heavy. Many classes are not proficient with heavier kinds of armor.

Cost: The cost of the armor for Small or Medium humanoid creatures. See Table ??: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your armor modifier to AC, while shields improve your shield modifier to AC. Wearing multiple suits of armor or wielding multiple shields does not improve your AC any further.

Dexterity Modifier: Medium and heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's armor check penalty (if any). A Dexterity penalty is not halved.

Even if a character's Dexterity drops to 0 because of armor, this situation does not count as becoming flat-footed.

Your character's encumbrance (the amount of gear he or she carries) may also affect your character's Dexterity bonus.

Shields: Most shields do not affect a character's Dexterity. However, a tower shield halves a character's Dexterity. This is not cumulative with the halving from wearing medium or heavy armor.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, and Stealth checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic

component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet.

They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Flat-Footed: A character's shield modifier to AC is lost when the character is flat-footed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Moving in Armor

The heavier the armor, the more it slows your movement. Light armor has no effect on your movement speed, though it does impose armor check penalties. Running in medium or heavy armor is difficult, and you can run at only three times your movement speed instead of four times your movement speed. Heavy armor slows down your movement speed even further, causing you to move at 2/3 of your normal movement rate.

7.3.2 Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor 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.

7.3.3 Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.7: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) on a successful grapple, bull rush, or overrun attack. If you are not proficient with the spikes, you only deal the damage if you succeed at the attack by 10 or more.

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic

Table 7.7: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Armor Check Penalty	Arcane Spell Failure Chance	—Speed—		Cost	Weight ¹
					(30 ft.)	(20 ft.)		
Light armor								
Padded	+1	1x	0	5%	30 ft.	20 ft.	5 gp	10 lb.
Leather	+2	1x	−1	10%	30 ft.	20 ft.	10 gp	15 lb.
Studded leather	+3	1x	−2	15%	30 ft.	20 ft.	25 gp	20 lb.
Medium armor								
Chain shirt	+4	1/2x	−2	20%	30 ft.	20 ft.	100 gp	25 lb.
Hide	+4	1/2x	−4	20%	30 ft.	20 ft.	15 gp	25 lb.
Scale mail	+5	1/2x	−4	25%	30 ft.	20 ft.	50 gp	30 lb.
Chainmail	+6	1/2x	−5	30%	30 ft.	20 ft.	100 gp	40 lb.
Breastplate	+6	1/2x	−4	25%	30 ft.	20 ft.	200 gp	30 lb.
Heavy armor								
Splint mail	+7	1/2x	−7	40%	20 ft.	15 ft.	200 gp	45 lb.
Half-plate	+8	1/2x	−8	40%	20 ft.	15 ft.	500 gp	50 lb.
Full plate	+8	1/2x	−6	35%	20 ft.	15 ft.	1,000 gp	50 lb.
Shields								
Buckler	+1	—	−1	5%	—	—	15 gp	5 lb.
Shield, light wooden	+1	—	−2	5%	—	—	3 gp	5 lb.
Shield, light steel	+1	—	−2	5%	—	—	9 gp	6 lb.
Shield, heavy wooden	+2	—	−3	15%	—	—	7 gp	10 lb.
Shield, heavy steel	+2	—	−3	15%	—	—	20 gp	15 lb.
Shield, tower	+4 ²	1/2x	−10	50%	—	—	30 gp	45 lb.
Extras								
Armor spikes	−1 ³	—	−2	—	—	—	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	4	—	—	8 gp	+5 lb.
Shield spikes	—	—	−1	—	—	—	+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 A tower shield can instead grant you cover. See the description.

3 Armor spikes reduce the AC bonus granted by the armor they are put on by 1.

4 Hand not free to cast spells.

Table 7.6: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	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.

weapons in their own right.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying

it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a heavy weapon), but you take a -1 penalty on attack rolls while doing so. If you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

Unlike most shields, you do not apply your buckler's shield bonus to your touch armor class.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

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 DC 25 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given

applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as a medium bludgeoning weapon. See Table 7.5: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash 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 Bash Attacks: You can bash an opponent with a light shield, using it as a light bludgeoning weapon. See Table 7.5: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, when you take the total defense action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with total cover. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Splint Mail: The suit includes gauntlets.

Studded Leather: Only the studs on studded leather are made of metal. If the studs are made from a special material, only the studs

are affected, not the whole armor. For example, ironwood studded leather weighs 17.5 pounds, since the weight of the studs is halved.

7.3.4 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 7.7: 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.

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 armor bonus by 2.

7.3.5 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.

7.4 Goods And Services

7.4.1 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 (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. 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 DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for

Table 7.8: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average			Special Substances and Items		
Backpack (empty)	2 gp	2 lb. ¹	Good	40 gp	1 lb.	Acid (flask)	10 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	80 gp	1 lb.	Alchemist's fire (flask)	20 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	50 gp	—
Bedroll	1 sp	5 lb. ¹	Manacles, masterwork	50 gp	2 lb.	Everburning torch	110 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	25 gp	1 lb.
Blanket, winter	5 sp	3 lb. ¹	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	20 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	50 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	30 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	1 gp	—
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.

1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a medium improvised weapon that deals bludgeoning damage equal to that of a club of its size.

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 (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15 foot radius, provides shadowy illumination out to a 30 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 clear illumination in a 60 foot cone and shadowy illumination in a 120 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 30 foot radius and provides shadowy illumination in a 60 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Clothing			Mounts and Related Gear			Transport		
Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.1	Barding			Carriage	100 gp	600 lb.
Cleric's vestments	5 gp	6 lb.1	Medium creature	x2	x1	Cart	15 gp	200 lb.
Cold weather outfit	8 gp	7 lb.1	Large creature	x4	x2	Galley	30,000 gp	—
Courtier's outfit	30 gp	6 lb.1	Bit and bridle	2 gp	1 lb.	Keelboat	3,000 gp	—
Entertainer's outfit	3 gp	4 lb.1	Dog, guard	25 gp	—	Longship	10,000 gp	—
Explorer's outfit	10 gp	8 lb.1	Dog, riding	150 gp	—	Rowboat	50 gp	100 lb.
Monk's outfit	5 gp	2 lb.1	Donkey or mule	8 gp	—	Oar	2 gp	10 lb.
Noble's outfit	75 gp	10 lb.1	Feed (per day)	5 cp	10 lb.	Sailing ship	10,000 gp	—
Peasant's outfit	1 sp	2 lb.1	Horse			Sled	20 gp	300 lb.
Royal outfit	200 gp	15 lb.1	Horse, heavy	200 gp	—	Wagon	35 gp	400 lb.
Scholar's outfit	5 gp	6 lb.1	Horse, light	75 gp	—	Warship	25,000 gp	—
Traveler's outfit	1 gp	5 lb.1	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	Caster level x 10 gp ¹	
Good	2 gp	—	Pack	15 gp	20 lb.	Spell, 2nd-level	Caster level x 20 gp ¹	
Common	5 sp	—	Riding	30 gp	30 lb.	Spell, 3rd-level	Caster level x 30 gp ¹	
Poor	2 sp	—	Saddlebags	4 gp	8 lb.	Spell, 4th-level	Caster level x 40 gp ¹	
Meals (per day)			Stabling (per day)	5 sp	—	Spell, 5th-level	Caster level x 50 gp ¹	
Good	5 sp	—				Spell, 6th-level	Caster level x 60 gp ¹	
Common	3 sp	—				Spell, 7th-level	Caster level x 70 gp ¹	
Poor	1 sp	—				Spell, 8th-level	Caster level x 80 gp ¹	
Meat, chunk of	3 sp	1/2 lb.				Spell, 9th-level	Caster level 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.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 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 circumstance 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 DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

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 circumstance 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.

7.4.2 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. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a continual flame spell cast upon it. An everburning torch clearly illuminates a 20 foot radius and provides shadowy illumination out to a 40 foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

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 30 foot radius and provides shadowy illumination in a 60 foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then

becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10 foot radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5 foot square. Treat the target square as AC 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

7.4.3 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 circumstance 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.

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 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance 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 circumstance bonus on Heal checks. A healer's kit is exhausted

after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive 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 negative 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 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance 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 DC 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 circumstance 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 circumstance 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.

7.4.4 Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws 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. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based skill checks to influence such individuals). 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.

7.4.5 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.

7.4.6 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 Armor for Unusual Creatures). 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.

Barding	————Base Speed————		
	(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 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

7.4.7 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 1-1/2 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.

7.4.8 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.

Chapter 8

Combat

8.1 How Combat Works

Combat takes place in a series of “rounds”, which represents about six seconds of action. Each round, every character gets a turn to act. The order in which creatures take turns is determined by their initiative (see Initiative, page ??).

When it’s your turn, you can take one standard action, one move action, and one swift action. If you want, you can take a full-round action instead of your standard and move actions. You can always “downgrade” an action to a lesser action: turning a standard action into a move action, or a move action into a swift action.

8.2 Attacks

8.2.1 Standard Attack

As a standard action, you can try to strike a foe with a weapon you are wielding. To do so, make an attack roll with a weapon you are wielding, adding your attack modifier to the roll. If your result equals or exceeds your foe’s Armor Class, your attack hits, and your foe takes damage.

You can also make an attack as an attack of opportunity. See Attacks of Opportunity, page ??.

Attack Modifier

Your attack modifier is equal to the following:

Base attack bonus + attack attribute + size modifier + competence bonuses + enhancement bonus

With medium or heavy weapons, your attack attribute is your Strength. With projectile weapons, your attack attribute is your Dexterity. With light weapons, you can choose between your Strength and Dexterity.

Your size modifier is described in Table 8.4: Size in Combat (page 101).

Damage

If your attack succeeds, you deal damage equal to your weapon’s damage die + half your Strength.

Dealing Nonlethal Damage: If you take a –4 penalty to your attack roll, you can deal nonlethal damage instead of lethal damage when you hit. See Nonlethal Damage, page ??.

8.2.2 Combat Maneuver

As a standard action, you can try to hinder your foe by performing a combat maneuver, such as by disarming or tripping him. To do so, make an attack roll, adding your maneuver modifier to the roll instead of your attack modifier. If your result equals or exceeds your foe’s Maneuver Class, your attack hits, and your foe suffers

the effects of the maneuver.

You can also perform some maneuvers as an attack of opportunity. See Attacks of Opportunity, page ??.

Maneuver Modifier

Your maneuver modifier is equal to the following:

Base attack bonus + attack attribute + special size modifier + competence bonuses + enhancement bonus

Your attack attribute depends on the maneuver you are using, as described in Combat Maneuvers, page 97.

Your special size modifier is described in Table 8.4: Size in Combat (page 101).

8.2.3 Reach

Normally, you can attack anyone within five feet of you. That is called your “reach”. The area that you can attack into is called your “threatened area”. Reach for larger and smaller creatures is determined by size, as shown on Table 8.4: Size in Combat.

8.3 Defenses

8.3.1 Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It’s the attack roll result that an opponent needs to achieve to hit you. Unlike most combat statistic, your AC is made up of the sum of other modifiers, each of which can have competence and enhancement bonuses applied separately. You can also apply competence and enhancement bonuses directly. Your AC is equal to the following:

10 + half base attack bonus + Dexterity + armor modifier + shield modifier + natural armor modifier + dodge modifier + size modifier + competence bonuses + enhancement bonus

Base Attack Bonus: Your experience and aptitude in combat affects your ability to defend yourself; experienced warriors know how to recognize and avoid or parry blows that would easily fell novices. As a result, you add half your base attack bonus to your dodge modifier to armor class. This is an inherent bonus, and stacks with all other bonuses to your dodge modifier.

Natural Armor Modifier: Natural armor, such as from having unusually tough skin or thick hide, improves your AC. Armor and natural armor do not fully stack; add the higher modifier plus half the lower modifier to your AC. For example, if a warhorse (+4 natural armor modifier) wears chainmail barding (+6 armor modifier), it gets a total of a +8 bonus to AC: the chainmail provides +6, and its natural armor is halved to give a +2 bonus.

Dodge Modifier: Your dodge modifier represents your ability to actively avoid blows. Any situation that denies you your Dexterity bonus also denies you your dodge modifier.

Size Modifier: Your size modifier is described on Table 8.4: Size in Combat (page 101).

Flat-Footed Armor Class

Sometimes you can't use your agility to avoid an attack. Your flat-footed armor class is equal to your armor class, ignoring your Dexterity, dodge modifier, and shield modifier. If your Dexterity is negative, you always apply the penalty, even while flat-footed.

Touch Armor Class

Sometimes your armor doesn't help you avoid an attack. Your touch armor class is equal to your armor class, ignoring your armor modifier and natural armor modifier. Most touch attacks come from spells.

8.3.2 Maneuver Class

Your Maneuver Class (MC) represents how good you are at defending against combat maneuvers. It's the attack roll result that an opponent needs to achieve to affect you with a maneuver. Like your Armor Class, your MC is made up of the sum of other modifiers, each of which can have competence and enhancement bonuses applied separately. You can also apply competence and enhancement bonuses directly. Your MC is equal to the following:

$$10 + \text{base attack bonus} + \text{Strength} + \text{Dexterity} + \text{shield modifier} + \text{dodge modifier} + \text{special size modifier} + \text{competence bonuses} + \text{enhancement bonus} + \text{AC bonuses and penalties}$$

Any effect which gives a bonus or a penalty to your AC directly is also applied to your MC. For example, while prone, you take a -4 penalty to your MC, just like you do to your AC.

Your special size modifier is described in Table 8.4: Size in Combat (page 101).

8.3.3 Hit Points

Your hit points is a defense that represents how much more punishment you can take. When you run out hit points, you can't act anymore, and you might die, as described in Injury and Death, page ??.

8.3.4 Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. You make a saving throw by rolling a d20 and adding your saving throw modifier. If it is greater than the save DC of the attack, you resist the attack (though it may still have partial effects on you). Your saving throw modifier is calculated as follows:

$$\text{Base save bonus} + \text{primary attribute} + 1/2 \text{ secondary attribute} + \text{competence bonuses} + \text{enhancement bonus}$$

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will.

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply

your Constitution and half your Strength to your Fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity and half your Wisdom to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Charisma and half your Intelligence to your Will saving throws.

8.4 Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

8.4.1 Provoking Attacks of Opportunity

You can provoke attacks of opportunity in two ways.

Leaving an Opening: To defend yourself, you must be actively wielding a weapon or shield you are proficient with. If at any point during your turn, you can't use a weapon or shield to defend yourself, you provoke an attack of opportunity. This can happen for several reasons. Some examples are given below.

- If you are unarmed, you provoke.
- If you can't use your weapon or shield (such as if you are trying to wield a heavy weapon in one hand), you provoke.
- If you are busy doing something else (such as casting a spell), you provoke.
- If you can do nothing at all (such as if you are helpless), you provoke.

Leaving the Battle: You provoke an attack of opportunity if you move farther away from an opponent who threatens you. This can be mitigated with the withdraw and backpedal movement actions.

Forced Movement

You never provoke attacks of opportunity for movement you didn't take intentionally, such as from a bull rush (see Bull Rush, page ??).

8.4.2 Taking Attacks of Opportunity

If a creature within your threatened area provokes an attack of opportunity, you can immediately make a single melee attack against that creature. The attack of opportunity "interrupts" anything else the creature was been doing. The creature can continue its turn after your attack of opportunity is resolved.

You can make a number of attacks of opportunity each round equal to 1 + half your Dexterity, but never more than one per opportunity. You don't have to make an attack of opportunity if you don't want to.

8.5 Movement and Positioning

8.5.1 Taking up Space

A typical human takes up a 5-ft. by 5-ft. space in combat. For convenience, this is often called a "square". Differently sized creatures can take up more or less space, as indicated on Table 8.4: Size in Combat (page 101). Normally, other creatures can't be in any squares you occupy.

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

8.5.2 Ways to Move

Move: As a move action, you can move up to your speed.

Stand Up: As a move action, you can stand up from being prone. For most creatures, this requires using a hand to help get up.

Backpedal: As a move action, you can move up to half your speed. This movement does not provoke attacks of opportunity from any creature you attacked during your turn.

Charge: As a full-round action, you can move up to twice your speed and make a single attack with a +2 circumstance bonus to hit at the end of your charge. While charging, and until the start of your next turn, you take a -2 penalty to armor class.

You must move at least 30 feet to gain the benefit of a charge, and all movement must be in a single straight line. If there are any obstacles in your path which hinder your movement, you cannot charge. A charge that fails or becomes invalid partway through becomes a hustle action.

Hustle: As a full-round action, you can move up to twice your speed.

Run: As a full-round action, you can run at full speed. This allows you to move up to quadruple your speed. You move at only triple speed if you are wearing medium or heavy armor. While running, and until the start of your next turn, you are flat-footed against all attacks.

Withdraw: As a full-round action, you can move up to your speed. Before you do so, you can designate one creature who threatens you. This movement does not provoke attacks of opportunity from that creature.

Struggle: As a full-round action, you can move five feet, regardless of movement penalties. You can use this to move even if your speed is decreased below five feet by penalties.

8.5.3 Measuring Movement

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

Diagonals: When measuring distance, the first diagonal counts as five feet of movement, and the second counts as ten feet of movement. The third costs five feet, the fourth costs ten feet, and so on.

You can't move diagonally past a corner. You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, pick one randomly.

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

Obstacles

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

Enemies three size categories larger than you, and all allies, are not considered obstacles, and do not hinder your movement.

Squeezing

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While squeezing, you move half as fast, and you take a -4 penalty on attack rolls and AC. 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, it immediately moves to the closest available space where it can be. Try not to do this.

8.6 Initiative

At the start of a battle, each creature that is aware of the combat makes an initiative check. Your initiative check is calculated as follows:

Dexterity + half Wisdom + competence bonuses + enhancement
bonus

Creatures act in order of their initiative, highest to lowest. After the creature with the lowest initiative acts, a new round begins and the creature with the highest initiative acts again. You usually keep your initiative for the whole encounter, even if you can't act. However, some special actions can change your initiative count.

Surprise Attacks

Sometimes, some creatures are not aware of the combat when it starts. This most commonly happens with ambushes. Any creature that is not aware of the combat doesn't get to make an initiative check during the first round of combat. Until it takes its first action, it is flat-footed and can't take attacks of opportunity.

Sometimes, everyone is surprised, such as if a guard walks around a corner to unexpectedly find a group of muggers. In that case, initiative is rolled normally, but all creatures are flat-footed and can't take attacks of opportunity until they take their first action.

8.7 Injury, Death, and Healing

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

8.7.1 Losing Hit Points

When you take lethal damage, you subtract that damage from your hit points.

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

8.7.2 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.

Bloodied

When you drop to half your hit points or below, you are bloodied. This makes you more vulnerable to certain spells and effects, but you suffer no direct penalties. If you take additional damage, you can become staggered. Some special attacks can cause you to immediately begin dying.

Staggered

When you take damage that would reduce your hit points to 0, you become staggered. While staggered, you may take a single move action or standard action each round, but not both. You cannot take full-round actions, but you may take swift actions. In addition, you are vulnerable, causing you to take a –2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Normally, any excess damage from the attack that brought you to 0 hit points is wasted. However, if you take additional damage, you begin dying.

Dying

When you take damage while you have no hit points remaining, that damage represents serious physical injury to your body. This is called critical damage. When you take critical damage, you immediately fall unconscious and begin dying. While you have critical damage, magical healing which would normally restore hit points cannot restore your hit points, though it can prevent you from dying.

While dying, you must make a DC 15 Fortitude save every round. The DC is equal to 15 + the critical damage you have taken. If you fail three times, you die. If you succeed three times, or receive healing that would normally hit points, you become stable. Another character can give first aid to help you stabilize (see Heal, page ??).

If you take additional damage, you can die.

Dead

If you critical damage exceeds 10 + your Constitution, you die. You can also die from taking ability damage or suffering ability damage or drain that reduces your Constitution to 0.

Stable

If you have taken critical damage but managed to stave off death, you become stable. You remain unconscious until your hit points exceed your critical damage.

Unless your hit points go above 0, you remain unconscious. As

long as you have critical damage, magical healing that restores hit points has no effect on your hit points.

8.7.3 Healing

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

Natural Healing: With 8 hours of rest, you recover half your hit points. Any significant interruption (such as combat or the like) during your rest prevents you from healing. If you rest for an entire day (16 hours), you recover all your hit points.

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

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per 8 hours of rest for each affected attribute score.

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

8.7.4 Nonlethal Damage

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

Healing Nonlethal Damage

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

8.8 Circumstances, Bonuses, and Penalties

Table 8.1: Attack Roll Bonuses and Penalties

Attacker’s Condition	Effect
Entangled	–2
Invisible	— ¹
Prone	–4 ²
Squeezing through a space	–4
Vulnerable	–2

- 1 The defender is flat-footed.
- 2 Most ranged weapons can’t be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

8.8.1 Cover

Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. A creature with cover is more difficult to attack.

Table 8.2: Armor Class Bonuses and Penalties

Defender's Condition	Effect
Behind active cover	20% miss
Behind passive cover	+4
Blinded	— ¹
Concealed	+4
Cowering	−2 ¹
Crouching or kneeling	−2 ²
Entangled	−2
Grappling (but attacker is not)	+0 ¹
Helpless (such as paralyzed, sleeping, or bound)	+0 ³
Invisible	see Invisibility
Overwhelmed	special ⁴
Pinned	−4 ³
Prone	−4 ²
Squeezing through a space	−4
Stunned	−2 ¹
Vulnerable	−2

1 The defender is flat-footed.

2 Treat as a bonus against ranged attacks, instead of a penalty

2 The defender is flat-footed, and treat the defender's Dexterity as −10.

3 The creature suffers a penalty equal to the number of creatures threatening it.

Determining Cover: When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall) or other similar solid obstacle. If you occupy multiple squares, choose one square you occupy for this purpose.

When making an attack against a target that is not adjacent to you, choose a corner of any square you occupy. In addition, choose a square the target occupies. If any line from this corner to any corner of the target square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover.

There are two types of cover: active cover and passive cover.

Active Cover

If the obstacle is active and mobile, such as a creature or tree branches blowing in the wind, the defender has active cover. Any attacks against a creature with active cover relative to you have a 20% miss chance. After rolling the attack, the attacker must make a miss chance percentile roll to see if the attack misses due to active cover. If an attack misses due to active cover, the attack is made against the intervening obstacle instead. If the attack is successful, the obstacle takes any damage from the attack normally.

Passive Cover

If the obstacle is stationary, such as a tree trunk or wall, the defender has passive cover. A creature with passive cover relative to you has a +4 circumstance bonus to armor class.

Reflex Saves: A creature with passive cover gains a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from it. Note that spread effects can extend around corners and thus negate this cover bonus.

Low Obstacles: A low obstacle (such as a wall no higher than half your height) provides passive cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's

closer to the obstacle than his target. If two creatures are equally distant from the wall, it grants cover to both of them.

Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with passive cover relative to you.

Hide Checks: You can use passive cover to make a Hide check, but not active cover. Without cover, you usually need concealment (see below) to make a Hide check.

Total Cover: If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Improved Cover

A creature can benefit from both passive and active cover. However, 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. In some cases, cover may stack. In that case, each additional obstacle increases the miss chance by 10% or grants an additional +2 circumstance bonus to AC, as appropriate.

Exceptionally well covered opponents, such as a creature behind an arrow slit in a castle, may receive additional benefits. For example, it might gain improved evasion, and there may be limitations on what kind of attacks are possible.

8.8.2 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 +4 circumstance bonus to Armor Class. Concealment bonuses do not apply if you can't see your opponent (such as if you close your eyes).

Determining Concealment: When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment.

Determining concealment for making an attack against a target that is not adjacent to you works exactly like determining cover for ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

8.8.3 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.

You can't execute an attack of opportunity against an invisible opponent, even if you know what square or squares the opponent occupies.

8.8.4 Overwhelm

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

8.8.5 Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender is flat-footed. In fact, his Dexterity score is treated as if it were -10, giving him a -10 penalty to AC.

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents because it involves focused concentration and methodical action on the part of the attacker. If any attacks of opportunity hit, you must make a Concentration check (DC 10 + total damage dealt from all attacks of opportunity) or else the coup de grace fails.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

8.8.6 Range Increments

When using a ranged weapon, you take a -2 penalty per 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 -2 penalty to attack rolls.

8.9 Combat Maneuvers

A maneuver is a special attack that imposes some effect on an opponent using your skill in combat. Possible maneuvers are described below.

8.9.1 Performing a Maneuver

To perform a maneuver, make an attack roll and add your maneuver modifier, as described on page 92. If your result equals or exceeds your target's Maneuver Class, the maneuver succeeds.

Unless otherwise noted, you can only perform a maneuver on a creature no more than one size category larger than you, and you must have a free hand.

8.9.2 Bull Rush

A bull rush is an attempt to push your opponent away from you. You can bull rush as a standard action or as part of a charge, in place of the melee attack. Bull rushing is Strength-based. You can bull rush a creature of any size.

If your bull rush succeeds, your target is pushed back 5 feet. For every 5 points by which you succeed, you can push the target back an additional 5 feet. You must move with the target to push it back. If you don't have the movement remaining to move with the target, you must stop pushing it.

If a creature you are pushing back encounters a solid object, you can't push it any farther. If it encounters another creature, you can try to push them both. If you do, apply your original attack roll

to the second creature's Maneuver Class, taking a -5 penalty. If you are successful, you can continue to push both of the creatures a distance equal to the lowest result.

For example, if a fighter bull rushes a goblin for a total of 15 feet, but there is another goblin 5 feet behind the first, he can push both goblins 15 feet away from his starting location. If, however, the second goblin was instead a mighty dragon, he could only push the first goblin 5 feet before it would stop.

8.9.3 Dirty Trick

A dirty trick is any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include knocking an opponent's head to bewilder him, pulling down an enemy's pants to entangle him, or hitting a foe in a sensitive spot to make him sickened. You can perform a dirty trick in place of an attack. Performing a dirty trick can be Strength-based or Dexterity-based, as you choose.

If your dirty trick succeeds, your target becomes vulnerable for 1 round. A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. For every 5 points by which you succeed, your target is vulnerable for an additional round. The penalty can be removed if the target spends a standard action.

8.9.4 Disarm

A disarm is an attempt to take an object from a foe. You can disarm in place of an attack. If you are wielding a weapon, you can disarm with the weapon, using your attack modifier with the weapon in place of your maneuver modifier. Otherwise, disarming can be Strength-based or Dexterity-based, as you choose.

When you disarm an opponent, you choose one object it is holding or wearing. If the item is well secured, such as a ring or suit of armor, the disarm attempt automatically fails. If your disarm succeeds, the object falls to the ground in your target's square. If you are not using a weapon to disarm, you can grab the item in your hands instead.

8.9.5 Feint

A feint is an attempt to leave your foe off-balance. You can feint in place of an attack. If you are wielding a weapon, you can disarm with the weapon, using your attack modifier with the weapon in place of your maneuver modifier. Otherwise, a feinting can be Strength-based or Dexterity-based, as you choose. You can feint a creature of any size.

If your feint succeeds, your foe is flat-footed against the next melee attack you make against it. This attack must be made before the creature's next turn.

8.9.6 Grapple

A grapple is an attempt to physically grab and restrain your foe. You can grapple as a standard action. Grappling is Strength-based.

If your grapple succeeds, you and your target become "grappled", which limits your options. If your target is not adjacent to you, it moves into the closest open space adjacent to you. If no space is available, your grapple fails.

Being Grappled

While grappled, you suffer certain penalties and restrictions, as described below.

- You must use one of your hands (or equivalent limbs) to grap-

Table 8.3: Combat Maneuvers

Combat Maneuver	Action	Key Attribute	Weapon?	Brief Description
Bull rush	Standard	Strength	No	Push an opponent back 5 feet or more
Dirty Trick	Attack ¹	Strength or Dexterity	No	Impose penalty by using environment or fighting dirty
Disarm	Attack ¹	Strength or Dexterity	Any	Strike an object away from your foe
Feint	Attack ¹	Strength or Dexterity	Any	Trick your foe into being flat-footed
Grapple	Standard	Strength	No	Wrestle with an opponent
Overrun	Full-round	Strength	No	Plow past or over an opponent as you move
Trip	Attack ¹	Strength or Dexterity	Some	Trip an opponent

¹ Can be used in place of an attack, even an attack of opportunity.

ple, preventing you from taking any actions which would require having two free hands. For example, you cannot attack with a two-handed weapon while grappling. You cannot use a hand holding a shield (except a buckler) to grapple.

- You are flat-footed against all opponents except the one you are grappling.
- You have active cover from the other participant in the grapple against attacks from creatures not adjacent to you. Any attacks that miss because of this miss chance are made against that creature. This does not apply if you are larger than the other participant.
- You do not threaten any opponents except for the creature you are grappling with.
- You take a -4 penalty to attack rolls made with weapons that are not small, since they are too large and cumbersome to be used effectively in a grapple.
- You cannot cast spells with somatic components.
- Casting a spell without somatic components requires a DC 20 + double spell level Concentration check.
- You cannot move normally (but see Move the Grapple, below).

Other than the restrictions listed above, you can act normally. You also gain the ability to use three special actions, each of which can be used as a standard action. Against these attacks, your foe uses 10 + his maneuver modifier in place of his Maneuver Class.

Escape the Grapple: You can make a grapple attack or Escape Artist check to attempt to escape the grapple. You apply your result against every creature grappling you. If you succeed against a creature, you are no longer grappling that creature.

You cannot make an Escape Artist check as an attack action, even if you have Improved Grapple.

Move the Grapple: You can make a grapple attack to attempt to move the grapple. You apply your result against every creature grappling you. If you succeed against every creature, you can move both yourself and all of the other creatures up to half your speed. At the end of your movement, you can choose which spaces creatures grappling you are in, as long as they stay adjacent to you. This can be used to place creatures in dangerous positions, such as over a pit.

You can only move the grapple once per round, regardless of how many grapple attacks you can make.

Pin: You can make a grapple attack to attempt to pin a single opponent. If you succeed, that opponent becomes pinned, while you remain grappled.

Being Pinned

A pinned creature is helpless, but it cannot be the target of a coup de grace. The only action it can take that requires movement is to free itself through a grapple attack or Escape Artist check (using its normal Dexterity, not treating its Dexterity as 0). A pinned creature can take mental actions, but cannot cast any spells that require a somatic or material component or focus. At the opponent's option, a pinned creature may be unable to speak, in which case it is incapable of casting spells which require a verbal component. A pinned character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's maneuver modifier + double spell level) or lose the spell. Being pinned is a more severe version of being grappled, and their effects do not stack.

Multiple Grapplers

Multiple creatures can attempt to grapple one target. Each of them acts independently.

Grappling a Mounted Opponent

You may make a grapple attempt against a mounted opponent. The defender may make a Ride check and use that result instead of his Maneuver Class if it is higher. If you succeed, you pull the rider from his mount, and he lands prone in a square adjacent to both you and his horse. However, neither of you are considered grappled, and you must succeed on a second grapple attack to grapple him.

Binding an Opponent

Once you have pinned an opponent, you may attempt to bind them with ropes or other forms of restraint. You must have the restraint on hand. To do so, make a grapple attack against the pinned opponent. The opponent can resist with a grapple attack. If you succeed, your opponent is bound and helpless. To escape the bindings, the opponent must exceed your check result with an Escape Artist check.

Once your opponent is bound and helpless, you can take 20 on your grapple attack to bind him or her more securely. You can also use the Devices skill to bind an opponent who is not struggling.

8.9.7 Overrun

An overrun is an attempt to move directly through anyone in your way. You can overrun as a full-round action. Overrunning is Strength-based.

When you overrun, you move up to your speed. Any creature in your way can choose to avoid you. If it does not, you must make an overrun attack against it. Success means you move through its space, treating the area as difficult terrain. Success by 5 or more means

the creature is also knocked prone, and the area is not considered difficult terrain for you.

Unusually stable creatures, such as creatures with multiple legs, gain a +4 inherent bonus to Maneuver Class against overrun attempts. Some creatures, such as oozes, cannot be overrun.

8.9.8 Trip

A trip is an attempt to knock your foe off his feet. You can trip in place of an attack. If you are wielding a weapon that can be used to trip, you can trip with the weapon, using your attack modifier with the weapon in place of your maneuver modifier. Otherwise, tripping can be Strength-based or Dexterity-based, as you choose.

If your trip succeeds, the target is knocked prone.

Unusually stable creatures, such as creatures with multiple legs, gain a +4 inherent bonus to Maneuver Class against trip attempts. Some creatures, such as oozes, cannot be tripped.

8.10 Special Actions

8.10.1 Cast a Spell

As a standard action, you can cast a spell. See Casting Spells, page 106 for more information.

8.10.2 Partial Full-Round Action

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

Partial Charge

As a standard action, you can move up to your speed and make a single attack against a foe. You must move in a straight line, and your movement must not be impeded in any way. In addition, you take a -2 penalty to AC until the start of your next turn. An interrupted partial charge becomes a move action.

Partial Run

As a standard action, you can move up to double your speed. You are flat-footed until the start of your next turn. You cannot take this action if your running speed would be reduced by medium or heavy armor.

Partial Withdraw

As a standard action, you can move up to half your speed. Before you do so, you can designate one creature who threatens you. This movement does not provoke attacks of opportunity from that creature.

8.10.3 Total Defense

As a standard action, you can focus entirely on defense, granting you a +4 circumstance bonus to your dodge modifier for 1 round. While using the total defense action, you can't make attacks of opportunity, but you still threaten squares normally for the purpose of overwhelm penalties and similar effects.

8.10.4 Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. Additionally, you can't interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

8.10.5 Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action or a move action. To do so, specify the action you will take and the conditions under which you will take it. You cannot ready in response to an action that you take – the action must be outside of your control. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take some free actions as part of your readied action, but in general you can take no actions other than the action you readied.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Spellcasters: You can ready a full attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).

Readying to Counterspell: You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as

a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.

Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges (see Table 7.5: Weapons, page 78). A readied weapon of this type deals double damage on your first attack with it against a charging character.

8.11 Special Rules

8.11.1 Critical Success and Failure

A natural 1 (the d20 comes up 1) on an attack roll or saving throw is treated as rolling a -10. A natural 20 (the d20 comes up 20) is treated as rolling a 30. Under normal circumstances, a natural 1 automatically misses, and a natural 20 automatically hits.

Critical Hits

When you roll a natural 20 on an attack roll and hit, you have scored a critical threat. Roll another attack roll at the same attack bonus. If that attack also hits, you deal double damage.

Many weapons can also score critical threats on lower numbers, or deal additional damage on a critical hit.

8.11.2 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. If you double a real-world value twice, it becomes four times as large.

8.11.3 Size in Combat

Size affects your space and reach in combat. In addition, your attack modifier and armor class is affected by your size modifier. These effects are shown on Table 8.4: Size in Combat.

Unusually large or small creatures also have other special rules apply to them.

Very Small Creatures

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

Reach: Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. 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, allowing you to move past them without provoking attacks of opportunity.

If a creature without a natural reach uses a reach weapon, it gains no benefits or penalties.

Very Large Creatures

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

ture.

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.

8.11.4 Mounted Combat

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

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

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

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

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

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

You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

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 (DC 10 + double spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + double spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no

Table 8.4: Size in Combat

Size	Space ¹	Reach ¹	Size Modifier ²	Special Size Modifier ³	Example Creature
Fine	1/2 ft.	0	+8	-16	Fly
Diminutive	1 ft.	0	+4	-12	Toad
Tiny	2-1/2 ft.	0	+2	-8	Cat
Small	5 ft.	5 ft.	+1	-4	Halfling
Medium	5 ft.	5 ft.	+0	+0	Human
Large (tall)	10 ft.	10 ft.	-1	+4	Ogre
Large (tall)	10 ft.	5 ft.	-1	+4	Horse
Huge (tall)	15 ft.	15 ft.	-2	+8	Cloud giant
Huge (long)	15 ft.	10 ft.	-2	+8	Bulette
Gargantuan (tall)	20 ft.	20 ft.	-4	+12	50-ft. animated statue
Gargantuan (long)	20 ft.	15 ft.	-4	+12	Kraken
Colossal (tall)	30+ ft.	30+ ft.	-8	+16	Colossal animated object
Colossal (long)	30+ ft.	20+ ft.	-8	+16	Great wyrm red dragon

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

2 Added to your attack modifier and Armor Class

3 Added to your maneuver modifier and Maneuver Class

damage. If the check fails, you take 1d6 points of damage.

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

8.11.5 Two-Weapon Fighting

If you wield a second weapon in your off hand, you can attack with both weapons at once whenever you attack. Roll a single attack roll for both weapons. Apply your attack bonuses with each of your weapons separately, taking a -5 penalty with your off-hand attack. If you hit with your main hand, you deal damage with your main weapon. If you hit with your off-hand (after taking into account the -5 penalty), you also deal damage with your off-hand weapon. You only apply your Strength with the weapon in your main hand.

Precision-based damage, such as sneak attack damage, is only dealt once. It is possible to critical with both weapons. Use each weapon's critical threat range separately, but roll only once to confirm a critical threat, using the same attack bonus as with the original attack. Damage reduction only applies once against the damage dealt by both weapons.

Fighting in this way is difficult, and you suffer a -2 penalty to your attack roll. You can mitigate this penalty if your off-hand weapon is light. (An unarmed strike is always considered light.) The Two-Weapon Fighting feat grants a +2 competence bonus to attack rolls when fighting with two weapons at once.

You take no penalties for alternating attacks between two (or more) weapons, as long as you do not attack with both weapons at once.

For example, Felix the 1st-level fighter is wielding a longsword and a short sword against an evil goblin. The goblin has an AC of 15. Felix has a Strength of 3 and a base attack bonus of +1. This means his attack bonus with either weapon individually is +4. If he attacks with both weapons at once, he takes no penalty to his attack roll (because his off-hand weapon is light), but his attack with his off-hand weapon takes a -5 penalty. So his attack bonus would be +4 (with his longsword) and -1 (with his short sword). If he rolls a 15, he will hit the goblin with his longsword, but not with his short

sword.

If Felix had the Two-Weapon Fighting feat, his attack bonus would be +6 with his longsword and +1 with his short sword. Assuming he rolls a 15 again, he would hit the goblin with both weapons, dealing damage with both of them.

Chapter 9

Adventuring

9.1 Carrying Capacity

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Table 9.1: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4-6 lb.	7-10 lb.
2	6 lb. or less	7-13 lb.	14-20 lb.
3	10 lb. or less	11-20 lb.	21-30 lb.
4	13 lb. or less	14-26 lb.	27-40 lb.
5	16 lb. or less	17-33 lb.	34-50 lb.
6	20 lb. or less	21-40 lb.	41-60 lb.
7	23 lb. or less	24-46 lb.	47-70 lb.
8	26 lb. or less	27-53 lb.	54-80 lb.
9	30 lb. or less	31-60 lb.	61-90 lb.
10	33 lb. or less	34-66 lb.	67-100 lb.
11	38 lb. or less	39-76 lb.	77-115 lb.
12	43 lb. or less	44-86 lb.	87-130 lb.
13	50 lb. or less	51-100 lb.	101-150 lb.
14	58 lb. or less	59-116 lb.	117-175 lb.
15	66 lb. or less	67-133 lb.	134-200 lb.
16	76 lb. or less	77-153 lb.	154-230 lb.
17	86 lb. or less	87-173 lb.	174-260 lb.
18	100 lb. or less	101-200 lb.	201-300 lb.
19	116 lb. or less	117-233 lb.	234-350 lb.
20	133 lb. or less	134-266 lb.	267-400 lb.
21	153 lb. or less	154-306 lb.	307-460 lb.
22	173 lb. or less	174-346 lb.	347-520 lb.
23	200 lb. or less	201-400 lb.	401-600 lb.
24	233 lb. or less	234-466 lb.	467-700 lb.
25	266 lb. or less	267-533 lb.	534-800 lb.
26	306 lb. or less	307-613 lb.	614-920 lb.
27	346 lb. or less	347-693 lb.	694-1,040 lb.
28	400 lb. or less	401-800 lb.	801-1,200 lb.
29	466 lb. or less	467-933 lb.	934-1,400 lb.
+10	x4	x4	x4

Table 9.2: Carrying Loads

Load	Max Dex	Check Penalty	—Speed—		
			(30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

Encumbrance by Armor: A character's armor affects his or her Dexterity and value, armor check penalty, speed, and running speed.

Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight: If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table 9.1: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus or dodge modifier to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table 9-1: Carrying Capacity 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

9.1: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the “ones” digit as the creature’s Strength score does. Multiply the figures by 4 for every ten points the creature’s strength is above the score for that row.

9.2 Movement

Table 9.3: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—
Run	—	—	—	—

Table 9.4: Hampered Movement

Condition	Example	Extra Movement Cost
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	x2
Obstacle ¹	Low wall, deadfall, broken pillar	x2
Poor visibility	Darkness or fog	x2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

¹ May require a skill check

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Run (x3): Moving three times speed is a running pace for a character in medium or heavy armor. It represents about 9 miles per hour for a human in chainmail or full plate.

Run (x4): Moving four times speed is a running pace for a character in light, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail or full plate.

9.2.1 Tactical Movement

Use tactical movement for combat. Characters generally don’t walk during combat – they hustle or run. A character who moves his or her speed and takes some action, such as attacking or casting a spell, is hustling for about half the round and doing something else for the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling).

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.)

You can’t run or charge through any square that would hamper your movement.

9.2.2 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 ??: Overland Movement, below, for movement measured in miles per hour.

Run: A character can only run for a number of rounds equal to 5 + Constitution before having to rest for a minute.

9.2.3 Overland Movement

Table 9.5: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Table 9.6: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.) ¹	4 miles	40 miles
Light warhorse (231-690 lb.) ¹	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.) ¹	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.) ¹	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.) ¹	3 miles	30 miles
Warpony (101-300 lb.) ¹	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.) ¹	2 miles	20 miles
Mule (231-690 lb.) ¹	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.) ¹	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Table 9.1: Carrying Capacity, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

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 9.5: 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 (DC 10, +2 per extra hour) is required. If

the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 9.6: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 9.6: Mounts and Vehicles for speeds for water vehicles.

9.3 Exploration

9.3.1 Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table ??: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus and dodge modifiers to AC, moves at half speed, and takes a -2 penalty to attack rolls, AC, and any checks which involve sight.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

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, 60 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in bright light or is dazzled, and does not resume functioning until 1 round the character leaves the area of bright light or stops being dazzled.

A character with darkvision can see dimly in totally dark areas beyond the range indicated by their ability. They can see in such areas as if the areas were in shadowy illumination.

9.3.2 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 a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash

an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of 0 (–10 penalty to AC). Furthermore, if you take a move action to focus on the object, you automatically hit with melee weapons and get a +4 bonus with ranged weapons on any attacks you make during your turn against the object.

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 (see Table ??: Common Armor, Weapon, and Shield Hardness and Hit Points; Table ??: Substance Hardness and Hit Points; and Table ??: Object Hardness and 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: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is broken. Further damage applies as negative hit points. If an item has more negative hit points than its maximum hit points, it is destroyed.

Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster

level. 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 Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

Chapter 10

Magic

A spell is a one-time magical effect. Spells come in two types: arcane (cast by sorcerers and wizards) and divine (cast by clerics, druids, and experienced paladins). Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different foundational principles of magic. All spellcasters select their spells from a limited list of spells known, casting them spontaneously as the need arises.

10.1 Casting Spells

Whether a spell is arcane or divine, casting a spell works the same way.

10.1.1 Choosing a Spell

First, you must choose a spell that you know. If a spell has multiple versions, you choose which version to use when you cast it.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture with a free hand (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

10.1.2 Concentration

To cast a spell, you must concentrate. While casting a spell, you can't focus on anything else: you become flat-footed, and you provoke attacks of opportunity, because you can't defend yourself. You can't take any other actions, even immediate actions.

If something interrupts your concentration while you're casting, you must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, the spell has no effect, but you still spend the spell slot.

Making Concentration Checks

To make a concentration check, roll d20 + your magic level + Constitution. If you have more than one magic level, use the sum of your magic levels.

Some actions other than spells require concentration to complete. To make a concentration check for a reason other than to cast a spell, roll d20 + your Constitution.

Any condition which grants a bonus or penalty to checks affects Concentration checks. In addition, you apply your overwhelm penalty (if any) to your Concentration checks.

Casting Defensively

You can make a Concentration check while casting a spell to concentrating on other things, like defending yourself. The DC is equal to 10 + double the level of the spell you're casting. Success means you can defend yourself normally, but you take a -5 penalty

Table 10.1: Concentration Examples

Concentration DC ¹	Distraction
10	Casting defensively
10 + damage dealt	Damaged during the action. ²
10 + half of continuous	Taking continuous damage during the damage last dealt action. ³
5	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).
10	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
10	Entangled.
15	Grappling. ⁴
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.

1 If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add double the level of the spell to the indicated DC.

2 If you take damage from multiple sources at the same time, add up the damage taken and make a single Concentration check, rather than one check for each source.

3 Such as from [acid arrow](#).

4 You can cast only spells without somatic components for which you have any required material component in hand.

to Concentration checks until you finish casting the spell. Failure means you are unable to maintain concentration on both things at once, and you must choose which one to concentrate on.

Taking Damage

If you take damage while casting a spell, you must make a Concentration check to maintain the spell. The DC is equal to 10 + damage taken while casting the spell + double the level of the spell you're casting. Success means you can continue casting the spell. Failure means you lose the spell without effect. If you take damage multiple times while casting a spell, roll once per source of damage, but add the total damage taken together to determine the DC of each successive check.

If you are taking continuous damage each round, half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + double the level of the spell you're casting). If the last damage dealt was the last damage that the effect

could deal, then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Grappling or Pinned

The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 15 + double the level of the spell you're casting) or lose the spell.

Entangled

If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 10 + double the level of the spell you're casting Concentration check to cast the spell. You lose the spell if you fail.

Environmental Distractions

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 5 + double the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 10 + double the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + double the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + double the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Extended Concentration

Concentrating on a spell is mentally tiring. You can concentrate on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check (DC 15 + double the level of the spell). If you fail, you lose your concentration on the spell and become fatigued. The DC of the check increases by 2 for every additional minute.

10.1.3 Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do

either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

Dispel Magic as a Counterspell: You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (see the spell description).

10.1.4 Caster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

Effects that increase caster level never increase the level that a character uses to determine how many spells per day and spells known she gets. Only a character's magic level affects those values.

10.1.5 Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

10.1.6 The Spell's Effect

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

10.1.7 Special Spell Effects

Many special spell effects are handled according to the school or subschool of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions and special abilities, even those that don't damage opponents, are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types: All spells give enhancement bonuses unless otherwise specified in the spell description. Enhancement bonuses to the same modifier do not stack with each other.

Bringing Back the Dead: Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the

Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life gains a negative level. If the character was 1st level at the time of death, he or she takes 2 points of Constitution drain instead. This negative level or Constitution drain cannot be repaired by anything less than a *wish* or *miracle* spell, but it goes away naturally after a year has passed or after the character gains two new levels.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* or *soul bind* 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 knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

10.2 Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, class features, and other effects that have very similar effects may not both help the subject. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

10.2.1 Stacking Effects

Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and so on usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see Bonus Types, below).

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. This is called overlapping.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere

with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description. If a spell negates another spell, it immediately dispels the other spell without a caster level check if cast on the same targets or in the same area, but does not itself take effect on those targets or in that area.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

10.2.2 Bonuses, Penalties, and Modifiers

A bonus is the most basic way that a roll or numerical statistic can be modified. All bonuses have one of four types: inherent, competence, enhancement, and circumstance. These types are described in Bonus Types, below. You use these types to determine whether different bonuses stack. Bonuses from the same source never stack.

A penalty is like a bonus, but it subtracts instead of adds. Penalties are never typed, and always stack, except that penalties from the same source don't stack. For example, a creature who is sickened by both a *ghoul touch* spell and an *unholy blight* spell takes a -4 penalty to everything that being sickened penalizes. However, a creature suffering from the *crushing despair* spell does not take any additional penalties if another *crushing despair* is cast on it – even if the second spell is cast by a different caster.

A modifier is the sum of bonuses and penalties. Most of the time, a modifier is the number that you add to the d20 when you take an action. For example, when you attack, you add your attack modifier, which is determined by the sum of all of your attack bonuses and attack penalties. Armor Class is a special case, as discussed in Armor Class, below.

Bonus Types

There are four bonus types, described below. Everything which gives a numerical improvement to a character's abilities belongs to one of these bonus types.

Inherent bonuses: These are bonuses which are an inseparable part of a character. They come from base attack bonus, skill ranks, ability modifiers, and other fundamental parts of a character. The bonus provided by wearing a suit of armor or wielding a shield is also considered an inherent bonus, since it is inherent to the item. Inherent bonuses stack with other inherent bonuses.

Competence bonuses: These are bonuses which derive from a character's experience and ability. They usually come from feats, racial features, and class features. For example, Great Fortitude gives a competence bonus to Fortitude saves. Competence bonuses stack with other competence bonuses.

Enhancement bonuses: These are bonuses which derive from magical improvements to a character's abilities. Almost all spells and magic items (except those relating to armor, shields, and weapons) give enhancement bonuses. Enhancement bonuses do not stack with other enhancement bonuses.

Circumstance bonuses: These are bonuses which derive from

specific circumstances. Feats, class features, and magic items which are dependent on circumstances or are extremely temporary in nature can give circumstance bonuses. For example, a rogue's sneak attack gives a circumstance bonus to damage. Circumstance bonuses stack with other circumstance bonuses.

Armor Class

Your AC is equal to 10 plus the sum of five modifiers, described below. Each of those modifiers is calculated separately before being added together to get your final AC.

Armor modifier: An armor modifier usually comes from armor that you wear. It does not apply against touch attacks.

Shield modifier: A shield modifier usually comes from a shield that you wield. It does not apply when you are flat-footed.

Natural armor modifier: A natural armor modifier represents the physical durability of your body. It does not apply against touch attacks. Armor and natural armor do not fully stack; see below.

Dodge modifier: A dodge modifier represents your ability to avoid attacks. It does not apply when you are flat-footed.

AC modifier: A small number of things can affect a character's Armor Class directly. AC modifiers apply to all types of Armor Class.

Armor and natural armor are very similar, so they do not fully stack. To calculate your character's total AC, add the higher modifier plus half the lower modifier to your AC. For example, if a warhorse (+4 natural armor modifier) wears chainmail barding (+6 armor modifier), it gets a total of a +8 bonus to AC: the chainmail provides +6, and its natural armor is halved to give a +2 bonus.

An example can help illustrate how armor class stacking works. Bob the Fighter is wearing +1 full plate, wielding a heavy shield, and wearing a Ring of Protection +1.

- His AC modifier is +1 (enhancement, from the Ring of Protection).
- His armor modifier is 8 (inherent) + 1 (enhancement) = 9.
- His shield modifier is 2 (inherent).
- Therefore, his total armor class is $10 + 1 + 9 + 2 = 22$.

If he were to receive a *barkskin* spell, his natural armor modifier would be +2. However, his total armor class would only increase by +1, since he is wearing full plate.

10.2.3 Special Stacking Rules

Not every kind of effect uses the normal bonus stacking system. Exceptions to the normal stacking rules are described below. If a specific spell or effect says otherwise, it overrules these exceptions, as normal.

- Magical effects that increase size do not stack.
- Damage reduction does not stack. Only the best value applicable to the attack applies.
- Effects that grant extra attacks (such as the *haste* spell) do not stack.
- Temporary hit points do not stack.
- If a character has two separate abilities which let him add the same attribute to a given roll or numerical attribute, the attribute is still only added once.
- Effects that reduce the effective spell level of a spell affected by metamagic can never reduce a spell below its original level.

10.3 Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

10.3.1 Name

The first line of every spell description gives the name by which the spell is generally known.

10.3.2 Description

Beneath the spell name is a brief description of the spell's effect. This description has no mechanical significance, and simply describes how the spell usually appears or is used.

10.3.3 School/Schools (Subschool)

The next line describes the schools and subschools of magic that the spell belongs to. Almost every spell belongs to at least one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. They are described below.

Some spells belong to more than one school of magic. Treat these spells for all purposes as if they were a member of both schools simultaneously. If you are prohibited from casting spells from a certain school, you cannot cast a spell which belongs to that school, even if it also belongs to another school. Likewise, any benefits which apply to casting spells from a specific school apply normally. If you have abilities which apply when casting spells from both schools that make up a spell, the abilities do not stack.

A small number of spells (*limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjuration spells manipulate the raw essence of magic to protect allies or ward off foes. There are four subschools of abjuration spells.

Interdiction: An interdiction spell hedges out creatures or forces of an opposing alignment or type. *Protection from evil* is an interdiction spell.

Negating: A negating spell negates magical effects. *Dispel magic* is a negating spell.

Shielding: A shielding spell protects creatures or objects from harm. *Shield* is a shielding spell.

Warding: A warding spell protects an area from intrusion. If one warding spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Spot skill drops by 4. The DC drops by an additional 2 for each additional warding spell beyond the second. *Glyph of warding* is a warding spell.

Conjuration

Conjuration spells transport and create objects and creatures to aid you. A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range. There are three subschools of conjuration spells.

Creation: A creation spell manipulates matter to create an object

or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence. *Acid arrow* is a creation spell.

Summoning: A summoning spell instantly brings a manifestation of a creature or object to a place you designate. When the spell ends or is dispelled, the manifestation disappears. A summoned creature also disappears if it is killed or if its hit points drop to 0 or lower. Because summoning spells do not physically transport the actual creature or object, even if the manifestation is injured or destroyed, the original is unharmed. However, it takes 24 hours for the manifestation to reform, during which time it can't be summoned again. Most summoning spells, including the *summon monster* and *summon nature's ally* spells, will automatically summon a different creature of the same type should this occur.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Summon monster I is a summoning spell.

Translocation: A translocation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable. Many translocation effects involve teleportation (see Descriptors, below). *Dimension door* is a translocation spell.

Divination

Divination spells enable you to predict the future, gain or share knowledge, find hidden things, and foil deceptive spells. There are four subschools of divination spells.

Awareness: A awareness spell reveals objects, creatures, or effects within an area. Some awareness spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can examine each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell. *Detect evil* is an awareness spell.

Communication: A communication spell magically enhances communication between creatures, often by transcending linguistic barriers or distance. *Comprehend languages* is a communication spell.

Knowledge: A knowledge spell grants the recipient information. Most knowledge spells give knowledge about the present, but some can reveal information about the future as well. *Augury* is a knowledge spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus 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 DC 20 Spellcraft check. The sensor can be dispelled as if it were

an active spell. Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Scrying is a scrying spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are mind-affecting spells. There are four subschools of enchantment spells.

Beguilement: A beguilement spell influences the subject's opinions. Beguilement spells are the most subtle form of mental control, and a creature affected by such a spell usually does not realize that it is being manipulated until after the spell wears off – if it does at all. *Charm person* is a beguilement spell.

Compulsion: A compulsion spell compels the subject to act in a particular way. Especially powerful compulsions can give you complete control over the subject. *Sleep* is a compulsion spell.

Emotion: An emotion spell influences the subject's emotions. *Attraction* is an emotion spell.

Inhibition: An inhibition spell prevents the subject's mind from working normally, typically preventing the target from acting. *Hold person* is an inhibition spell.

Evocation

Evocation spells create and manipulate energy and forces or tap into divine or other powers to produce a desired end. In effect, they create energy or effects, but not physical objects, out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage. There are three subschools of evocation spells.

Channeling: A channeling spell channels divine or other power. *Holy smite* is a channeling spell.

Control: A control spell manipulates forces and moves inanimate objects. Powerful control spells can manipulate forces on a large scale, even altering weather patterns. *Gust of wind* is a control spell.

Energy: An energy spell creates or manipulates energy, such as fire or electricity. *Fireball* is an energy spell.

Illusion

Illusion spells deceive the senses of others. They conceal things that exist or cause people to perceive things that do not exist. There are three subschools of illusion spells.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish, unless you prescribe exactly which sounds to make. Likewise, you cannot make a visual copy of something unless you know what it looks like.

A figment's AC is equal to 10 + its size modifier.

Silent image is a figment spell.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. *Invisibility* is a glamer spell.

Phantasm: A phantasm spell manipulates the subject's senses to create images or sensations that are not real. It creates personalized sensations, and no one else can observe the effect. *Phantasmal killer* is a phantasm spell.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Unreal Effects: Some figments and glamers are unreal (see Descriptors, below), which means that they can be disbelieved.

Necromancy

Necromancy spells manipulate the power of life and death, as well as souls. Spells involving positive and negative energy belong to this school. There are three subschools of necromancy spells.

Flesh: A flesh spell affects the home of a creature's life energy: its body. Many flesh spells inflict or remove physical disabilities. *ray of enfeeblement* is a flesh spell.

Life: A life spell manipulates a creature's life force directly. *Crush life* is a life spell.

Soul: A soul spell manipulates the subject's soul, either restoring it to its proper place or fragmenting it for terrible purposes. *Raise dead* is a soul spell.

Vitalism: An vitalism spell channels positive or negative energy. This can be used to enhance or destroy a subject's life energy, or to manipulate creatures powered by negative energy. *Cure light wounds* is a vitalism spell.

Transmutation

Transmutation spells change the properties of creatures and objects. There are three subschools of transmutation spells.

Animation: An animation spell grants temporary "life" to an affected object. *Animate objects* is an animation spell.

Alteration: An alteration spell changes the physical shape or state of anything with a material form. *Shape stone* is an alteration spell.

Augment: An augment spell enhances the existing physical or mental abilities of an object or creature. *Totemic power* is an augment spell.

Imbuement: An imbuement spell infuses an object or creature with magic, granting it new abilities. *Fly* is an imbuement spell.

Polymorph: A polymorph spell changes a creature's body into a new form. *Enlarge person* is a polymorph spell.

Temporal: A temporal spell manipulates time itself, speeding or slowing its passage for the subject. *Haste* is a temporal spell.

10.3.4 [Descriptor]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, charm, chaotic, cold, curse, darkness, death, detection, disease, domination, earth, electricity, evil, fear, fire, fog, force, good, language-dependent, lawful, light, mind-affecting, morale, negative, planar, poison, positive, sight-dependent, size-affecting, sound-dependent, sonic, teleportation, trap, unreal, wall, water.

Many of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

- Air spells do not function in environments without air.
- Barrier spells cannot be used offensively. If you force the barrier against a force or creature it prohibits, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.
- Curse spells cannot be dispelled by *dispel magic* or similar effects. However, they can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.
- A detection spell can penetrate barriers, but is always blocked by special materials of some kind. Unless otherwise specified in the spell description, the spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- Fire spells do not function underwater. Unless otherwise noted, a fire spell provides light equivalent to a torch.
- Fog spells do not function underwater and can be dispersed by wind or fire. Unless the spell specifies otherwise, a moderate wind (11+ mph) disperses the fog in 5 rounds, and a strong wind (21+ mph) disperses the fog in 1 round. A fire spell or other powerful fire effect burns away the fog in the area into which it dealt damage.
- Language-dependent spells use intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says, the spell fails.
- Mind-affecting spells work only against creatures with an Intelligence score of 1 or higher.
- Sight-dependent spells use sight as a fundamental component of the spell. If the target cannot see the spell, it has no effect.
- Size-affecting spells alter a creature's size. Multiple size-increasing or size-decreasing effects never stack. If a creature is affected by both size-increasing and size-decreasing effects, they cancel out on a one for one basis, and any remaining effect occurs normally.
- Sound-dependent spells use sound as a fundamental component of the spell. If the target cannot hear the spell, it has no effect.
- Teleportation spells instantaneously move creatures by travelling through the Astral Plane. Anything that blocks planar travel also blocks teleportation.
- Trap spells do not have obvious effects immediately. They can be detected with the Spot skill. The DC to detect a trap spell is 25 + spell level. Most, but not all, traps can be disabled with the Disable Device skill. If it can be disabled, the DC is 25 + spell level.
No more than one trap spell can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dispelled or discharged before any new traps can be placed.
- Unreal spells do not have "real" effects and can be disbelieved. Unreal effects cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly unless combined with a real effect.

Creatures encountering an unreal spell usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A Spot or Listen check can be made to interact with an unreal effect if appropriate to the type of effect. Unless otherwise specified by the spell, the DC of such a check is equal to the saving throw DC of the spell.

Once a creature has interacted with an unreal effect, it can make a Will save. A successful saving throw reveals it to be false. Its effects can still be observed if desired, but they are mere shadows of the full effect: visual effects appear translucent outlines, sounds can be heard as ghostly echoes, and so on.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with definitive proof that an unreal effect isn't real needs no saving throw. If any viewer successfully disbelieves an unreal effect and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

10.3.5 Level

The next line of a spell description gives the spell's level, a number between 0 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Leadership, Magic, Plant, Protection, Strength, Travel, Trickery, War, and Water.

10.3.6 Components

A spell's components are what you must do or possess to cast it. All spells have verbal and somatic components unless the spell description says otherwise. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material components and focuses are given at the end of the descriptive text.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice.

A gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast. A *silence* spell imposes a 50% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Touch range spells often include the act of touching the spell recipient as part of the somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused.

10.3.7 Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some take 1 round or more, while a few require only a swift or immediate action.

A spell that takes 1 round to cast requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1 round casting times). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 swift action (such as a quickened spell) or 1 immediate action doesn't count against your normal limit of one spell per round. Casting a spell with those casting times doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

10.3.8 Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. Normally, you can touch no more than six targets per round of casting.

If you have the ability to make multiple touch attacks, such as from the *chill touch* spell, and you can make multiple attacks in a round, you can make a touch attack on each of those attacks.

Close: The spell reaches as far as 30 feet.

Medium: The spell reaches as far as 100 feet.

Far: The spell reaches as far as 300 feet.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

10.3.9 Aiming a Spell

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its manifestation, or its area, as appropriate.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

When casting an area spell, you select the point where the spell originates. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a spell's area, provided that you decrease it uniformly across all of the spell's dimensions. For example, you can cast a *fireball* that affects a 5 foot radius if you choose to do so, but you can't cast a *fireball* with any shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, Spread: Many spells that affect an area function as a burst, an emanation, a limit, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. A burst's area defines how far from the point of origin the spell's effect extends. The effects of burst spells do not extend around corners.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Many emanations are cones.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Limit: Some area spells specify a limit. A limiting area is like a range: the spell has effects within the area, but does not affect the entire area at once. The spell will specify the targets that it affects or the manifestations it creates. Limit spells, like bursts and emanations, do not go around corners.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere. Unless otherwise specified, the shape of a burst, emanation, or spread is a sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate, extending out to a limit defined by the spell. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any vertical obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the

line passes through. Unless otherwise specified, a line spell affects an area 10 feet wide. The affected squares are chosen such that they stay close to the chosen line as possible.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres are typically denoted by simply specifying the radius of the spell.

Area Sizes: The area affected by many spells falls into one of three sizes. Each size defines the extent to which the spell extends out from its origin, whether as a radius or as the length of a cone or line. Small spells extend 10 feet out. Medium spells extend 20 feet out. Large spells extend 50 feet out. Other spells affect a specific area defined in the spell's description.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells. Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action that does not provoke attacks of opportunity.

Most spells which have multiple targets also specify an area that the targets must reside in. If the spell says "all creatures", you do not have the ability to choose which creatures it affects; otherwise, you may pick and choose creatures within the area.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Manifestation: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away a manifestation can appear, but if the manifestation is mobile, it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something.

You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Manifestations and Areas: Some effects, such as clouds and fogs, create a manifestation within an area. Follow all of the normal rules for determining the area when determining the effects of such a spell.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

10.3.10 Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. Concentrating on an active spell is easier than

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends at the end of your turn. For example, a spell that lasts 1 round ends at the end of your next turn. If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Short: The spell lasts for as long as you concentrate, plus 5 additional rounds.

Medium: The spell lasts for 5 minutes.

Long: The spell lasts for 1 hour.

Extreme: The spell lasts for 12 hours.

Other: Some spells, such as long-lasting rituals, last for a specific amount of time specified in the spell description.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This

means the spell is vulnerable to *dispel magic*.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an manifestation, it lasts for the duration. The manifestation might move or remain still. Such an effect can sometimes be destroyed prior to when its duration ends. If the spell affects an area, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a shortened, modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a swift action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

10.3.11 Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class

A saving throw against your spell has a DC of 10 + half your caster level + your casting attribute (Intelligence for a wizard, Wisdom for a druid, and Charisma for a sorcerer, paladin, and most

clerics). If you have more than one caster level, use the caster level appropriate to the class that you are casting the spell from, including any modifiers specific to that spell (such as from the Spell Focus feat).

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack without the use of the Spellcraft skill.

Overwhelming Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is treated as rolling a -10, and a natural 20 (the d20 comes up 20) is treated as rolling a 30. Under all but the most extreme circumstances, a natural 1 is an automatic failure, and a natural 20 is an automatic success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. However, a character with a special resistance to magical effects cannot suppress that quality.

Damaging Items: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

10.3.12 Spell Resistance

Each spell that allows spell resistance specifies a saving throw type. A creature with spell resistance may always make a saving throw when a spell is cast on it. If it succeeds, the spell has no effect on it. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Most creatures with spell resistance must voluntarily lower their resistance (a swift action) in order to be affected by any spell, even one noted as harmless. In such a case, you do not need to make the caster level check described above. A creature who lowers its spell resistance cannot benefit from it again until the beginning of its next turn, at which point its spell resistance automatically returns. It must spend another swift action to lower it again, if it wishes to do so. Some creatures lower their spell resistance differently; see the individual description for details.

10.3.13 Effect

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found. There are several key parts of a spell which are also contained here.

Damage

This is the amount of damage the spell deals. Typically, the effect will specify who takes the damage. If no effect is specified, the spell damages all of its targets, or all creatures (but not objects) in the area.

Spells can inflict many kinds of damage. Common damage types include acid, bludgeoning, cold, divine, electricity, fire, force, life, physical, piercing, slashing, solar, and sonic.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the

area.

Healthy Effect

This is the effect a spell has on a healthy subject (above half hit points remaining).

Bloodied Effect

This is the effect a spell has on a bloodied subject (at or below half hit points remaining). If the spell has a duration, and a healthy creature becomes bloodied during the duration of the spell, it immediately suffers the bloodied effect of the spell. If the spell does not have a duration, any damage the subject takes after being affected by the spell does not change which effect the spell has.

10.4 Arcane And Divine Spells

Wizards and sorcerers cast arcane spells, which involve the direct manipulation of mystic energies. These manipulations require natural talent (in the case of sorcerers) or long study (in the case of wizards).

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells do not directly manipulate magical energy. Instead, they call upon divine powers to intercede on the caster's behalf, creating magical effects. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells.

10.4.1 Casting and Regaining Spells

An spellcaster's class level limits the number of spells he or she can cast. A spellcaster must have a casting attribute score at least equal to the spell's level to cast a spell.

Spell Slots: To cast a spell of a given level, a spellcaster must spend a spell slot of the appropriate level. If the spellcaster has no spell slots of the appropriate level, she may use a higher-level spell slot instead.

Daily Ready of Spells: Arcane casters must rest before gaining their spells for a new day, but divine casters do not. Their spells are gifts from some other power.

Regardless of whether they need rest, all spellcasters must spend 15 minutes concentrating at the beginning of the day. During this period, the caster readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

Rest for Arcane Casters: To regain his daily spells, an arcane caster must have a clear mind. To clear her mind she must first sleep for 8 hours. The spellcaster does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to regaining her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Divine casters simply request their spells from a divine source, so they do not need rest to regain their spells.

Recent Casting Limit/Rest Interruptions: If a spellcaster has cast spells recently, the drain on her resources reduces her capacity to regain spell slots. When she regains spells for the coming day,

all the spell slots she has used within the last 8 hours count against her daily limit.

Adding Spells Known: A spellcaster gains spells each time he attains a new level in his class. When your character gains a new level, consult the table for your character's class to learn how many spells from the appropriate spell list he now knows.

10.4.2 Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal language that spellcasters have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful spellcaster until she takes time to study and decipher it.

To decipher a magical writing (such as a single spell in written form on a scroll), a character must make a Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically 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, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast spells of the appropriate type, she can attempt to use the scroll.

10.5 Special Abilities

Spell-Like Abilities: Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability has the casting time of the spell it mimics unless noted otherwise in the ability description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

Supernatural Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by *dispel magic*, and do not function in areas where magic is suppressed or negated.

Extraordinary Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling,

and they function normally in an *antimagic field*. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities: This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

10.6 Arcane Invocations

Arcane invocations are special spell-like abilities that arcane casters can use at will. Unlike other spell-like abilities, they have verbal and somatic components and are subject to arcane spell failure. All arcane invocations take a standard action to cast unless specified otherwise in the description. Arcane invocations are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

10.7 Rituals

Rituals are ceremonies that create magical effects. Spellcasting characters, or characters with the Ritual Caster feat, can learn and perform rituals. You don't memorize a ritual as you would a normal spell; rituals are too complex for all but the mightiest wizards to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. Rituals are considered to be spells for many purposes, such as for spell resistance and for effects related to spells, but they are learned and cast in very different ways.

10.7.1 Ritual Descriptions

Like a spell, each ritual has a school, a level, and a magical effect. Rituals are described in Chapter 13. The description of each ritual follows the same format as the description of spells in Chapter 12, with two differences. First, unlike spells, which have levels based on class, rituals have levels based on the source of magic: arcane, divine, or both. 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 or druid. Second, each ritual has one or more skills associated with it.

10.7.2 Ritual Requirements

In order to learn and perform a ritual, you must have a magic level of at least twice the ritual's level. However, 1st-level rituals require a magic level of only 1. In addition, you must be trained in one of the skills associated with the ritual.

10.7.3 Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you like, as long as you can spare the time and the components to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks equal to 100 x ritual level x ritual level.

10.7.4 Ritual Components

Every ritual has a material component cost. Unless otherwise specified in the ritual description, the material component cost for a ritual is equal to 20 x ritual level x ritual level. This cost can be paid with precious metals or gems.

10.7.5 Performing Rituals

To perform a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. At the end of the ritual, make a skill check using a skill appropriate for the ritual. If you are trained in multiple skills associated with the ritual, you may choose which skill to use. The DC for the check is equal to 15 + twice the ritual's level. If you succeed, the ritual is cast successfully and the material components are expended. If you fail by 9 or less, the ritual is cast successfully and the material components are expended, but channeling the magic drains you and you gain negative levels equal to the level of the ritual. This negative level persists for 24 hours before disappearing. If you fail by 10 or more, you botched the ritual. In addition to gaining negative levels, the ritual has no effect.

You can take 10 on this skill check if you are not threatened, even if the skill is a Knowledge skill. You can also take 20 by spending twenty times the normal time to cast the ritual, and expending twice the normal amount of material components.

If you stop performing a ritual partway through, the material components are still consumed. In addition, you must make a check against the ritual's DC. A failed check means you suffer negative levels equal to half the ritual's level (minimum 1).

Performing a ritual and casting a ritual mean the same thing.

Chapter 11

Spells

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Values: The term "Hit Values" is used synonymously with "character levels" for effects that affect a number of Hit Values of creatures. Creatures with Hit Values only from their race, not from classes, have character levels equal to their Hit Values.

Caster Level: A spell's power often depends on caster level. Every spellcaster has a caster level which is primarily determined by its class level. A creature who uses spells without class levels has a caster level equal to its Hit Values unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Enhancement Bonuses: If a spell or magical effect provides a numerical bonus, it is an enhancement bonus unless otherwise stated. Enhancement bonuses do not stack with each other; only the highest bonus applies.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

Restricted Spells: Some spells on the sorcerer/wizard spell list have their names written in italics. This indicates that the spell is a restricted spell. Restricted spells can only be learned by sorcerer and wizard class features, and are not generally available; see the class descriptions for more details.

11.1 Cleric Spells

11.1.1 1st-level Cleric Spells

- Bane:** Nearby enemies take -2 to attack.
- Cause Fear:** One creature is shaken, may flee.
- Command:** One subject obeys selected command for 1 round.
- Cure Light Wounds:** Cures 2d6 damage.
- Delay Poison:** Quickly stops poison from harming subject.
- Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.
- Detect Undead:** Reveals undead within large cone.
- Dispel Magic, Lesser:** Cancels magical spells and effects on a single

target.

- Divine Favor:** You gain +2 on attack and damage rolls.
- Inflict Light Wounds:** Touch deals 2d6 damage.
- Light:** Object shines like a torch.
- Magic Vestment:** Armor or shield becomes +2.
- Obscuring Mist:** Fog surrounds you.
- Protection from Chaos/Evil/Good/Law:** +2 to saves and counter opposing mind control.
- Sanctuary:** Opponents can't attack subject until it attacks.
- Shield of Faith:** Grants +2 or higher shield bonus.
- Summon Monster I:** Calls extraplanar creature to fight for you.

11.1.2 2nd-level Cleric Spells

- Aid:** Ally gains +2 attack bonus, 10 temporary hp.
- Bless:** Nearby allies gain +2 to attack.
- Cure Moderate Wounds:** Cures 4d6 damage.
- Daylight:** Large radius of bright light.
- Entropic Shield:** Ranged attacks against you have 50% miss chance.
- Hold Person:** Paralyzes one humanoid for short duration.
- Inflict Moderate Wounds:** Touch deals 4d6 damage.
- Invisibility Purge:** Dispel invisibility within large radius.
- Locate Object:** Senses direction toward object (specific or type).
- Magic Weapon:** Weapon becomes +2.
- Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- Share Pain:** Split damage with willing subject.
- Silence:** Negates sound in medium radius.
- Spiritual Weapon:** Magic weapon attacks on its own.
- Summon Monster II:** Calls extraplanar creature to fight for you.
- Totemic Mind:** Subject gains +2 to Int, Wis, or Cha for medium duration.
- Totemic Power:** Subject gains +2 to Str, Dex, or Con for medium duration.
- Zone of Truth:** Subjects within medium emanation cannot lie.

11.2 Cleric Domains

11.2.1 Air Domain

Air Domain Spells

- 1 **Feather Fall:** Objects or creatures fall slowly.
- 1 **Gust of Wind:** Blows away or knocks down smaller creatures in large line.
- 2 **Gentle Descent:** Subject can glide.
- 2 **Windstrike:** Wind bludgeons target for 4d6 damage.

11.2.2 Chaos Domain

Chaos Domain Spells

- 1 :
- 1 **Protection from Law:** +2 to saves and counter opposing mind control.
- 2 **Align Weapon:** Weapon becomes +2 and chaotic.

- 2 **Entropic Shield:** Ranged attacks against you have 50% miss chance.

11.2.3 Death Domain

Death Domain Spells

- 1 **Enfeeblement:** Target takes -4 to physical attribute.
- 1 **Crush Life:** Target takes 1d10 unavoidably.
- 2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.
- 2 **Reveal Death:** Show creature vision of its death.

11.2.4 Destruction Domain

Destruction Domain Spells

- 1 **Burning Hands:** 1d6 fire damage in small cone.
- 1 **Shocking Grasp:** Touch delivers 2d6 electricity damage.
- 2 **Shatter:** Sonic vibration damages objects or crystalline creatures in small radius.
- 2 **Warp Wood:** Bends wood (shaft, handle, door, plank).

11.2.5 Earth Domain

Earth Domain Spells

- 1 **Earth's Pull:** Subject feels gravity more strongly.
- 1 **Tremorsense:** "See" through the ground by concentrating.
- 2 **Earthen Blade:** Create magical weapon from the ground.
- 2 **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.

11.2.6 Evil Domain

Evil Domain Spells

- 1 **Bane:** Nearby enemies take -2 to attack.
- 1 **Protection from Good:** +2 to saves and counter opposing mind control.
- 2 **Align Weapon:** Weapon becomes +2 and evil.
- 2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.

11.2.7 Fire Domain

Fire Domain Spells

- 1 **Burning Hands:** 1d6 fire damage in medium cone.
- 1 :
- 2 **Flame Blade:** Wield fire as scimitar.
- 2 **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.

11.2.8 Good Domain

Good Domain Spells

- 1 :
- 1 **Protection from Evil:** +2 to saves and counter opposing mind control.
- 2 **Align Weapon:** Weapon becomes +2 and good.
- 2 **Bless:** Nearby allies gain +2 to attack.

11.2.9 Knowledge Domain

Knowledge Domain Spells

- 1 :
- 1 :
- 2 **Locate Object:** Senses direction toward object (specific or type).
- 2 :

11.2.10 Law Domain

Law Domain Spells

- 1 **Command:** One subject obeys selected command for 1 round.
- 1 **Protection from Chaos:** +2 to saves and counter opposing mind control.
- 2 **Align Weapon:** Weapon becomes +2 and lawful.

- 2 **Zone of Truth:** Subjects within range cannot lie.

11.2.11 Magic Domain

Magic Domain Spells

- 1 **Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
- 1 **Ablative Shield:** Immediately reduce damage from foes' spells.
- 2 :
- 2 **Spellthrift:** Lesser As *lesser dispel magic*, but you gain the effects of dispelled spells.

11.2.12 Nature Domain

Nature Domain Spells

- 1 **Detect Animals or Plants:** Detects animals or plants in a large cone.
- 1 **Entangle:** Plants entangle everyone in small spread.
- 2 **Barkskin:** Grants +2 bonus to AC and DR 2/adamantine.
- 2 :

11.2.13 Protection Domain

Protection Domain Spells

- 1 **Sanctuary:** Opponents can't attack subject until it attacks.
- 1 **Shield of Faith:** Grants +2 or higher shield bonus.
- 2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 2 :

11.2.14 Strength Domain

Strength Domain Spells

- 1 **Divine Favor:** You gain +2 on attack and damage rolls.
- 1 **Longstrider:** Increases your speed.
- 2 **Totemic Power:** Subject gains +2 to Str, Dex, or Con for medium duration.
- 2 :

11.2.15 Travel Domain

Travel Domain Spells

- 1 **Feather Fall:** Objects or creatures fall slowly.
- 1 **Longstrider:** Increases your speed.
- 2 :
- 2 **Spider Climb:** Grants ability to walk on walls and ceilings.

11.2.16 Trickery Domain

Trickery Domain Spells

- 1 **Disguise Self:** Changes your appearance.
- 1 **Ventriloquism:** Throws voice for medium duration.
- 2 **Darkness:** Object sheds supernatural shadow in medium radius.
- 2 **Silence:** Negates sound in medium radius.

11.2.17 Vitality Domain

Vitality Domain Spells

- 1 **Cure Light Wounds:** Cures 2d6 damage.
- 1 **Inflict Light Wounds:** Touch deals 2d6 damage.
- 2 **Cure Moderate Wounds:** Cures 4d6 damage.
- 2 **Inflict Moderate Wounds:** Touch deals 4d6 damage.

11.2.18 War Domain

War Domain Spells

- 1 **Bane:** Nearby enemies take -2 to attack.
- 1 **Divine Favor:** You gain +2 on attack and damage rolls.
- 2 **Bless:** Nearby allies gain +2 to attack.

2 **Spiritual Weapon**: Magical weapon attacks on its own.

11.2.19 Water Domain

Water Domain Spells

- 1 **Obscuring Mist**: Fog surrounds you.
- 1 :
- 2 **Aqueous Blade**: Weapon makes touch attacks.
- 2 **Control Water**: Raises or lowers bodies of water.

11.3 Druid Spells

11.3.1 1st-level Druid Spells

- Cure Light Wounds**: Cures 2d6 damage.
Delay Poison: Quickly stops poison from harming subject.
Detect Animals or Plants: Detects animals or plants in large cone.
Detect Poison: Detects poison in large cone.
Detect Snares and Pits: Reveals natural or primitive traps in large cone.
Earth's Pull: Subject feels gravity more strongly.
Entangle: Plants entangle everyone in small spread.
Faerie Fire: Outlines subjects in small radius with light, canceling concealment, invisibility, and the like.
Gust of Wind: Blows away or knocks down smaller creatures in large line.
Light: Object shines like a torch.
Longstrider: Your speed increases by 10 ft.
Obscuring Mist: Fog surrounds you.
Shillelagh: Cudgel or quarterstaff becomes +2 weapon.
Summon Nature's Ally I: Calls creature to fight.
Tremorsense: "See" through the ground by concentrating.

11.3.2 2nd-level Druid Spells

- Aqueous Blade**: Weapon makes touch attacks.
Barkskin: Grants +2 bonus to AC and DR 2/adamantine.
Cone of Cold, Lesser: 2d6 cold damage and brief fatigue in medium cone.
Control Water: Raises or lowers bodies of water.
Cure Moderate Wounds: Cures 4d6 damage.
Dispel Magic, Lesser: Cancels magical spells and effects on a single target.
Earthen Blade: Create magical weapon from the ground.
Flame Blade: Wield fire as scimitar.
Gentle Descent: Subject can glide.
Heat Metal: Make metal so hot it damages those who touch it.
Magic Fang: One natural weapon of subject creature becomes +2 weapon.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shape Wood: Rearranges wooden objects to suit you.
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
Spider Climb: Grants ability to walk on walls and ceilings.
Spike Growth: Creatures in area take 1d4 damage per 5 ft. moved, may be slowed.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.
Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.
Tree Shape: You look exactly like a tree for extended duration.
Windstrike: Wind bludgeons target for 4d6 damage.
Warp Wood: Bends wood (shaft, handle, door, plank).

11.4 Paladin Spells

11.4.1 1st-level Paladin Spells

- Command**: One subject obeys selected command for 1 round.
Cure Light Wounds: Cures 2d6 damage.
Delay Poison: Quickly stops poison from harming subject.
Detect Chaos/Evil: Reveals creatures, spells, or objects of selected alignment.
Detect Undead: Reveals undead within large cone.
Divine Favor: You gain +2 on attack and damage rolls.
Light: Object shines like a torch.
Magic Vestment: Armor or shield becomes +2.
Protection from Chaos/Evil: +2 to saves and counter opposing mind control.
Sanctuary: Opponents can't attack subject until it attacks.
Shield of Faith: Grants +2 or higher shield bonus.

11.5 Sorcerer/Wizard Spells

11.5.1 1st-level Sorcerer/wizard Spells

- Abjur **Dispel Magic, Lesser**: Cancels magical spells and effects on a single target.
 Mage Armor: Armor made of magical force gives +2 AC.
Mental Retribution: Subject protected by shield that bewilders attacker.
Protection from Chaos/Evil/Good/Law: +2 to saves and counter opposing mind control.
Shield: Invisible disc gives +2 to AC.
Ablative Shield: Immediately reduce damage from foes' spells.
Sanctuary: Opponents can't attack subject until it attacks.
- Conj **Grease**: Makes 10 ft. square or one object slippery.
Obscuring Mist: Fog surrounds you.
Summon Monster I: Calls extraplanar creature to fight for you.
Retrieve: Teleport an unattended item you can see to your hand.
Summon Monster II: Calls extraplanar creature to fight for you.
- Div **Detect Poison**: Detects poison in large cone.
Detect Secret Doors: Reveals hidden doors in large cone.
Detect Undead: Reveals undead within large cone.
Message: Whispered conversation at distance.
Farsight: Doubles range of vision.
Precognition, Lesser: See into the future to gain attack and damage bonus.
- Ench **Command**: One subject obeys selected command for 1 round.
Mental Retribution: Subject protected by shield that bewilders attacker.
Sleep: Tire a creature, possibly putting it to sleep.
Attraction: Subject has an attraction you specify.
Cause Fear: One creature is shaken, may flee.
- Evoc **Burning Hands**: 1d6 fire damage in medium cone.
Mage Hand: 5-pound telekinesis.
Magic Missile: Force missiles unerringly deal 2d4 damage.
Shocking Grasp: Touch deals 2d6 electricity damage.
Feather Fall: Objects or creatures fall slowly.
Gust of Wind: Blows away or knocks down smaller creatures in large line.
- Illus **Color Spray**: Creatures in medium cone are bewildered.
Dancing Lights: Creates torches or other lights.
Light: Object shines like a torch.
Ventriloquism: Throws voice for medium duration.
Create Sound: Figment sounds.
Disguise Self: Changes your appearance.
- Necro **Enfeeblement**: Inflicts -4 physical attribute penalty.
False Life: Gain 10 temporary hp +1/level.

Trans **Inflict Light Wounds:** Touch deals 2d6 damage.
Crush Life: Target takes 1d10 unavoidably.
Lifelink: Cast short range spells on distant subject.
Magic Vestment: Armor or shield becomes +2.
Quiet Mind: Briefly gain bonus to Concentration checks.
Backbiter: Weapon attacks its wielder when used.
Expeditious Retreat: Your speed doubles.

11.5.2 2nd-level Sorcerer/wizard Spells

Abjur **Inertial Shield:** Subject gains damage reduction.
Invisibility Purge: Suppresses invisibility within large radius.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Share Pain: Split damage with willing subject.
Ablate Impact: Immediately reduce damage from physical attacks.
Spellthrift, Lesser: As *lesser dispel magic*, but you gain the effects of dispelled spells.

Conj **Acid Arrow:** Ranged touch attack deals 2d6 damage, more over time.
Glitterdust: Outlines concealed and invisible creatures in small radius.
Summon Monster II: Calls extraplanar creature to fight for you.
Dissipating Touch: Touch deals 4d8 damage.
Summon Monster III: Calls extraplanar creature to fight for you.

Div **Arcane Sight:** Magical auras become visible to you.
Darkvision: See 60 ft. in total darkness.
Locate Object: Senses direction toward object (specific or type).
See Invisibility: Reveals invisible creatures or objects.
Reveal Death: Show creature vision of its death.

Ench **Calm Emotions:** Calms creatures, negating emotion effects.
Hold Person: Paralyzes one humanoid for short duration.
Touch of Idiocy: Subject takes -4 penalty to Int, Wis, and Cha.
Aversion: Subject has aversion you specify.
Charm Person: Makes one person your friend.

Evoc **Cone of Cold, Lesser:** 2d6 cold damage and brief fatigue in medium cone.
Scorching Ray: Ray (or rays) deal 4d6 fire damage.
Shatter: Sonic vibration damages objects or crystalline creatures.
Interposing Hand: Hand provides cover against one opponent at a time.
Knock: Opens locked or magically sealed door.

Illus **Blur:** Attacks miss subject 20% of the time.
Darkness: Object sheds supernatural shadow in medium radius.
Veil: Conceals creature's actions.
Mirror Image: Creates decoy duplicates of you.
Silent Image: Creates minor illusion of your design.

Necro **Blindness/Deafness:** Touched creature is blinded or deafened.
Inflict Moderate Wounds: Touch deals 4d6 damage.
Share Pain: Split damage with willing subject.
Death Knell: Gain temporary HP when subject dies.
Unliving Eyes: Grants lifesight ability.

Trans **Magic Weapon:** Weapon becomes +2.
Spider Climb: Grants ability to walk on walls and ceilings.
Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.
Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.
Reduce Person: Humanoid creature halves in size.
Slow: Subject takes only one action/round.

11.6 Arcane Invocation List

Abjur **Ablative Aura:** Damage foes who attack a shielded ally.

Conj **Bestow Protection:** Protect ally from physical or magical attacks.
Acid Orb: Propel a small orb of acid at a foe for d6 damage.
Conjure Projectile: Summon projectiles that hit a foe for d6 damage.

Div **Premonition:** Grant ally temporary attack bonus.
Twist Fate: Know foe's future action and apply penalty of choice.

Ench **Confusion, Lesser:** Subject briefly acts randomly.
Distract: Foe is bewildered.

Evoc **Magic Ray:** Fire ray of magical energy.
Telekinesis, Lesser: Attack with weapon telekinetically.

Illus **False Foe:** Create illusionary creature that acts like an ally.
Phantom Injury: Foe believes it is grievously wounded.

Necro **Draining Touch:** Steal life force from touched foe.
Exhaustion: Briefly exhaust foe.

Trans **Imbue Weapon:** Weapon deals d8 extra damage when it next hits.
Slow, Lesser: Subject only takes one action next round.

11.7 Arcane Ritual List

11.7.1 1st-level Arcane Rituals

Arcana **Alarm:** Wards large emanation for 24 hours.
Erase: Mundane or magical writing vanishes.
Floating Disk: Creates 3 ft. diameter horizontal disk that holds 100 lb./level.
Identify: Determines properties of magic item.
Unseen Servant: Invisible force obeys your commands.

Craft Engineering **Mending:** Makes minor repairs on an object.
Mending: Makes minor repairs on an object.

Forgery **Erase:** Mundane or magical writing vanishes.

Nature **Mount:** Summons riding horse for 24 hours.

Spell **Magic Aura:** Alters object's magic aura.
Read Magic: Read magical writing.

Survival **Endure Elements:** Exist comfortably in hot or cold environments.

None **Arcane Mark:** Inscribes a personal rune (visible or invisible).
Prestidigitation: Performs minor tricks.

11.7.2 2nd-level Arcane Rituals

Arcana **Arcane Lock:** Magically locks a portal or chest.
Continual Flame: Makes a permanent, heatless torch.
Find Traps: Notice traps better.
Magic Mouth: Speaks once when triggered.
Whispering Wind: Sends a short message 1 mile/level.

Eng **Find Traps:** Notice traps better.

Heal **Gentle Repose:** Preserves one corpse.

Linguistics **Comprehend Languages:** You understand all spoken and written languages.

Nature **Whispering Wind:** Sends a short message 1 mile/level.

Spell **Undetectable Alignment:** Conceals alignment for 24 hours.

Survival **Create Food and Water:** Conjures sustenance from thin air.

11.8 Divine Ritual List

11.8.1 1st-level Divine Rituals

Craft **Mending:** Makes minor repairs on an object.

Eng **Mending:** Makes minor repairs on an object.

Nature **Pass without Trace:** One subject/level leaves no tracks.

Relig **Bless Water:** Makes holy water.
Curse Water: Makes unholy water.

Spellcraft

Read Magic: Read magical writing.

Survival

Create Water: Creates 2 gallons/level of pure water.

Endure Elements: Exist comfortably in hot or cold environments.

Pass without Trace: One subject/level leaves no tracks.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

11.8.2 2nd-level Divine Rituals

Animal Messenger: Sends a Tiny animal to a specific place.

Augury:^{MF}Learns whether an action will be good or bad.

Consecrate: Fills area with positive energy, making undead weaker.

Continual Flame: Makes a permanent, heatless torch.

Desecrate: Fills area with negative energy, making undead stronger.

Find Traps: Notice traps better.

Gentle Repose: Preserves one corpse.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Undetectable Alignment: Conceals alignment for 24 hours.

Water Breathing: Subjects can breathe underwater.

Whispering Wind: Sends a short message 1 mile/level.

Linguistics

Comprehend Languages: You understand all spoken and written languages.

Survival

Create Food and Water: Conjures sustenance from thin air.

11.9 Spell Descriptions

Ablate Impact

Abjuration (Shielding)

Level: Abjur 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Effect: You gain physical damage reduction 10/force. This damage reduction increases by 1 per caster level above 4th.

Note: This spell's damage reduction allows the subject to ignore the first 10 physical damage it takes each round. If it is hit by a attack that deals force damage, such as *magic missile*, it cannot use its damage reduction for 1 round.

You can cast this spell instantaneously, quickly enough react to an opponent attacking you (but before the attack is rolled).

Ablative Shield

You instantly encase yourself a shimmering field of magical energy, protecting you from hostile magic.

Abjuration (Negation) [Magic]

Level: Abjur 1, Magic 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Effect: You gain spell damage reduction 5/force. This damage reduction increases by 1 per caster level above 2nd.

Note: This spell's damage reduction allows the subject to ignore the first 5 spell damage it takes each round, such as from spells and spell-like abilities. If it is hit by a attack that deals force damage, such as *magic missile*, it cannot use its damage reduction for 1 round.

Spells that are not subject to spell resistance are not affected by *ablative shield*. You can cast this spell instantly - quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, so you can use this spell even when it's not your turn.

Acid Arrow

You fire a magical arrow of acid from your hand that speeds to its target.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Range: Medium (100 ft.)

Manifestation: One arrow of acid

Duration: 1 round per two levels

Saving Throw: None

Spell Resistance: No

Damage: 2d6 acid damage + d6 per round

Effect: You must succeed on a ranged touch attack to hit your target. The acid remains on the target after the initial impact, dealing damage each round on your turn.

Note: If the target becomes submerged in water or takes at least ten points of cold or fire damage, this spell's effect ends.

Aid

You fill the target with confidence, improving its resilience and stamina in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 2, Pal 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus to attack rolls and temporary hit points equal 10 + 1 per caster level above 4th. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Align Weapon

You enhance a weapon while bringing it closer to your ideals.

Evocation/Transmutation (Augment, Channeling) [see text]

Level: Chaos 2, Evil 2, Good 2, Law 2

Range: Touch

Effect: This spell functions like *magic weapon*, except that it also makes a weapon good, evil, lawful, or chaotic, as you choose, allowing it to overcome damage reduction of the appropriate type. When cast on a weapon that already has an alignment, this spell overrides the alignment of the weapon unless the weapon makes a Will save.

Note: When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Aqueous Blade

You transform the active part of your ally's weapon into water, weakening its blows but allowing it penetrate your foe's defenses more easily.

Transmutation (Alteration) [Water]

Level: Drd 2, Water 2

Range: Close (30 ft.)

Target: One weapon

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Attacks with the affected weapon are made as touch attacks. However, damage with the weapon is halved, including any bonuses to weapon damage.

Arcane Sight

Your eyes glow blue with power. All nearby magical auras become apparent to you.

Divination (Awareness) [Magic]

Level: Sor/Wiz 2

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: You know the location and power of all magical auras that you can see within Medium (100 ft.) range of you. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the Spellcraft skill. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within Medium (100 ft.) range of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Note: *Arcane sight* can be made permanent with a *permanency* spell.

Attraction

You cause the subject to feel attracted to something.

Enchantment (Emotion) [Mind-Affecting]

Level: Ench 1

Range: Medium (100 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An affected creature feels attracted to a particular person or object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this spell, “reasonable” means that, while attracted, the subject doesn’t suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won’t perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can’t command him indiscriminately, although he will be willing to listen to you (even if he disagrees).

This spell grants you a +4 circumstance bonus on any social interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Aversion

You make the subject want to avoid something.

Enchantment (Emotion) [Mind-Affecting]

Level: Ench 2

Range: Medium (100 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An affected creature feels an aversion to a particular person or object. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she is bewildered as long as she performs the action, making her vulnerable.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Backbiter

You subtly animate a weapon so that it strikes its wielder instead of its intended target.

Transmutation (Animation)

Level: Trans 1

Range: Medium (100 ft.)

Target: One weapon

Duration: Short (Concentration + 5 rounds) or until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: The next time the affected weapon is used to make a melee attack, it twists around so that the weapon automatically strikes the wielder instead. The wielder gets no warning or knowledge of the spell’s effect on his weapon, and though he makes the attack, the self-dealt damage can’t be consciously reduced (though damage reduction applies) or changed to nonlethal damage.

Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Bane

You fill your enemies with dismay, impairing their ability to fight.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 1, Evil 1, War 1

Area: Medium (20 ft.) radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: All enemies within the area take a –2 penalty to attack rolls for 5 rounds.

Note: *Bane* counters and dispels *bless*.

Barkskin

You toughen a creature’s skin, giving it the appearance of tree bark.

Transmutation (Augment)

Level: Drd 2, Nature 2

Range: Touch

Target: Living creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains a +2 bonus to its natural armor modifier. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. In addition, the subject gains physical damage reduction 2/adamantine or fire. This damage reduction increases by 1 for every four levels above 4th.

Note: This spell’s damage reduction allows the subject to ignore the first 2 physical damage it takes each round. If it is hit by a adamantite weapon or an attack that deals fire damage, it cannot use its damage reduction for 1 round.

Bless

You fill your allies with confidence, improving their prowess in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 2, Good 2, Pal 2, War 2

Area: Medium (20 ft.) radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: All allies within the area gain a +2 bonus to attack rolls for 5 rounds. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: *Bless* counters and dispels *bane*.

Bless Weapon

You imbue a weapon with divine power, causing it to strike true against evil foes.

Evocation/Transmutation (Channeling, Imbue) [Good]

Level: Pal 2

Components: V

Effect: This spell functions like *magic weapon*, except that the weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.)

Blur

You distort the subject’s outline so it appears blurred, shifting, and wavering.

Illusion (Glamer)

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains concealment, granting it a +4 circumstance bonus to AC. This concealment allows the subject to use Stealth without other cover or concealment, though other restrictions apply as normal.

Note: A *see invisibility* spell does not counteract the blurring effect, but

a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Burning Hands

You expel a cone of searing flame shoots from your fingertips, searing creatures in front of you.

Evocation (Energy) [Fire]

Level: Destruction 1, Fire 1, Sor/Wiz 1

Area: Medium (20 ft.) cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 1d6 fire damage + 1d6 per four caster levels above 2nd

Effect: Everything in the area takes damage. Unattended flammable objects burn if the flames touch them. A character can extinguish burning items as a full-round action.

Calm Emotions

You calm a group of creatures, preventing the situation from getting out of hand.

Enchantment (Emotion) [Mind-Affecting]

Level: Sor/Wiz 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius spread

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures in the area have their emotions calmed. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive.

Note: Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any effects of spells or abilities that affect or require emotions, including all other enchantment (emotion) spells.

Cause Fear

You fill your enemy with fear.

Enchantment (Emotion) [Fear, Mind-Affecting]

Level: Clr 1, Ench 1

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) / 1 round (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is shaken, causing it to be vulnerable.

Bloodied Effect: As the healthy effect, plus the subject is frightened for 1 round.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Charm Person

You manipulate a person's mind so he thinks of you as a trusted friend and ally.

Enchantment (Emotion) [Charm, Mind-Affecting]

Level: Ench 2

Range: Medium (100 ft.)

Target: One humanoid creature

Duration: Long (1 hour)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This charm makes a humanoid creature regard you as its trusted

friend and ally. If it is currently faced with any obvious threat from you or your allies, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the creature, it receives a +5 circumstance bonus on its saving throw.

The spell does not enable you to control the subject as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must succeed at a Diplomacy check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) Treat the target as a friend (a +10 relationship modifier) for the purpose of the Diplomacy check. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Note: Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. A creature that makes its saving throw against *charm person* is immune to all further attempts by the same spellcaster for 24 hours.

Color Spray

You project a vivid cone of clashing colors from your outstretched hand, striking creatures in front of you.

Illusion (Figment) [Light]

Level: Sor/Wiz 1

Area: Medium (20 ft.) cone-shaped burst

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures in the area are dazzled and bewildered.

Note: A dazzled creature has a 20% miss chance on all attack rolls and takes a -4 penalty to Spot checks. He is also unable to see with darkvision. A bewildered creature is mentally affected in a way that detracts from its ability to act, causing it to be vulnerable. It takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creatures who cannot see the light are not affected by this spell. Merely closing one's eyes is insufficient protection.

Command

You compel a foe to obey a single command of your choice.

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sound-Dependent]

Level: Clr 1, Law 1, Pal 1, Sor/Wiz 1

Components: V

Range: Medium (100 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered, making it vulnerable.

Bloodied Effect: The subject must perform one of the following actions of your choice.

Approach: On its turn, the subject moves toward you as quickly and directly as possible. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: As soon as possible, the subject drops whatever it is holding. It may act normally on its turn, except that it can't pick up any dropped items.

Fall: As soon as possible, the subject falls to the ground. It may act normally on its turn, except that it can't get up from its prone position.

Flee: On its turn, the subject moves away from you as quickly as possible. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: On its turn, the subject can take no actions, but it can defend itself normally.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. If the subject can't understand or carry out

your command, the spell automatically fails.

Cone of Cold, Lesser

You create an area of extreme cold that drains heat from creatures in the area.

Evocation (Energy) [Cold]

Level: Drd 2, Sor/Wiz 2

Area: Medium (20 ft.) cone-shaped burst

Duration: Instantaneous and 1 round

Saving Throw: None/Reflex half

Spell Resistance: Yes (Reflex)

Damage: 2d6 cold damage + d6 per four caster levels above 4th.

Effect: Everything in the area takes damage. Creatures damaged by the spell are fatigued for 1 round.

Control Water

You manipulate elemental forces to control water around you.

Evocation (Control) [Water]

Level: Drd 2, Water 2

Range: Far (300 ft.)

Area: Water in one volume/level of 10 ft. by 10 ft. by 2 ft. (S)

Duration: Medium (5 minutes) (D)

Saving Throw: None; see text

Spell Resistance: No

Effect: Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

Note: With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Create Sound

Illusion (Figment) [Unreal]

Level: Illus 1

Range: Close (30 ft.)

Manifestation: Illusory sounds

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: This spell allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit, including speech. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Note: *Create sound* can be made permanent with a *permanency* spell.

Crush Life

You attack the life force of a single foe directly, allowing no possibility for escape.

Necromancy (Life)

Level: Death 1, Necro 1

Range: Medium (100 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fort)

Damage: 1d10 life damage + d10 per four caster levels above 2nd

Effect: The target takes damage.

Cure Light Wounds

You lay your hand on a creature and channel positive energy into it, healing some of its wounds.

Necromancy (Vitalism) [Healing, Positive]

Level: Clr 1, Drd 1, Pal 1

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half (harmless) or Fortitude half; see text

Spell Resistance: Yes (Fortitude)

Healing: 2d6 damage + d6 per two caster levels above 2nd

Effect: You heal the target. Since undead are powered by negative energy, this spell deals positive damage to them instead of curing their wounds.

Cure Moderate Wounds

You lay your hand on a creature and channel positive energy into it, healing its wounds.

Necromancy (Life) [Healing, Positive]

Level: Clr 2, Drd 2, Life 2, Pal 2

Healing: 4d6 damage + d6 per two caster levels above 4th

Effect: This spell functions like *cure light wounds*, except that for every 20 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Dancing Lights

Illusion (Figment) [Light]

Level: Sor/Wiz 1

Range: Medium (100 ft.)

Area: Small (10 ft.) radius limit

Manifestation: Up to four lights within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a Small (10 ft.) radius in relation to each other. You can spend a swift action on your turn to move the lights as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Note: *Dancing lights* can be made permanent with a *permanency* spell.

Darkness

Illusion (Glamour) [Darkness]

Level: Sor/Wiz 2, Trickery 2

Components: V

Range: Touch

Target: Object touched

Duration: Medium (5 minutes) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell causes an object to radiate shadowy illumination out to a Medium (20 ft.) radius. This causes the level of illumination to drop to shadowy illumination or the current prevailing condition, whichever is lower. Darkvision is ineffective in magical darkness, and confers no advantage over normal vision.

Note: If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area or shining through it, as are light spells of lower level. Such effects are also suppressed if they originate from within the area of the darkness, preventing them from shining light elsewhere. Higher level light spells are not affected by darkness.

Darkness counters or dispels any light spell of equal or lower spell level.

Darkvision

Divination (Awareness)

Level: Sor/Wiz 2

Range: Touch

Target: Creature touched

Duration: Long (1 hour)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains the ability to see 60 feet even in total darkness. Beyond 60 feet, the subject can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in an area of bright light or is dazzled. Darkvision is black and white only, but otherwise like normal sight.

Note: *Darkvision* does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *permanency* spell.

Daylight

Illusion (Figment) [Light]

Level: Clr 2, Pal 2

Range: Touch

Target: Object touched

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: The object touched sheds light as bright as full daylight in a Large (50 ft.) radius, and dim light for an additional 50 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of sunlight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Note: *Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Death Knell

You draw forth the ebbing life force of a creature and use it to fuel your own power.

Necromancy (Life) [Death]

Level: Death 2, Evil 2, Necro 2

Range: Medium (100 ft.)

Target: Living creature

Duration: Short (Concentration + 5 rounds) ; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Bloodied Effect: The subject becomes vulnerable. If it drops to 0 hit points, it dies immediately, and you gain 20 temporary hit points + 2 per caster level above 4th. These temporary hit points last for 1 round per HV the subject had.

If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Delay Poison

Necromancy (Flesh)

Level: Clr 1, Drd 1, Pal 1

Casting Time: 1 swift action

Range: Close (30 ft.)

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject becomes temporarily immune to the effects of poison. It does not make any saving throws against poison during this spell's duration. This effect does not prevent the subject from becoming poisoned, and any poisons in the subject's system when the spell ends will continue their effects normally.

Note: This spell does not cure any damage that poison may have already done.

Detect Animals or Plants

Divination (Awareness) [Detection]

Level: Drd 1, Nature 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any animals in the area by seeing their auras. If you concentrate on a particular aura, you learn its location. You must choose to detect either animals or plants. Alternately, you can choose to detect a particular kind of animal or plant. Each round, you can change what you are trying to detect.

Note: Each round, you can turn to detect animals or plants in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Chaos

Divination (Awareness) [Detection]

Level: Clr 1, Pal 1

Effect: This spell functions like *detect evil*, except that it detects chaotic auras, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

You sense the presence of evil.

Divination (Awareness) [Detection]

Level: Clr 1, Pal 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any evil creatures or objects in the area by seeing their auras. If you concentrate on a particular aura, you learn how powerful it is, as determined by the table below.

If the HV or level of the aura's source is at least twice your caster level, the power of the aura increases by one step, with strong auras becoming overwhelming. If you are good, and you concentrate on a creature with an overwhelming aura, you must make a Will save or be stunned for 1 round (which typically breaks your concentration, ending the spell).

Creature/Object	Aura Power
Evil creature	Faint
Undead	Moderate
Evil magic item or spell	Moderate ¹
Evil outsider	Strong
Cleric of an evil deity ²	Strong

¹ Use the item or spell's caster level to determine whether the power of the aura is unusually strong.

² Some characters who are not clerics (such as blackguards) may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura can linger after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.

Note: Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Good

Divination (Awareness) [Detection]

Level: Clr 1

Effect: This spell functions like *detect evil*, except that it detects good auras, and you are vulnerable to an overwhelming good aura if you are evil.

Note: Healing potions, antidotes, and similar beneficial items are not good, and as such this spell does not detect them.

Detect Law

Divination (Awareness) [Detection]

Level: Clr 1

Effect: This spell functions like *detect evil*, except that it detects lawful auras, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Secret Doors

You can detect secret doors, compartments, caches, and so forth.

Divination (Awareness) [Detection]

Level: Sor/Wiz 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any hidden passages, doors, or openings in the area. If you concentrate on a particular aura, you learn its location. This does not automatically grant you the ability to see or open the door – merely the knowledge that such a door exists in that location.

Note: Each round, you can turn to detect secret doors in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common

metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Undead

Divination (Awareness) [Detection]

Level: Clr 1, Pal 1, Sor/Wiz 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction of all undead creatures in the spell's area. If you concentrate on a particular undead creature, you learn the strength of its aura, determined by the table below. You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HV of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HV of the undead creature, as given on the following table:

HV	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura can linger after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power. Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.

Note: Each round, you can turn to detect undead in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disguise Self

Illusion (Glamer) [Unreal]

Level: Illus 1, Trickery 1

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: You make yourself – including clothing, armor, weapons, and equipment – look different. You can seem 20% (about 1 foot for an average human) shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

Note: A creature that interacts with the effect gets a Will save to recognize it as an illusion. In order to interact with the illusion with a Perception check, the creature must make a Perception check that beats your saving throw DC with this spell or your Disguise check (if used as part of a dis-

guise), whichever is higher. You cannot change your disguise once the spell is cast.

Dispel Magic, Lesser

Abjuration (Negation) [Magic]

Level: Clr 1, Drd 2, Magic 1, Sor/Wiz 1

Effect: This spell functions like a targeted *dispel magic*, except that you add half your caster level to your dispel check.

Dissipating Touch

Your mere touch can disperse the surface material of your foe, sending a tiny portion of it far away.

Conjuration (Translocation) [Teleportation]

Level: Conj 2

Range: Touch

Target: Creature or object touched

Duration: Instantaneous/1 round

Saving Throw: Will half (object)

Spell Resistance: Yes (Will)

Damage: 4d8 physical damage + d8 per two caster levels above 4th

Effect: The touched target takes damage and is sickened for 1 round. This damage ignores the hardness and damage reduction.

Divine Favor

You imbue yourself with skill in combat by calling upon the divine power of your patron.

Transmutation (Augment)

Level: Clr 1, Pal 1, Strength 1, War 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds)

Effect: You gain a +2 bonus on attack and weapon damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Earth's Pull

You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.

Evocation (Control) [Earth]

Level: Drd 1, Earth 1

Range: Medium (100 ft.)

Target: One Large or smaller creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: No

Spell Resistance: Yes (Will)

Effect: The subject moves at half speed and takes a -2 penalty to armor class. If it is flying within 10 feet of the ground, the subject falls to the ground.

Note: If the subject gets farther than 10 feet from the ground, the spell's effect is broken. As a result, the spell cannot affect creatures flying high above the ground.

Earthen Blade

Transmutation (Alteration, Augment) [Earth]

Level: Drd 2, Earth 2

Range: 0 ft.

Manifestation: Earthen weapon

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: This spell creates a weapon from the ground. The weapon can be of any type you are proficient with. In addition, the weapon is magical, as the *magic weapon* spell.

Enfeeblement

Necromancy (Flesh)

Level: Death 1, Sor/Wiz 1

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: The subject takes a -4 penalty to your choice of Strength, Dexterity, or Constitution.

Note: This spell cannot reduce the subject's attributes below -9.

Entangle

Transmutation (Animation)

Level: Drd 1, Nature 1

Range: Medium (100 ft.)

Area: Small (10 ft.) radius spread

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Reflex partial

Spell Resistance: No

Effect: Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a standard action to make a grapple attack or an Escape Artist check against this spell's save DC. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat based on the nature of the entangling plants. If no plants exist in the area, the spell has no effect.

Entropic Shield

You surround your ally with a magical field that glows with a chaotic blast of multicolored hues. This field deflects incoming ranged attacks, causing them to randomly swerve away from their intended target.

Abjuration (Shielding)

Level: Chaos 2, Clr 2

Range: Close (30 ft.)

Target: Touched creature

Duration: Short (Concentration + 5 rounds) (D)

Effect: Each ranged attack directed at the subject for which the attacker must make an attack roll has a 50% miss chance (similar to the effects of active cover). Other attacks that simply work at a distance are not affected.

Expeditious Retreat

Transmutation (Temporal)

Level: Trans 1

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: Your base land speed doubles, to a maximum of a +30 foot increase. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement.

Note: As with any effect that increases your speed, this spell affects your jumping distance.

Faerie Fire

Illusion (Figment) [Light, Unreal]

Level: Drd 1

Range: Medium (100 ft.)

Area: Small (10 ft.) radius limit

Manifestation: Dim lights in the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: A pale glow surrounds and outlines all creatures and objects in the area. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 3rd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. Illusionary figments such as *silent image* are not outlined, which may reveal them for what they are.

The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. This spell does not cause any harm to the objects or creatures thus outlined.

False Life

You harness the power of life to grant yourself a limited ability to avoid death.

Necromancy (Life)

Level: Necro 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds)

Effect: You gain 10 temporary hit points + 2 per caster level above 2nd. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Farsight

You grant the subject the ability to see farther and more accurately.

Divination (Awareness)

Level: Div 1

Range: Touch

Target: Creature touched

Duration: Long (1 hour) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus to Spot checks and takes half the normal penalty for range increments and for Spot checks made at a distance. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Feather Fall

Evocation (Control) [Air]

Level: Air 1, Evoc 1, Travel 1

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five Medium or smaller freefalling object or creatures within the area

Duration: Short (Concentration + 5 rounds) or until landing

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (Will)

Effect: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two

Large creatures or objects, and so forth.

If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Note: You can cast this spell instantaneously, quickly enough to save yourself if you unexpectedly fall.

Feather fall works only upon free-falling objects. It has no special effect on ranged weapons unless they are falling quite a distance. It does not affect a sword blow or a charging or flying creature.

Flame Blade

Evocation (Energy) [Fire]

Level: Drd 2, Fire 2

Range: 0 ft.

Manifestation: Sword-like beam

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: A 3 foot long beam of red-hot fire springs forth from your hand. In addition to providing illumination like a torch, you can wield this bladelike beam as a weapon. It is treated like a scimitar, except that all damage dealt with it is fire damage, you add half your casting attribute to damage in place of half your Strength, and it is treated as a light weapon, so you can use Dexterity to attack with it. Alternately, you can hurl flames from the weapon up to Medium (100 ft.) range as if it were a thrown weapon.

Note: Fire spells do not function underwater. A *flame weapon* can ignite combustible materials such as parchment, straw, dry sticks, and cloth. Spell resistance applies when a foe is struck by the weapon, but not when the blade is created.

Gentle Descent

You grant your ally ephemeral wings which allow him to glide.

Transmutation (Imbuement) [Air]

Level: Air 2, Drd 2

Range: Medium (100 ft.)

Target: One creature

Duration: Long (1 hour)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a 30 foot glide speed. It must spend a move action each round to glide.

Note: A creature with a glide speed can glide while in the air. Each round, a gliding creature moves forward at a rate equal to its glide speed and moves five feet down. It may choose to move slower, to a minimum of half its normal glide speed. It may alternately choose to dive, allowing it to move forward at a rate equal to twice its glide speed but also moving twenty feet down. A gliding creature cannot run.

Glitterdust

Conjuration (Creation)

Level: Sor/Wiz 2

Range: Medium (100 ft.)

Area: Small (10 ft.) radius spread

Manifestation: Glittering particles in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: No

Effect: A cloud of golden particles covers everyone and everything in the area, visibly outlining invisible things for the duration of the spell. It likewise negates the effects of *blur* and *displacement*, and reveals illusionary figments such as *silent image* for what they are. All within the area at the time that the spell is cast are covered by the dust, which continues to sparkle until it fades.

Any creature covered by the dust takes a –40 penalty on Hide checks.

Effect: Water and similar substances can remove the dust.

Grease

You conjure a layer of slippery grease on the ground, tripping up your foes.

Conjuration (Creation)

Level: Sor/Wiz 1

Range: Close (30 ft.)

Target or Area: One object or a 10 ft. square

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: See text

Spell Resistance: No

Effect: Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round, while failure by 5 or more means it falls (see the Balance skill for details). A creature standing in a greased area loses its Dexterity and dodge modifiers to AC due to the slippery surface.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect entirely. If the initial saving throw fails, the creature immediately drops the item. If the item is successfully greased, a saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 bonus on Escape Artist checks and on grapple attacks made to resist or escape a grapple or to escape a pin.

Greater (Spell Name)

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells arcane sight, command, dispel magic, glyph of warding, invisibility, magic fang, magic weapon, planar ally, planar binding, prying eyes, restoration, scrying, shadow conjuration, shadow evocation, shout, and teleport.

Gust of Wind

Evocation (Control) [Air]

Level: Air 1, Drd 1, Evoc 1

Area: Large (50 ft.) line-shaped emanation from you

Manifestation: Wind within the area

Duration: 1 round

Saving Throw: Fortitude partial; see text.

Spell Resistance: No

Effect: This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. Creatures are affected according to their size category. A successful Fortitude save causes a creature to be affected as if it were one size category larger. Flying creatures are affected as if one size category smaller.

- Tiny or smaller creatures are knocked prone and blown to the edge of the spell's range.
- Small creatures are knocked prone by the force of the wind.
- Medium creatures are unable to move forward against the force of the wind.
- Large or larger creatures may move normally.

Any creature, regardless of size, takes a –4 penalty on ranged attacks and Listen checks in the spell's area.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can extinguish open

flames, create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Note: *Gust of wind* can be made permanent with a *permanency* ritual.

Heat Metal

Evocation (Energy) [Fire]

Level: Drd 2

Range: Medium (100 ft.)

Target: Metal equipment of one creature within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes (Will)

Damage: 2d6 fire damage per round + 1d6 per four levels above 4th; see text

Effect: This spell makes metal burning hot, causing it to deal damage each round. A creature not touching metal takes no damage from this spell. A creature wielding metal equipment can attempt a Fortitude save for half damage each round. A creature wearing metal armor receives no saving throw, and is also vulnerable for the duration of the spell.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

If the subject is underwater, this spell deals half damage, boiling the surrounding water, and the subject is not vulnerable. Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis.

Hideous Laughter

You force the subject to collapse into gales of manic laughter with an unnaturally amusing joke.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is bewildered, making it vulnerable.

Bloodied Effect: In addition, the subject is flat-footed and must spend a standard action each round to do nothing but laugh uncontrollably. After each time it laughs, the affected creature can attempt a new saving throw. If it succeeds, it can stop laughing, though it is still bewildered.

Note: A creature with an Intelligence score of –8 or lower is not affected. A creature whose type is different from the caster's receives a +4 circumstance bonus on its saving throw, because humor doesn't "translate" well.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Hold Person

Enchantment (Inhibition) [Mind-Affecting]

Level: Clr 2, Pal 2, Sor/Wiz 2, War 2

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds) (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered, making it vulnerable.

Bloodied Effect: As the healthy effect, and the subject is paralyzed and unable to act. Each round on its turn, the subject may attempt a new saving throw to end the paralysis. If it succeeds, it is no longer paralyzed, though it is still bewildered and can take no other actions that round.

Note: A vulnerable creature takes a –2 penalty to attack rolls, saving

throws, checks, DCs, and AC.

Inertial Shield

You create a barrier around your ally that resists physical intrusion.

Abjuration (Shielding)

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains physical damage reduction 4/force. This damage reduction increases by 1 per two caster levels above 4th.

Note: This spell's damage reduction allows the subject to ignore the first 4 physical damage it takes each round. If it is hit by an attack that deals force damage, such as *magic missile*, it cannot use its damage reduction for 1 round.

Inflict Light Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 1, Sor/Wiz 1

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Damage: 2d6 negative energy damage + d6 per two caster levels above 2nd

Effect: The touched creature takes damage. Since undead are powered by negative energy, this spell heals them instead of dealing damage. You must succeed on a melee touch attack to hit a target that does not allow you to touch it.

Inflict Moderate Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 2, Sor/Wiz 2

Damage: 4d6 negative energy damage + d6 per two caster levels above 4th

Effect: This spell functions like *inflict light wounds*, except that for every 20 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Interposing Hand

You create a floating, disembodied hand made of magical force that shields you from your foe's blows.

Evocation (Control) [Force]

Level: Evoc 2

Range: Medium (100 ft.)

Manifestation: Large hand made of force

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: The hand created by this spell stays between you and one opponent, providing you with cover (+4 AC) from that creature. In addition, if the creature is Large size or smaller, it moves at half speed while moving towards you.

If you cannot see the hand's target, it will stop moving until it is directed to a visible target. The hand does not pursue opponents.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has half as many hit points as you do when you're undamaged, and its AC is 15 (-1 size, +6 natural). It takes damage as a normal

creature, but most magical effects that don't cause damage do not affect it.

Note:

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand without a saving throw. Directing the hand to a new target is a swift action.

Invisibility Purge

Abjuration (Negation)

Level: Clr 2, Sor/Wiz 2

Area: Large (50 ft.) radius emanation, centered on you

Duration: Long (1 hour) (D)

Effect: You surround yourself with a mobile sphere of power that suppresses all forms of invisibility. Anything invisible becomes visible while in the area.

Knock

Evocation (Control)

Level: Evoc 2

Components: V

Range: Close (30 ft.)

Target: One Medium or smaller object

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

Effect: The knock spell telekinetically opens stuck, barred, locked, held, or arcane locked objects. If the object is stuck or held, you can immediately make a Strength check to break it open, using your caster level instead of your Strength. Others can aid you on this check as normal. In addition, if the object is locked, you can immediately make a Disable Device check to open the lock as if you had rolled a 20 on the check. You get a bonus on the Disable Device check equal to half your caster level.

Note: If knock is cast on an *arcane locked* door, make a caster level check against a DC of 11 + the caster level of the *arcane lock*. If you succeed, the *arcane lock* is suppressed for 10 minutes. If you fail, you may still bypass the door with the checks above, if possible.

Lesser (Spell Name)

Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells confusion, geas, globe of invulnerability, planar ally, planar binding, and restoration.

Lifeline

You bind your foe's life force to yours, leaving them vulnerable to your magic.

Necromancy (Life)

Level: Necro 1

Range: Far (300 ft.)

Target: One living creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is considered to be within Close (30 ft.) range of you for determining the range of your spells and spell-like abilities.

Light

Illusion (Figment) [Light]

Level: Clr 1, Drd 1, Pal 1, Sor/Wiz 1

Range: Touch

Target: Object touched

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell causes an object to glow like a torch, shedding bright light in a Medium (20 ft.) radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object.

As a swift action, you can suppress or intensify the light, preventing the object from shedding light or causing it to shed light in up to a Large (50 ft.) radius (and dim light for an additional 50 feet). Either effect lasts for 1 round.

Note: A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level. *Light* taken into an area of magical darkness does not function.

Locate Object

Divination (Awareness) [Detection]

Level: Clr 2, Knowledge 2, Sor/Wiz 2

Range: Far (300 ft.)

Duration: Medium (5 minutes) (D)

Saving Throw: None

Spell Resistance: No

Effect: You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

Note: The spell is blocked by even a thin sheet of lead, but not by other materials. Creatures cannot be found by this spell.

Longstrider

Transmutation (Augment)

Level: Drd 1, Travel 1

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Mage Armor

You create an invisible but tangible field of force that surrounds you, protecting you from attacks.

Abjuration (Shielding) [Force]

Level: Sor/Wiz 1

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: You gain a +2 armor modifier to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction.

Note: This armor is treated as a separate piece of armor from any other armor the creature is wearing, so it does not stack with any existing armor modifier. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

If you become subject to the *shield* spell during the duration of this spell, the *shield* spell lasts until this spell's duration ends.

Mage Hand

Evocation (Control)

Level: Sor/Wiz 1

Range: Close (30 ft.)

Target: One nonmagical, unattended object weighing up to 5 lb.

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: No

Effect: You point your finger at an object and can lift it and move it in any direction from a distance. By directing the spell as a swift action, you can propel the object as far as 15 feet in any direction each round, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Note: Fine manipulation, including any motion other than simply moving the object in a particular direction, is not possible with this spell.

Magic Fang

Transmutation (Augment)

Level: Drd 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell makes one of the subject's natural weapons a +2 magic weapon, granting a +2 bonus to attack and damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. *Magic fang* can be made permanent with a *permanency* spell.

Magic Missile

Evocation (Control) [Force]

Level: Sor/Wiz 1

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Creatures in the area

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Damage: 2d4 force damage + d4 per two levels above 2nd; see text

Effect: Two missiles of magical energy dart forth from your fingertip and strike creatures you designate in the area, dealing 1d4 damage each. A single missile can strike only one creature. For every two caster levels above 2nd, you gain an additional missile. The missiles strike unerringly, even if the target has cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. You must designate targets before you check for spell resistance or roll damage.

Magic Vestment

Transmutation (Augment)

Level: Clr 1, Sor/Wiz 1

Range: Close (30 ft.)

Target: One suit of armor or shield

Duration: Medium (5 minutes)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: You imbue body armor or a shield with a +2 enhancement bonus, giving its bearer a +2 bonus to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Magic Weapon

Transmutation (Augment)

Level: Clr 2, Sor/Wiz 2

Range: Close (30 ft.)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: You imbue a weapon or stack of projectiles with a +2 enhancement bonus, giving its wielder a +2 bonus to attack and damage. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

If you use this spell to enhance projectiles, the projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat darts and shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Mass (Spell Name)

Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells charm monster, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, enlarge person, heal, hold monster, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, invisibility, reduce person, suggestion, totemic mind, and totemic power.

Mental Retribution

Abjuration/Enchantment (Inhibition, Shielding) [Mind-Affecting]

Level: Sor/Wiz 1

Range: Close (30 ft.)

Target: One creature; see text

Area: Medium (100 ft.) radius limit centered on the subject; see text

Duration: Short (Concentration + 5 rounds) or until discharged/5 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a faintly shimmering aura. The first time it is attacked by a creature within the area, the spell is discharged, and the attacking creature is bewildered for 5 rounds. A successful Will save can prevent the subject from gaining the aura, but there is no saving throw against the bewildering effect.

Message

Divination (Communication)

Level: Sor/Wiz 1

Components: S

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Duration: Long (1 hour)

Saving Throw: None

Spell Resistance: No

Effect: You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood

or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Mirror Image

You create illusory duplicates of yourself that make it difficult for enemies to know which image to attack.

Illusion (Figment)

Level: Illus 2

Range: Personal; see text

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell creates an illusory duplicate of yourself that mimics your movements perfectly. Enemies attempting to attack you or cast spells at you must select which to attack. Generally, roll randomly to see whether the selected target is real or a figment. An image's AC is 10 + your size modifier. You gain an additional image at 8th, 14th, and 20th level.

If an image is hit, it is destroyed. If you are hit, your attacker knows the attack was successful, and can ignore the image. You can create new images to replace destroyed images as a swift action, preventing your foes from knowing which image to attack.

You can move into and through your duplicates on your turn. When you and the image separate, observers can't use vision or hearing to tell which one is you and which the image. The duplicates may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Mirror images can be attacked like any other creature. They count as separate creatures, and can be targeted separately by spells like *magic missile* or feats like Whirlwind Attack, though they are not destroyed by area spells. Destroying an image counts as dropping a creature for the purpose of the Cleave feat and similar abilities.

Note: An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Obscuring Mist

You conjure a bank of fog that arises around you, concealing you and your allies.

Conjuration (Creation) [Fog]

Level: Clr 1, Drd 1, Sor/Wiz 1, Water 1

Area: Medium (20 ft.) radius cylinder-shaped spread centered on you

Effect: This spell functions like *fog cloud*, except that the fog created is centered on you.

Precognition, Lesser

You extend your mind a fraction of a second into the future, allowing you to strike at your foes more effectively.

Divination (Knowledge)

Level: Div 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: You gain a +2 bonus to your attack and weapon damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Protection from Chaos

Abjuration (Interdiction) [Lawful]

Level: Clr 1, Law 1, Pal 1, Sor/Wiz 1

Effect: This spell functions like *protection from evil*, except that it protects against lawful effects.

Protection from Evil

You guard your ally with a faint pure white aura, shielding him from evil influence.

Abjuration (Interdiction) [Good]

Level: Clr 1, Good 1, Pal 1, Sor/Wiz 1

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; See text

Effect: The subject gains a +2 bonus on saving throws. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

In addition, the spell blocks any evil attempt to possess or exercise mental control over the creature (such as any domination effect). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* spell. If the *protection from evil* spell ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This effect works only against attacks by evil creatures or from evil effects.

Protection from Good

Abjuration (Interdiction) [Evil]

Level: Clr 1, Evil 1, Sor/Wiz 1

Effect: This spell functions like *protection from evil*, except that it protects against good effects.

Protection from Law

Abjuration (Interdiction) [Chaotic]

Level: Chaos 1, Clr 1, Sor/Wiz 1

Effect: This spell functions like *protection from evil*, except that it protects against chaotic effects.

Quiet Mind

Transmutation (Augment)

Level: Sor/Wiz 1

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or until discharged

Effect: You gain a +10 bonus to Concentration checks. After you cast a spell, this spell ends.

Ray of Clumsiness

You fire a coruscating ray from your hand. When it strikes your foe, he becomes clumsier and less agile.

Necromancy (Flesh)

Level: Sor/Wiz 1

Range: Close (30 ft.)

Manifestation: Ray

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Effect: You must succeed on a ranged touch attack. The subject takes a -4 penalty to Dexterity.

Note: The subject's Dexterity score cannot drop below 1.

Reduce Person

Transmutation (Polymorph) [Size-Affecting]

Level: Trans 2

Casting Time: Full-round action

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. This has several effects.

- -10 ft. inherent bonus to movement speed.
- +1 inherent bonus to attack rolls and AC due to its decreased size.
- -2 penalty to Strength.
- +2 bonus to Dexterity. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Note: Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Resist Energy

Abjuration (Shielding)

Level: Clr 2, Drd 2, Pal 2, Protection 2, Sor/Wiz 2

Range: Touch

Target: Creature touched

Duration: Long (1 hour) or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains energy damage reduction 10 against whichever of the five energy types that you select: acid, cold, electricity, fire, or sonic. This damage reduction increases by 1 per caster level above 4th.

The spell can absorb a maximum amount of damage equal to 10 points per caster level. After it absorbs its maximum amount of damage, the spell ends.

Note: This spell's damage reduction allows the subject to ignore the first 10 energy damage it takes each round of the appropriate type.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. The spell protects the recipient's equipment as well.

Resist energy overlaps (and does not stack with) *protection from energy*. If a character is shielded by both spells, the *protection* spell absorbs damage until its power is exhausted. A character can only be affected by one *resist energy* spell at once.

Retrieve

Conjuration (Translocation) [Teleportation]

Level: Conj 1

Range: Close (30 ft.)

Target: One object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: Instantaneous
Saving Throw: None (object)
Spell Resistance: Yes (Will)

Effect: You teleport an item you can see within range directly to your hand. If the object is attended, this spell automatically fails.

Reveal Death

You grant a creature a vision of its death - whether immediate or far in the future.

Divination (Knowledge)
Level: Death 2, Div 2
Range: Medium (100 ft.)
Target: One creature
Duration: Short (Concentration + 5 rounds)
Saving Throw: None
Spell Resistance: Yes (Will)

Effect: This spell has different effects depending on the version chosen.

Distant Demise: The subject gains a +2 bonus to saving throws. In addition, it is not staggered while at 0 hit points. Further damage is still critical damage and can cause the creature to begin dying as normal.

Imminent Demise: The subject becomes vulnerable.

Note: A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Sanctuary

Abjuration/Enchantment (Compulsion, Shielding)

Level: Abjur 1, Clr 1, Pal 1, Protection 1

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless) and Will negates; see text

Spell Resistance: Yes (Will)

Effect: Any opponent attempting to strike or otherwise directly attack the shielded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the shielded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the shielded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scorching Ray

You blast your enemies with fiery rays.

Evocation (Energy) [Fire]

Level: Fire 2, Sor/Wiz 2

Range: Close (30 ft.)

Manifestation: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Reflex)

Damage: 4d6 fire damage + d6 per two caster levels above 4th

Effect: You may fire up to three rays at the same or separate targets. Each ray requires a ranged touch attack to hit. You may split the damage among the rays as you choose. The rays may be fired at the same or different targets, but all must be aimed at targets within 30 feet of each other and fired simultaneously. Precision damage can only be applied with one of the rays.

See Invisibility

Divination (Revelation)

Level: Sor/Wiz 2

Range: Touch

Target: Touched creature

Duration: Long (1 hour) (D)

Effect: You grant the touched creature the ability to see any objects or beings that are invisible within its range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible as translucent shapes, allowing the target to easily discern the difference between visible, invisible, and ethereal creatures.

Note: The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Shape Wood

Transmutation (Alteration)

Level: Drd 2

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (Fortitude)

Effect: This spell enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Share Pain

Abjuration/Necromancy (Life, Shielding)

Level: Clr 2, Pal 2, Protection 2, Sor/Wiz 2

Range: Medium (100 ft.)

Targets: You and one willing creature

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This spell creates a connection between you and a willing subject. As you cast the spell, you decide whether you will take half of the subject's damage, or whether the subject will take half of your damage. All attacks that deal hit point damage are redirected in this way, but no other forms of attack, including critical damage and ability damage, are redirected.

If the subject is out of range of you, the spell is suppressed until the subject returns within the spell's range.

Note: When this spell ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

Shatter

You create a loud, ringing noise that sunders solid objects.

Evocation (Energy) [Sonic]

Level: Destruction 2, Sor/Wiz 2

Range: Close (30 ft.)

Target or Area: One solid object or one crystalline creature; or Small (10 ft.) radius spread

Duration: Instantaneous

Saving Throw: Will negates (object)/Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (Will)

Damage: 4d6 sonic damage + d6 per two levels after 4th

Effect: Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a Small (10 ft.) radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target a single solid object or crystalline creature. In the case of large objects, such as walls, you target a 5 ft. cube. The target takes damage, with a Fortitude save for half damage.

A creature holding vulnerable objects can attempt a Will save to negate any effect on to those objects.

Shield

You create an invisible, heavy shield-sized mobile disk of force. It hovers in front of your ally, automatically moving to ward off enemy blows.

Abjuration (Shielding) [Force]

Level: Sor/Wiz 1

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) (D); see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 shield modifier to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. The subject is not encumbered or hindered in any way by the shield.

Note: This shield is considered to be separate from any other shields the creature is using, so it never stacks with existing shield modifiers. Since the *shield* is made of force, incorporeal creatures can't bypass it the way they do normal shields.

If you cast this spell on a creature subject to the *mage armor* spell, its duration lasts until the *mage armor* spell expires.

Shield of Faith

You create a shimmering, magical shield that protects your ally as long as you maintain faith.

Abjuration (Shielding)

Level: Clr 1, Pal 1, Protection 1

Effect: This spell functions like *shield*, except that it is not a force effect, so it does not protect against incorporeal touch attacks. It has no special effect when cast on a creature with *mage armor*.

Effect: You can maintain concentration on this spell as a swift action.

Shillelagh

Transmutation

Level: Drd 1

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +2 enhancement bonus on attack and damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. (A quarterstaff gains this enhancement for both ends of the weapon.) In addition, the weapon deals damage as if it were one size category larger (a Small club or quarterstaff so transmuted deals 1d6 points of damage, a Medium 1d8, and a Large 1d10).

Note: These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp

You deliver a powerful electrical shock to your foe.

Evocation (Energy) [Electricity]

Level: Destruction 1, Sor/Wiz 1

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None/Fortitude negates

Spell Resistance: Yes (Fortitude)

Damage: 2d6 electricity damage + d6 per two caster levels above 2nd

Effect: If you hit with a touch attack, the target takes damage. If it fails a Fortitude save, it is also staggered for 1 round. When delivering the jolt, you gain a +2 circumstance bonus to attack if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Silence

Illusion (Glamour)

Level: Clr 2, Trickery 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius emanation centered on a creature, object, or point in space

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates; see text or none (object)

Spell Resistance: Yes (Will); see text

Effect: Upon the casting of this spell, complete silence prevails in the affected area. No sound can be heard or made in the area, but sound passes through the area normally. Spellcasters are treated as being deafened for the purpose of casting spells with verbal components, and suffer a 20% chance of spell failure. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature who enters the spell's area can attempt a Will save to negate the spell's effect on them and can use spell resistance, if any. A creature who successfully resists the spell can hear and make sound normally, but still cannot be heard or be heard by other creatures in the area (unless they also resisted the spell). Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

Note: This spell provides a defense against sound-dependent effects. Sonic effects are too powerful for magic such as this to muffle, and function normally.

Silent Image

Illusion (Figment)

Level: Illus 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Manifestation: Visual figment within the area

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Sleep

Enchantment (Compulsion) [Mind-Affecting, Sleep]

Level: Sor/Wiz 1

Range: Medium (100 ft.)

Target: One living creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is fatigued and attempts to go to sleep as soon as possible, though it will not stop fighting to do so. Awaken a creature put to sleep by this spell is difficult, and requires a standard action.

Slow

You decelerate your enemy's motions, causing her to move and act more slowly than normal.

Transmutation (Temporal)

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is slowed. This has two effects.

A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions).

A slowed creature takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Note: *Slow* counters and dispels *haste*.

Soften Earth and Stone

Transmutation (Alteration) [Earth]

Level: Drd 2, Earth 2

Range: Close (30 ft.)

Area: Large (50 ft.) radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1 round and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but All creatures within the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Sound Burst

You blast an area with a cacophony of sound.

Evocation (Energy) [Sonic]

Level: Brd 2

Range: Close (30 ft.)

Area: Small (10 ft.) radius spread

Duration: Instantaneous

Saving Throw: Fortitude half/Fortitude negates

Spell Resistance: Yes (Fortitude)

Damage: 2d6 sonic damage + d6 per four levels above 4th

Effect: Creatures in the area take damage and are deafened for 5 rounds. A successful Fortitude save halves the damage and negates the deafening.

Spellthrift, Lesser

Abjuration (Negation) [Magic]

Level: Abjur 2, Magic 2

Target: One spellcaster, creature, or object

Effect: This spell functions like *lesser dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spider Climb

Transmutation (Imbuement)

Level: Drd 2, Sor/Wiz 2, Travel 2

Range: Touch

Target: Creature touched

Duration: Medium (5 minutes)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity and dodge modifiers to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Spike Growth

Transmutation (Alteration)

Level: Drd 2

Range: Medium (100 ft.)

Area: Small (10 ft.) radius

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None/Reflex negates

Spell Resistance: Yes (Reflex)

Effect: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any foe moving on foot into or through the spell's area takes 1d4 points of physical piercing damage for each 5 feet of movement through the spiked area. Allies suffer no ill effects.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. The Reflex save must be repeated each round that the creature moves through the area. This speed penalty lasts for 12 hours or until the injured creature receives magical healing. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spiritual Weapon

You bring into being a weapon made of pure force which attacks your foes of its own volition.

Evocation (Energy) [Force]

Level:Clr 2, Pal 2, War 2

Range: Medium (100 ft.)

Manifestation: Magic weapon of force

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: The weapon created by this spell attacks once each round on your turn. This functions just as if you were attacking with the weapon, except that you use your casting ability in place of your Strength and you

never get multiple attacks with the weapon.

The weapon attacks the same target until you redirect it (a swift action). The weapon is treated as a separate creature for the purpose of overwhelm penalties.

If an attacked creature has spell resistance, you make a spell penetration check the first time the spiritual weapon strikes it. If the weapon is successfully resisted, it cannot harm that creature. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below), and has the same threat range and critical multipliers as a real weapon of its form.

Note: The *spiritual weapon* strikes as a spell, not as a weapon, so, for example, ignores physical damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, and similar effects can affect it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

The weapon that you get is usually a force replica of any weapon from your deity's weapon group. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapon groups associated with each alignment are as follows.

- Chaos: Axes
- Evil: Flexible weapons
- Good: Headed weapons
- Law: Heavy blades

Summon Monster I

Conjuration (Summoning) [see text]

Level: Clr 1, Sor/Wiz 1

Casting Time: Full-round action

Range: Close (30 ft.)

Manifestation: One summoned creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose a creature from the 1st-level list on the Summon Monster table. In the case of creatures with multiple options, such as elementals, you must choose one specific kind of creature. You can summon that creature with this or any other summon monster spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, lawful, or water creature, it is a spell of that type.

Summon Monster II

Conjuration (Summoning) [see text for summon monster I]

Level: Clr 2, Conj 1, Sor/Wiz 2

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. When you learn this spell, you choose two creatures from the 2nd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Drd 1

Casting Time: Full-round action

Range: Close (30 ft.)

Manifestation: One summoned creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell summons a natural creature. It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose a creature from the 1st-level list on the Summon Nature's Ally table. In the case of creatures with multiple options, such as elementals, you must choose one specific kind. You can summon that creature with this or any other *summon nature's ally* spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II

Conjuration (Summoning)

Level: Drd 2

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. When you learn this spell, you choose two creatures from the 2nd-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Totemic Mind

Transmutation (Augment)

Level: Clr 2, Drd 2, Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell grants creatures the mental power of a totem animal. It has three forms, each of which grants a +2 bonus to a mental attribute. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Eagle's Splendor: The transmuted creature becomes more persuasive and personally forceful, gaining a bonus to Charisma.

Fox's Cunning: The transmuted creature becomes smarter, gaining a bonus to Intelligence.

Owl's Wisdom: The transmuted creature becomes more perceptive, gaining a bonus to Wisdom.

Totemic Power

Transmutation (Augment)

Level: Clr 2, Drd 2, Sor/Wiz 2, Strength 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: This spell grants creatures the physical power of an animal. It has three forms, each of which grants a +2 bonus to a mental attribute. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Bear's Endurance: The transmuted creature gains greater vitality and stamina, gaining a bonus to Constitution. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bull's Strength: The transmuted creature becomes stronger, gaining a bonus to Strength.

Cat's Grace: The transmuted creature becomes more graceful, agile, and coordinated, gaining a bonus to Dexterity.

Touch of Idiocy

Enchantment (Inhibition) [Mind-Affecting]

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will half

Spell Resistance: Yes (Will)

Effect: With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a –4 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below –9.

Note: This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite attribute drops below the minimum required to cast spells of that level.

Tree Shape

Transmutation (Polymorph)

Level: Drd 2

Range: Personal

Target: You

Duration: Extreme (12 hours) (D)

Effect: You become able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a Spellcraft check can reveal a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 bonus to natural armor, but you have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

Note: You can dismiss tree shape as a free action (instead of as a standard action).

Tremorsense

Transmutation (Imbuement)

Level: Drd 1, Earth 1

Range: Personal/Large (50 ft.) limit

Target: You

Duration: Concentration

Effect: You gain the tremorsense ability. If you are touching a surface, you can automatically pinpoint the location of anything within the area of the spell that is in contact with the surface, including inanimate objects.

Note: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

Unliving Eyes

Divination/Necromancy (Awareness, Life)

Level: Necro 2

Range: Touch

Target: One creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains the ability to "see" any living creatures and their equipment within 60 feet perfectly, regardless of lighting conditions, physical barriers, invisibility, or any other means of concealment.

Veil

Illusion (Glamer) [Unreal]

Level: Sor/Wiz 2

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject's arms and torso are masked in illusion, causing onlookers to perceive whatever movements you project instead of the creature's true actions. For example, the subject might draw a dagger and attack another creature, but anyone watching would only see the subject folding its arms, even as the dagger strikes true.

Note: A creature that interacts with the effect gets a Will save to recognize it as an illusion. In order to interact with the illusion with a Perception check, the creature must make a Perception check that beats your saving throw DC with this spell. Anyone witnessing the subject perform an impossible action, such as attacking or climbing without the use of its hands, receives a Will save with a +10 bonus.

Ventriloquism

Illusion (Figment)

Level: Sor/Wiz 1, Trickery 1

Components: V, F

Range: Close (30 ft.)

Manifestation: Intelligible sound, usually speech

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Warp Wood

Transmutation (Alteration)

Level: Destruction 2, Drd 2

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Target: 1 Small nonmagical wooden object/level within the area

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon imposes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

Note: You can combine multiple consecutive *warp wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Windstrike

You command the air to bludgeon the target, sending it flying.

Evocation (Control) [Air]

Level: Air 2, Drd 2

Range: Medium (100 ft.)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Damage: 4d6 bludgeoning damage + d6 per two levels after 4th

Effect: The target takes damage from the powerful winds. A successful Fortitude save halves the damage. In addition, you may make a bull rush attack with a bonus equal to your caster level + your casting attribute. If you succeed, you may have the wind bull rush the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.

Zone of Truth

Enchantment (Inhibition) [Mind-Affecting]

Level: Clr 2, Law 2, Pal 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius emanation

Duration: Medium (5 minutes)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

11.10 Arcane Invocation Descriptions

Ablative Aura

You surround your ally with a faint yellow aura that partially shields him from incoming damage.

Abjuration (Shielding)

Range: Close (30 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject treats the first few points of damage it takes as nonlethal damage. The amount of damage converted is equal to 5 + caster level.

Acid Orb

You conjure a small orb of acid out of nothingness and propel it towards your foe.

Conjuration (Creation) [Acid]

Range: Close (30 ft.)

Manifestation: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Damage: d6 acid damage + 1 per caster level

Effect: If you hit on a ranged touch attack, the target takes damage.

Bestow Protection

Abjuration (Shielding)

Range: Close (30 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus to armor class and saving throws. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. These benefits apply only against spells and spell-like abilities.

Combat Telekinesis

You telekinetically control a light weapon and use it to attack.

Evocation (Control)

Range: Close (30 ft.)

Target: One unattended light weapon

Duration: Concentration

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: This spell lets you control the target weapon from a distance. This works exactly like attacking with the weapon normally, except that you use your casting attribute in place of your Strength. The weapon can travel up to 30 feet in a round before attacking, but if it goes out of the spell's range, you lose control of it and it falls to the ground. The weapon does not provoke attacks of opportunity for moving.

You can attack with the weapon in the same round that you cast the spell, and you can continue to control it as long as you concentrate on it (a standard action).

Note: Concentrating on the spell to attack with the weapon does not provoke attacks of opportunity. If the weapon is being wielded by a creature, the spell automatically fails.

Confusion, Lesser

You compel a foe you touch to act randomly.

Enchantment (Compulsion) [Mind-Affecting]

Range: Touch

Target: Touched creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject is confused. Each turn, a confused creature has a random chance to take one of four actions: 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. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Attackers are not at any special advantage when attacking a confused character. A confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Conjure Projectile

You create arrows from thin air and magically fire them at your foe.

Conjuration (Creation)

Range: Medium (100 ft.)

Manifestation: Up to one Tiny projectile/level

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Damage: d6 damage + 1 per caster level; see text

Effect: This spell creates one or more projectiles, such as arrows or bolts, that you magically propel at a foe. This allows you to make a ranged attack, using your caster level in place of your base attack bonus to attack. If the attack hits, it deals damage. Regardless of the number of projectiles summoned, only one attack roll is made, and the damage dealt is unchanged.

Note: At the end of the spell's duration, the projectiles disappear without a trace.

Distract

You cloud the mind of the subject, distracting it from what it was going to do.

Enchantment (Compulsion) [Mind-affecting]

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Draining Touch

You drain your foe's life force with a touch, drawing it into yourself.

Necromancy (Life)

Range: Touch

Target: Living creature touched

Duration: Instantaneous/5 rounds; see text

Saving Throw: Will half

Spell Resistance: Yes (Will)

Damage: d6 damage + 1 per caster level

Effect: If you succeed on a melee touch attack, the target takes damage. You gain temporary hit points equal to half the damage you deal. However, you can't gain more health than is necessary to kill the subject. The temporary hit points disappear 5 rounds later. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Exhaustion

You momentarily weaken your foe's body.

Necromancy (Flesh)

Range: Medium (100 ft.)

Target: One living creature

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: The subject is exhausted.

Note: An exhausted character moves at half speed and takes a -4 penalty to attack rolls, saving throws, checks, DCs, and AC.

False Foe

You create an illusion of a threatening creature, tricking your foes into attacking and defending against it as if it were real.

Illusion (Figment) [Unreal]

Range: Medium (100 ft.)

Manifestation: One Medium illusory creature

Duration: 1 round

Saving Throw: Will disbelief

Spell Resistance: No

Effect: This spell creates an illusory creature which seems to attack your foes. It can contribute to overwhelm penalties, though it never actually deals damage. It has an AC of 10. A creature that strikes or damages the image may make a Will save to recognize it as illusory.

Imbue Weapon

You imbue an ally's weapon with potent magical energy, making its next strike more effective.

Transmutation (Imbuement)

Range: Close (30 ft.)

Target: One weapon

Duration: 1 round or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Damage: d6 physical damage + 1 per caster level

Effect: The next successful attack with the target weapon deals extra damage. The creature wielding the weapon can make a saving throw to avoid having its weapon enhanced, but the creature struck by the weapon gets no saving throw and cannot apply spell resistance.

Magic Ray

You fire a ray of magical energy at your foe.

Evocation [Force]

Range: Close (30 ft.)

Manifestation: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Reflex)

Damage: d6 force damage + 1 per caster level

Effect: You must succeed on a ranged touch attack. If you hit, the target takes damage. As with *magic missile*, inanimate objects are not damaged by the spell.

Phantom Darkness

You twist your foe's perceptions, convincing it that the world has suddenly become dark.

Illusion (Phantasm) [Unreal]

Range: Touch

Target: Touched creature

Duration: 1 round

Saving Throw: Will disbelief

Spell Resistance: Yes (Will)

Effect: The touched subject can only see darkness surrounding it, causing it to be blinded. Creatures with extrasensory perception abilities, such as tremorsense, may use those abilities normally.

Note: A blinded character cannot see. She takes a -2 penalty to attack rolls, Armor Class, and any checks which involve sight. In addition, she is flat-footed and moves at half speed. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) relative to the blinded character.

Premonition

You grant your ally a brief glimpse of the future that shows it where to strike in combat.

Divination (Knowledge)

Range: Medium (100 ft.)

Target: One creature

Duration: 1 round; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +4 bonus to hit on the next single attack roll it makes, provided that its target is also within the spell's range. This bonus increases by +1 for every three levels above 1st level.

Slow, Lesser

You decelerate your enemy's motions temporarily, causing her to move and act more slowly than normal.

Transmutation (Temporal)

Range: Medium (100 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is slowed.

Note: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Twist Fate

Divination (Knowledge)

Range: Medium (100 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: You know what the subject is most likely going to do during its next turn. After learning that, you can choose to impose a -4 penalty to its attack rolls, saving throws, checks, DCs, or AC for one round.

11.11 Rituals

Alarm

Abjuration (Warding) [Trap]

Skill: Arcana

Level: Arcane 1, Divine 1

Casting Time: 1 minute

Range: Close (30 ft.)

Area: Large (50 ft.) radius emanation centered on a point in space

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: *Alarm* sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area. If you set a password as you cast the spell, a creature that speaks the password before entering the area does not trigger the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell. It is typically clearly audible up to 100 feet away. The sound lasts for 1 round.

Note: A *silence* spell or similar effect can prevent the alarm from being heard. Ethereal or astral creatures do not trigger the alarm. *Alarm* can be made permanent with a permanency spell.

Animal Messenger

You compel a Tiny animal to go to a spot you designate.

Enchantment (Compulsion) [Mind-Affecting]

Skill: Nature

Level: Arcane 2, Divine 2

Casting Time: 1 minute; see text

Range: Close (30 ft.)

Target: One Tiny animal

Duration: One week

Saving Throw: None; see text

Spell Resistance: Yes (Will)

Effect: As soon as you begin casting the ritual, the animal approaches you and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can’t find a destination on its own. During the casting of the ritual, you can attach some small item or note to the messenger. The animal then goes to the designated location and waits there, straying only to gather food and water as necessary, until the duration of the ritual expires. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Note: The most common use for this ritual is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it’s written in a language he or she doesn’t know, for example).

Focus: Food desirable to the animal

Arcane Lock

Abjuration/Transmutation (Alteration, Warding)

Skill: Arcana

Level: Arcane 2

Casting Time: 1 minute

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: The target object is magically locked. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this ritual can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this ritual.

Note: A *knock* spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.

Arcane Mark

You inscribe your personal rune or mark on a creature or object.

Universal

Skill: None

Level: Arcane 1

Casting Time: 1 minute

Range: Touch

Manifestation: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: You etch your personal rune or mark upon any substance without harm to the material upon which it is placed. Your personal rune or mark can consist of no more than six characters. The writing can be visible or invisible.

Note: If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting *instant summons* on the same object.

This ritual does not require training any specific skill to learn, and no check is required to perform the ritual.

Augury

Divination (Knowledge)

Skill: Religion

Level: Divine 2

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Effect: An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don’t have especially good or bad results).

If the ritual fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Bless Water

Evocation (Channeling) [Good]

Skill: Religion

Level: Divine 1

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: This ritual imbues a flask (1 pint) of water with holy power, turning it into holy water.

Note: Holy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck undead creature or an evil outsider.

Material Components: 5 pounds of powdered silver (worth 25 gp).

Comprehend Languages

You can understand any language.

Divination (Communication)

Skill: Linguistics

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Long (1 hour)

Effect: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical.

Note: This ritual can be foiled by certain obscuring magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.

[comprehend languages] Comprehend languages can be made permanent with a *permanency* ritual.

Consecrate

Evocation (Channeling) [Good]

Skill: Religion

Level: Divine 2

Casting Time: 1 minute

Range: Close (30 ft.)

Area: Medium (20 ft.) radius emanation

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Effect: This ritual blesses an area with holy power. Every undead creature in a *consecrated* area suffers minor disruption, giving it a –2 penalty on attack rolls, saves, checks, DCs, and armor class. Undead cannot be created within or summoned into a *consecrated* area.

Note:

Consecrate counters and dispels *desecrate*.

Continual Flame

Illusion (Figment) [Light]

Skill: Arcana

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: Touch

Target: Object touched

Manifestation: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden, but not smothered or quenched.

Create Food and Water

Conjuration (Creation)

Skill: Survival

Level: Arcane 2, Divine 2

Casting Time: 10 minutes

Range: Close (30 ft.)

Manifestation: Food and water to sustain three humans or one horse/level for 24 hours

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

Effect: The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this ritual is just like clean rain water, and it doesn't go bad as the food does.

Create Water

You create water to ease the thirst of you and your companions.

Conjuration (Creation) [Water]

Skill: Survival

Level: Divine 1

Range: Close (30 ft.)

Manifestation: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large – possibly creating a downpour or filling many small receptacles.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Curse Water

Evocation (Channeling) [Evil]

Skill: Religion

Level: Divine 1

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: This ritual imbues a flask (1 pint) of water with unholy power, turning it into unholy water.

Note: Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider. It functions like holy water in all other respects.

Material Components: 5 pounds of powdered silver (worth 25 gp).

Desecrate

Evocation (Channeling) [Evil]

Skill: Religion

Level: Divine 2

Casting Time: 1 minute

Range: Close (30 ft.)

Area: Medium (20 ft.) radius emanation

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Effect: This ritual imbues an area with unholy power. Every undead creature in a *desecrated* area gains a +2 bonus to attack rolls, checks, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HV.

Note: *Desecrate* counters and dispels *consecrate*.

Endure Elements

Abjuration (Shielding)

Skill: Survival

Level: Arcane 1, Divine 1

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Extreme (12 hours)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Note:

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Erase

Transmutation (Alteration)

Skill: Arcana, Forgery

Level: Arcane 1

Casting Time: 1 minute

Range: Touch

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Effect: This ritual removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. Nonmagical writing is automatically erased. To erase magical writing, you must succeed on a caster level check against a DC of 11 + the caster level of the magic.

Note: With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. This ritual grants no special protection against activating such traps. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

False Trap

Illusion (Figment) [Unreal]

Skill: Arcana

Level: Arcane 2

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character who searches for traps can find the trap with a DC 5 Spot check. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the ritual is performed, the ritual fails.

Find Traps

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Divination (Knowledge)

Skill: Craft, Engineering, Spot

Level: Arcana 2, Divine 2

Range: Touch

Target: One touched creature

Duration: Medium (5 minutes)

Effect: The subject gains a bonus equal to one-half your caster level on Spot checks made to find traps. In addition, she gains the trapfinding ability as a rogue (if she did not already have it). As a full-round action, she may move up 10 feet while searching every square within 10 feet of her for traps. If she detects a trap partway through her movement, she may immediately stop moving.

Note: *Find traps* grants no ability to disable any traps found.

Floating Disk

Evocation [Force]

Skill: Arcana

Level: Arcane 1

Casting Time: 1 minute

Range: Medium (100 ft.)

Manifestation: 2 ft. radius disk of force

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 4 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Gentle Repose

Transmutation (Temporal)

Skill: Heal

Level: Arcane 2, Divine 2

Casting Time: 10 minutes

Range: Touch

Target: Corpse touched

Duration: Thirty days (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature

from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts, poisons drawn from living creatures, and the like.

Identify

Divination (Knowledge)

Skill: Arcana

Level: Arcane 1

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Note:

If used on a cursed item, *Identify* only reveals the properties the item appears to have, not the properties of the curse. *Identify* does not function when used on an artifact.

Magic Aura

Illusion (Glamer) [Magic]

Skill: Spellcraft

Level: Arcane 1

Casting Time: 1 minute

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: Thirty days (D)

Saving Throw: None; see text

Spell Resistance: No

Effect: You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were less magical, or a magic item of a kind you specify, or the subject of a spell you specify. You can increase or decrease the strength of the aura of an item by an amount up to your caster level. For example, if you have a caster level of 8, you could alter a magic item with a caster level of 6 to make it seem as if it were nonmagical, or you could make it seem as if it had a caster level of 14.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save.

Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Magic Mouth

Illusion (Glamer)

Skill: Arcana

Level: Arcane 1

Casting Time: 1 standard action

Range: Close (30 ft.)

Target: One creature or object

Duration: One month or until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: This spell imbues the chosen object or creature with an en-

chanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Values, or class except by external garb.

The range limit of a trigger is 100 feet. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Note:

Magic mouth can be made permanent with a permanency ritual.

Mending

Transmutation (Alteration)

Skill: Craft, Engineering

Level: Arcane 1, Divine 1

Casting Time: 1 minute

Range: Touch

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair items which are magical, but the item's magical abilities are not restored.

Note: The spell cannot affect creatures (including constructs).

Misdirection

Illusion (Glamer)

Skill: Spellcraft

Level: Arcane 2

Casting Time: 1 minute

Range: Close (30 ft.)

Target: One creature or object, up to a 10 ft. cube in size

Duration: Extreme (12 hours) (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

Effect: While performing the ritual, you choose another object within range. For the duration of the ritual, the subject of *misdirection* is detected as if it were the other object. No saving throw is allowed against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth.

Note: This spell does not affect other types of divination magic (*augury*,

clairaudience/clairvoyance, and the like).

Mount

Conjuration (Summoning)

Skill: Nature

Level: Arcane 1

Casting Time: 1 minute

Range: Close (30 ft.)

Manifestation: One mount

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Pass Without Trace

Transmutation (Imbuement)

Skill: Survival

Level: Divine 1

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is virtually impossible by nonmagical means; the DC is increased by 20.

Prestidigitation

Universal

Skill: None

Level: Arcane 1

Range: Personal/Close (30 ft.)

Target: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Effect: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour on objects or creatures within Close (30 ft.) range of you. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitations* can create small objects, but they look crude and artificial. The materials created by a prestidigitations spell are extremely fragile, and they cannot be used as tools, weapons, or spell components.

Note: A *prestidigitations* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour. Attended objects, such as the clothes a creature is wearing, cannot be affected.

This ritual does not require any specific skill to learn or perform. You are always considered to have succeeded at the check to perform the ritual.

Purify Food and Drink

Transmutation (Alteration)

Skill: Survival

Level: Divine 1

Range: Touch

Target: 5 cu. ft. of contaminated food and water

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (Fortitude)

Effect: This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type or magical liquids, such as potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic

Divination (Knowledge)

Skill: Spellcraft

Level: Arcane 1, Divine 1

Range: Personal

Target: You

Duration: Long (1 hour)

Effect: You gain the ability to decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Note: *Read magic* can be made permanent with a permanency spell.

Restoration, Lesser

Necromancy (Life) [Healing, Positive]

Skill: Heal

Level: Divine 2

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: This ritual dispels any magical effects reducing one of the subject's attribute scores or cures up to 5 points of temporary ability damage to one of the subject's attribute scores. It also eliminates any fatigue or exhaustion suffered by the character.

Note: This ritual does not restore permanent ability drain.

Snare

Transmutation (Alteration) [Trap]

Skill: Survival

Level: Divine 2

Casting Time: 1 minute

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Permanent until triggered or broken

Saving Throw: None

Spell Resistance: No

Effect: This ritual enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Spot DC 23 to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered,

dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Undetectable Alignment

Abjuration (Shielding)

Skill: Spellcraft

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: Close (30 ft.)

Target: One creature or object

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: This ritual conceals the alignment of an object or a creature from all forms of divination.

Unseen Servant

Conjuration/Evocation (Creation, Control)

Skill: Arcana

Level: Arcane 1

Casting Time: 1 minute

Range: Medium (100 ft.)

Manifestation: One invisible, mindless, shapeless servant

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Whispering Wind

Divination (Communication) [Air]

Skill: Arcana, Nature

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: 10 miles

Duration: Extreme (12 hours) or until discharged

Saving Throw: None

Spell Resistance: No

Effect: You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the

message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

Note: This spell cannot speak verbal components, use command words, or activate magical effects.

Appendix A

Conditions

Ability Damaged: The character has temporarily lost 1 or more attribute score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to attribute scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more attribute score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

bewildered: A bewildered creature is mentally affected in a way that detracts from his ability to act, causing him to be vulnerable. He takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Blinded: A blinded character cannot see. She is flat-footed and moves at half speed. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail, and any checks related to vision (such as Climb and Sense Motive checks) take a -4 penalty. All opponents are considered to be invisible (50% miss chance) relative to the blinded character.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Bloodied: At or below half hit points. Bloodied creatures are more vulnerable to many spells and effects.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character is unable to independently control its actions. Each turn, a confused creature has a random chance to take one of four actions: 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. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character is vulnerable and flat-footed, causing it to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature has a 20% miss chance on all attack rolls and takes a -4 penalty to Spot checks. He is also unable to see with darkvision.

Dead: The character's critical damage exceeds his Constitution score, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She automatically fails Listen checks, takes a -2 penalty to any checks which involve hearing, and has a 20% chance of spell failure when casting spells with verbal components.

Demoralized: A demoralized character is filled with doubt and uncertainty, making it vulnerable. It takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Dying: A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, and checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell slot from the highest spell level she has available.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class. An entangled character who attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a -4 penalty to attack rolls, saving throws, checks, DCs, and AC. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot

checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as noticing someone draw a weapon, cast a spell, or aim a ranged weapon at the fascinated creature automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and is vulnerable, giving it a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A flat-footed character is unable to react normally to attacks. It does not apply its Dexterity (if positive), dodge modifier, or shield modifier to its AC. It still suffers any penalties from having a negative Dexterity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature is vulnerable, causing it to take a -2 penalty on all attack rolls, saving throws, checks, DCs, and AC. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Grappled: A grappled character is in wrestling or some other form of hand-to-hand struggle with one or more attackers. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use one of your hands (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. For example, you cannot attack with a two-handed weapon while grappling.
- You take a -2 penalty to all attack rolls except those made to grapple.
- You lose your Dexterity and dodge modifiers to AC to all opponents except the one you are grappling.
- Anyone making a ranged attack at you has a 50% chance to strike the other participant in the grapple instead.
- You do not threaten any opponents except for the creature you are grappling with.
- You take an additional -4 penalty to attack rolls made with one-handed weapons, since they are too large and cumbersome to be used effectively in a grapple.
- You cannot cast spells with somatic components.
- Casting a spell without somatic components requires a DC 20 + double spell level Concentration check.
- You cannot move normally.

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. See page ?? for more information.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-10 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits take only the damage for a normal hit, and do not need to make Fortitude saves to avoid being killed

by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Ignited: An ignited creature has been set on fire. It is vulnerable, causing it to take a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. In addition, it takes d6 damage per round from the fire. If the creature takes a move action, it can attempt a DC 15 Reflex save to put out the flames. This action provokes attacks of opportunity. Dropping prone as part of the action gives a +4 circumstance bonus on this save.

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.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses and dodge modifiers to AC. (See page ??, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions. A nauseated creature is also vulnerable, causing it to take a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Overwhelmed: An overwhelmed creature is surrounded by enemies. Any creature suffering overwhelm penalties is considered to be overwhelmed. If a creature cannot be overwhelmed, it is immune to overwhelm penalties.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature is vulnerable, causing it to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of -10 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. 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.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is similarly incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move action that does not provoke attacks of opportunity.

Shaken: A shaken character is vulnerable, so it takes a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Sickened: A sickened character feels physically ill, making him vulnerable. He takes a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Slowed: A slowed creature can take only a single move action or standard action each turn, but not both. It cannot take full-round actions, but it may take swift actions. Additionally, it takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points.

Staggered: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC. A character with 0 hit points is staggered.

Stunned: A stunned creature drops everything held, can't take actions, and is flat-footed and vulnerable, causing her to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Unaware: An unaware creature has not had time to react. It is flat-footed and cannot take attacks of opportunity or immediate actions. All creatures are unaware until they take their first action in an encounter. Note that an encounter can start before initiative is rolled.

Unconscious: Knocked out and helpless. Unconsciousness can result from having critical damage, or from nonlethal damage in excess of twice the character's current hit points.

Vulnerable: Weakened and susceptible to attack. A creature can be vulnerable for many reasons. A vulnerable creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.