of her choice from among the following options.

*Crippling Strike (Ex):* A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

*Defensive Roll (Ex):* The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or spe- cial ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll— if she is denied her Dexterity bonus to AC, she can’t use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue’s evasion ability does not apply to the defensive roll.

*Improved Evasion (Ex):* This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks such as a dragon’s breath weapon

or a *fireball*, henceforth she henceforth takes only half damage on a failed save. A helpless rogue (such as one who is unconscious or paralysed) does not gain the benefit of

Dagger (1d3, crit 19–20/×2, range inc. 10 ft., 1/2 lb., light, piercing).

**Skill Selection:** Pick a number of skills equal to 8 + Int modifier.

CHAPTER 3:

CLASSES

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| M ove Silently | 4 | Dex | 0 |
| H ide | 4 | Dex | 0 |
| Spot | 4 | Wis | — |
| Listen | 4 | Wis | — |
| Search | 4 | Int | — |
| Disable Device | 4 | Int | — |
| Open Lock | 4 | Dex | — |
| Climb | 4 | Str | 0 |
| Use M agic Device | 4 | Cha | — |
| Sleight of H and | 4 | Dex | 0 |
| Decipher Script | 4 | Int | — |
| Bluff | 4 | Cha | — |
| Intimidate | 4 | Cha | — |

**Feat:** Improved Initiative.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Thieves’ tools. Hooded lantern and three

pints of oil. Case with 10 crossbow bolts.

**Gold:** 4d4 gp.

improved evasion.

*Opportunist (Ex):* Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

This attack counts as the rogue’s attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can’t use the opportunist ability more than once per round.

*Skill Mastery:* The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier.

When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply

to each time.

*Slippery Mind (Ex):* This ability represents the rogue’s ability to wriggle free from magical effects that would

otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

*Feat:* A rogue may gain a bonus feat in place of a special ability.

Halfling Rogue Starting Package

*Hennet*

## SORCERER

Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice. They have no books, no mentors, no theories—just raw

power that they direct at will.

Some sorcerers claim that the blood of dragons courses through their veins.

That claim may even be true in some cases—it is common knowledge that certain powerful dragons can take humanoid form and even have humanoid lovers, and it’s difficult

to prove that a given sorcerer does not have a dragon ancestor. It’s true that sorcerers often have striking good looks, usually with a touch of the exotic that hints

at an unusual heritage. Others hold that the claim is either an unsubstantiated boast on the part of certain sorcerers or envious gossip on the

part of those who lack the sorcerer’s gift.

**Adventures:** The typical sorcerer adventures in order to improve his abilities. Only by testing his limits can he expand them. A sorcerer’s power is inborn—part of

his soul. Developing this power is a quest in itself for many sorcerers, regardless of how they wish to use their power.

Some good sorcerers are driven by the need to prove themselves. Marked as different by their power, they seek to win

**Armor:** Leather (+2 AC, speed 20 ft., 7-1/2 lb.).



**Weapons:** Short sword (1d4, crit 19–20/×2, 1 lb., light, piercing). Light crossbow (1d6, crit 19–20/×2, range inc. 80 ft., 2 lb.,

piercing).

a place in society and to prove themselves to others. Evil sorcerers,

however, also feel themselves set apart from others—apart and above. They adventure to gain power over those they look down upon.

# 51

##### Table 3–16: The Sorcerer

**Base Fort Ref Will ——––————————— Spells per Day ———————————**

CHAPTER 3:

CLASSES

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +0 | +0 | +0 | +2 | Summon familiar | 5 | 3 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 |  | 6 | 4 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +1 | +3 |  | 6 | 5 | — | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +1 | +4 |  | 6 | 6 | 3 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +1 | +4 |  | 6 | 6 | 4 | — | — | — | — | — | — | — |
| 6th | +3 | +2 | +2 | +5 |  | 6 | 6 | 5 | 3 | — | — | — | — | — | — |
| 7th | +3 | +2 | +2 | +5 |  | 6 | 6 | 6 | 4 | — | — | — | — | — | — |
| 8th | +4 | +2 | +2 | +6 |  | 6 | 6 | 6 | 5 | 3 | — | — | — | — | — |
| 9th | +4 | +3 | +3 | +6 |  | 6 | 6 | 6 | 6 | 4 | — | — | — | — | — |
| 10th | +5 | +3 | +3 | +7 |  | 6 | 6 | 6 | 6 | 5 | 3 | — | — | — | — |
| 11th | +5 | +3 | +3 | +7 |  | 6 | 6 | 6 | 6 | 6 | 4 | — | — | — | — |
| 12th | +6/ +1 | +4 | +4 | +8 |  | 6 | 6 | 6 | 6 | 6 | 5 | 3 | — | — | — |
| 13th | +6/ +1 | +4 | +4 | +8 |  | 6 | 6 | 6 | 6 | 6 | 6 | 4 | — | — | — |
| 14th | +7/ +2 | +4 | +4 | +9 |  | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 3 | — | — |
| 15th | +7/ +2 | +5 | +5 | +9 |  | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | — | — |
| 16th | +8/ +3 | +5 | +5 | +10 |  | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 3 | — |
| 17th | +8/ +3 | +5 | +5 | +10 |  | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | — |
| 18th | +9/ +4 | +6 | +6 | +11 |  | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 3 |
| 19th | +9/ +4 | +6 | +6 | +11 |  | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 |
| 20th | +10/ +5 | +6 | +6 | +12 |  | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |

**Characteristics:** Sorcerers cast spells through innate power rather than through careful training and study. Their magic is intuitive rather than logical. Sorcerers know fewer spells than wizards do and acquire powerful spells more slowly than wizards,

but they can cast spells more often and have no need to select and prepare their spells ahead of time. Sorcerers do not specialize in certain schools of magic the way wizards sometimes do.

FAMILIARS

Familiars are magically linked to their masters. In some sense, the familiar and the master are practically one being. That’s why, for example, the master can cast a personal range spell on a familiar even though he can normally cast such a spell only on himself. A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, H it Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. Thus, a druid/ sorcerer can’t use her animal companion as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars (such as sorcerer and wizard) stack for the purpose of determining any familiar abilities that depend on the master’s level.

**Familiar Special**

Bat M aster gains a +3 bonus on Listen checks

Cat M aster gains a +3 bonus on M ove Silently checks

H awk M aster gains a +3 bonus on Spot checks in bright light Lizard M aster gains a +3 bonus on Climb checks

Owl M aster gains a +3 bonus on Spot checks in shadows Rat M aster gains a +2 bonus on Fortitude saves

Raven1 M aster gains a +3 bonus on Appraise checks

Snake2 M aster gains a +3 bonus on Bluff checks Toad M aster gains +3 hit points

Weasel M aster gains a +2 bonus on Reflex saves

1. A raven familiar can speak one language of its master’s choice as a supernatural ability.
2. Tiny viper.

**Familiar Basics:** Use the basic statistics for a creature of the familiar’s kind, as given in the *Monster Manual*, but make the following changes:

*Hit Dice:* For the purpose of effects related to number of H it Dice, use the master’s character level or the familiar’s normal H D total, whichever is higher.

*Hit Points:* The familiar has one-half the master’s total hit points (not including temporary hit points), rounded down, regardless of its actual H it Dice. For example, at 2nd level, H ennet has 9 hit points, so his familiar has 4.

*Attacks:* Use the master’s base attack bonus, as calculated from all his

classes. Use the familiar’s Dexterity or Strength modifier, whichever is greater, to get the familiar’s melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar’s kind.

*Saving Throws:* For each saving throw, use either the familiar’s base

save bonus (Fortitude +2, Reflex +2, Will +0) or the master’s (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn’t share any of the other bonuses that the master might have on saves (from magic items or feats, for example).

*Skills:* For each skill in which either the master or the familiar has

ranks, use either the normal skill ranks for an animal of that type or the master’s skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar’s total skill modifiers, some skills (such as Craft) may remain beyond the familiar’s ability to use.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the master’s combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

*Natural Armor Adj.:* The number noted here is an improvement to the familiar’s existing natural armor bonus. It represents the preternatural toughness of a spellcaster’s familiar.



# 52

Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they don’t have the background of arcane knowledge than most wizards have. However, they do have more time to learn fighting skills, and they are proficient with simple weapons.

**Alignment:** For a sorcerer, magic is an intuitive art, not a science. Sorcery favors the free, chaotic, creative spirit over the disciplined mind, so sorcerers tend slightly toward chaos over law.

**Religion:** Some sorcerers favor Boccob (god of magic), while others revere Wee Jas (goddess of death and magic). However, many sorcerers follow some other deity, or none at all. (Wizards typically learn to follow Boccob or Wee Jas from their mentors, but most sorcerers are self-taught, with no master to induct them into a religion).

**Background:** Sorcerers develop rudimentary powers at puberty. Their first spells are incomplete, spontaneous, uncontrolled, and sometimes dangerous. A household with a budding sorcerer in it may be troubled by strange sounds or lights, which can create the impression that the place is haunted. Eventually, the young sorcerer understands the power that he has been wielding unintentionally. From that point on, he can begin practicing and improving his powers.

Sometimes a sorcerer is fortunate enough to come under the care of an older, more experienced sorcerer, someone who can help him understand and use his new powers. More often, however, sorcerers are on their own, feared by erstwhile friends and misunderstood by family.

Sorcerers have no sense of identity as a group. Unlike wizards,

they gain little by sharing their knowledge and have no strong incentive to work together.

**Races:** Most sorcerers are humans or half-elves, but the innate talent for sorcery is unpredictable, and it can show up in any of the common races.

Arcane spellcasters from savage lands or from among the brutal humanoids are more likely to be sorcerers than wizards. Kobolds are especially likely to take up this path, and they are fierce, if inar- ticulate, proponents of the “blood of the dragons” theory.

**Other Classes:** Sorcerers find that they have the most in common with members of other largely self-taught classes, such as druids and rogues. They sometimes find themselves at odds with members of the more disciplined classes, such as paladins and monks. Since they cast the same spells as wizards but do so in a different way, they sometimes find themselves in competition with wizards.

CHAPTER 3:

CLASSES

**Role:** A sorcerer tends to define his role based on his spell selection. A sorcerer who focuses on damage-dealing spells becomes a center of the party’s offensive power. Another may rely on more subtle magics, such as charms and illusions, and thus take a quieter role. A party with a sorcerer should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to make up for the sorcerer’s lack of versatility. Since a sorcerer often has a powerful presence that gives him a way with people, he may serve as the “face” for an adventuring party, negotiating, bargaining, and speaking for others. The sorcerer’s spells often help him sway others or gain information, so he makes an excellent spy or diplomat for an adventuring party.



*Int:* The familiar’s Intelligence score. Familiars are as smart as people, though not necessarily as smart as smart people.

*Alertness (Ex):* The presence of the familiar sharpens its master’s senses. While a familiar is within arm’s reach, the master gains the Alertness feat (page 89).

*Improved Evasion (Ex):* When subjected to an attack that normally

allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

*Share Spells:* At the master’s option, he may have any spell (but not

any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of “ You” on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar’s type (magical beast).

*Empathic Link (Su):* The master has an empathic link with his familiar

out to a distance of up to 1 mile. The master cannot see through the familiar’s eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of a low-level master’s familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the master has the same connection to an item or place that his familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

*Deliver Touch Spells (Su):* If the master is 3rd level or higher, a familiar

can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “ toucher.” The familiar can then deliver the touch spell

just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

*Speak with Master (Ex):* If the master is 5th level or higher, a familiar

and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communi- cation without magical help.

*Speak with Animals of Its Kind (Ex):* If the master is 7th level or higher,

a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

*Spell Resistance (Ex):* If the master is 11th level or higher, a familiar

gains spell resistance equal to the master’s level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, page 177) that equals or exceeds the familiar’s spell resistance.

*Scry on Familiar (Sp):* If the master is 13th level or higher, he may scry

on his familiar (as if casting the *scrying* spell) once per day.

**Master Natural**

**Class Level Armor Adj. Int Special**

1st–2nd +1 6 Alertness, improved evasion,

share spells, empathic link

3rd–4th +2 7 Deliver touch spells

5th–6th +3 8 Speak with master

7th–8th +4 9 Speak with animals of its kind 9th–10th +5 10 —

11th–12th +6 11 Spell resistance 13th–14th +7 12 *Scry* on familiar 15th–16th +8 13 —

17th–18th +9 14 —

19th–20th +10 15 —

# 53

### GAME RULE INFORMATION



Sorcerers have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a sorcerer can cast, how many spells he can cast per day, and how hard those spells are to resist (see Spells, below). Like a wizard, a sorcerer ben- efits from high Dexterity and Constitution scores.

**Alignment:** Any.

**Hit Die:** d4.

Class Skills

CHAPTER 3:

CLASSES

The sorcerer’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (2 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Table 3–17: Sorcerer Spells Known**

**————————— Spells Known —–————————**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | 4 | 2 | — | — | — | — | — | — | — | — |
| 2nd | 5 | 2 | — | — | — | — | — | — | — | — |
| 3rd | 5 | 3 | — | — | — | — | — | — | — | — |
| 4th | 6 | 3 | 1 | — | — | — | — | — | — | — |
| 5th | 6 | 4 | 2 | — | — | — | — | — | — | — |
| 6th | 7 | 4 | 2 | 1 | — | — | — | — | — | — |
| 7th | 7 | 5 | 3 | 2 | — | — | — | — | — | — |
| 8th | 8 | 5 | 3 | 2 | 1 | — | — | — | — | — |
| 9th | 8 | 5 | 4 | 3 | 2 | — | — | — | — | — |
| 10th | 9 | 5 | 4 | 3 | 2 | 1 | — | — | — | — |
| 11th | 9 | 5 | 5 | 4 | 3 | 2 | — | — | — | — |
| 12th | 9 | 5 | 5 | 4 | 3 | 2 | 1 | — | — | — |
| 13th | 9 | 5 | 5 | 4 | 4 | 3 | 2 | — | — | — |
| 14th | 9 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — | — |
| 15th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | — | — |
| 16th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | 1 | — |
| 17th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | — |
| 18th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 1 |
| 19th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 2 |
| 20th | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 3 | 3 |

Class Features

All of the following are class features of the sorcerer.

**Weapon and Armor Proficiency:** Sorcerers are proficient with all simple weapons. 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 (the same type of spells available to bards and wizards), which are drawn primarily from the sorcerer/wizard spell list (page 192). He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must

(see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a sorcerer’s spell is 10 + the spell level + the sorcerer’s Charisma modifier.

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 3–16: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8).

A sorcerer’s selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells (also called cantrips) and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table 3–17: Sorcerer Spells

# 54

Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table 3–17 are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list (page 192), or they can be unusual spells that the sorcerer has gained some understanding of by study. For example, a sorcerer with a scroll or spellbook detailing an unusual sorcerer/wizard spell (one not on the sorcerer/wizard spell list in this book) could select that spell as one of his new spells for attaining a new level, provided that it is of the right spell level. The sorcerer can’t use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer

level after that (6th, 8th, and so on), 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, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. For instance, upon reaching 4th-level, a sorcerer could trade in a single 0-level spell (two spell levels below the highest-level sorcerer spell he can cast, which is 2nd) for a different 0-level spell. At 6th level, he could trade in a single 0-level or 1st-level spell (since he now can cast 3rd-level sorcerer spells) for a different spell of the same level. 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.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He 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 sorcerer Hennet can cast four 1st-level spells per day—three for being 1st level (see Table 3–16: The Sorcerer), plus one thanks to his Charisma score of 15 (see Table 1– 1: Ability Modifiers and Bonus Spells, page 8). However, he knows only two 1st-level spells: *magic missile* and *sleep* (see Table 3–17: Sorcerer Spells Known). Thus, on any given day, he can cast some combination of the two spells a total of four times. He does not have to decide ahead of time which spells he’ll cast.

**Familiar:** A sorcerer can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer’s experience point total can never go below 0 as the result of a familiar’s demise or dismissal. For example, suppose that Hennet is a 3rd-level sorcerer with 3,230 XP when his owl familiar is killed by a bugbear. Hennet makes a successful saving throw, so he loses 300 XP, dropping him below 3,000 XP and back to 2nd level (see the *Dungeon Master’s Guide* for rules for losing levels). A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

#### Human Sorcerer Starting Package

**Armor:** None (speed 30 ft.).

**Weapons:** Shortspear (1d6, crit ×2, range inc. 20 ft., 3 lb., one- handed, piercing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Spellcraft | 4 | Int | — |
| Concentration | 4 | Con | — |
| Knowledge (arcana) | 4 | Int | — |
| Bluff | 4 | Cha | — |
| Gather Information (cc) | 2 | Cha | — |
| Diplomacy (cc) | 2 | Cha | — |
| H ide (cc) | 2 | Dex | 0 |
| M ove Silently (cc) | 2 | Dex | 0 |

**Feat:** Toughness.

**Bonus Feat:** Combat Casting.

**Spells Known:** 0-level spells—*detect magic*, *ghost sound*, *light*, *read magic*.

1st-level spells—*magic missile*, *sleep*.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Hooded lantern, 5 pints of oil. Spell component pouch. Case with 10 crossbow bolts.

**Gold:** 3d4 gp.

WIZARDS

A few unintelligible words and fleeting gestures carry more power than a battleaxe, when they are the words and gestures of a wizard. These simple acts make magic seem easy, but they only hint at the time the wizard must spend poring over her spellbook preparing each spell for casting, and the years before that spent in appren- ticeship to learn the arts of magic.

Wizards depend on intensive study to create their magic. They examine musty old tomes, debate magical theory with their peers, and practice minor magics whenever they can. For a wizard, magic is not a talent but a difficult, rewarding art.

**Adventures:** Wizards conduct their adventures with caution and forethought. When prepared, they can use their spells to devastating effect. When caught by surprise, they are vulnerable. They seek knowledge, power, and the resources to conduct their studies. They may also have any of the noble or ignoble motivations that other adventurers have.

**Characteristics:** The wizard’s strength is her spells. Everything else is secondary. She learns new spells as she experiments and grows in experience, and she can also learn them from other wiz- ards. In addition to learning new spells, a wizard can, over time,

learn to manipulate her spells so they go farther, work better, or are improved in some other way.

Some wizards prefer to specialize in a certain type of magic. Specialization makes a wizard more powerful in her chosen field, but it denies her access to some of the spells that lie outside that field. (See School Specialization, page 57.)

Like a sorcerer, a wizard can call a familiar—a small, magical animal companion that serves her. For some wizards, their familiars are their only true friends.

CHAPTER 3:

CLASSES

**Alignment:** Overall, wizards show a slight tendency toward law over chaos because the study of magic rewards those who are disciplined. Illusionists and transmuters, however, are masters of deception and change, respectively. They favor chaos over law.

**Religion:** Wizards commonly revere Boccob (god of magic). Some, especially necromancers or simply more misanthropic wiz- ards, prefer Wee Jas (goddess of death and magic). Evil necroman- cers are known to worship Nerull (god of death). Wizards in general are more devoted to their studies than to their spiritual sides.

**Background:** Wizards recognize each other as comrades or rivals. Even wizards from very different cultures or magical traditions have much in common because they all conform to the same laws of magic. Unlike fighters or rogues, wizards see themselves as members of a distinct, if diverse, group. In civilized lands where wizards study in academies, schools, or guilds, wizards also identify themselves and others according to membership in these formal organizations. But while a guild magician may look down her nose at a rustic wizard who learned his arts from a doddering hermit, she nevertheless can’t deny the rustic’s identity as a wizard.

**Races:** Humans take to magic for any of various reasons: curios- ity, ambition, lust for power, or just personal inclination. Human wizards tend to be practical innovators, creating new spells or using old spells creatively.

Elves are enthralled by magic, and many of them become wizards for love of the art. Elf wizards see themselves as artists, and they hold magic in high regard as a wondrous mystery, as opposed to the more pragmatic human wizards, who see magic more as a set of tools or tricks.

Illusion magic comes so simply to gnomes that becoming an illusionist is just natural to brighter and more talented ones. Gnome wizards who don’t specialize in the school of illusion are rare, but they don’t suffer under any special stigma.



**Table 3–18: The Wizard**

**Base Fort Ref Will ——––————————— Spells per Day ———————————**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Attack Bonus** | **Save** | **Save** | **Save** | **Special** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1st | +0 | +0 | +0 | +2 | Summon familiar, Scribe scroll | 3 | 1 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 |  | 4 | 2 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +1 | +3 |  | 4 | 2 | 1 | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +1 | +4 |  | 4 | 3 | 2 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +1 | +4 | Bonus feat | 4 | 3 | 2 | 1 | — | — | — | — | — | — |
| 6th | +3 | +2 | +2 | +5 |  | 4 | 3 | 3 | 2 | — | — | — | — | — | — |
| 7th | +3 | +2 | +2 | +5 |  | 4 | 4 | 3 | 2 | 1 | — | — | — | — | — |
| 8th | +4 | +2 | +2 | +6 |  | 4 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | +3 | +3 | +6 |  | 4 | 4 | 4 | 3 | 2 | 1 | — | — | — | — |
| 10th | +5 | +3 | +3 | +7 | Bonus feat | 4 | 4 | 4 | 3 | 3 | 2 | — | — | — | — |
| 11th | +5 | +3 | +3 | +7 |  | 4 | 4 | 4 | 4 | 3 | 2 | 1 | — | — | — |
| 12th | +6/ +1 | +4 | +4 | +8 |  | 4 | 4 | 4 | 4 | 3 | 3 | 2 | — | — | — |
| 13th | +6/ +1 | +4 | +4 | +8 |  | 4 | 4 | 4 | 4 | 4 | 3 | 2 | 1 | — | — |
| 14th | +7/ +2 | +4 | +4 | +9 |  | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 2 | — | — |
| 15th | +7/ +2 | +5 | +5 | +9 | Bonus feat | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 2 | 1 | — |
| 16th | +8/ +3 | +5 | +5 | +10 |  | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 2 | — |
| 17th | +8/ +3 | +5 | +5 | +10 |  | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 2 | 1 |
| 18th | +9/ +4 | +6 | +6 | +11 |  | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 2 |
| 19th | +9/ +4 | +6 | +6 | +11 |  | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 |
| 20th | +10/ +5 | +6 | +6 | +12 | Bonus feat | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

# 55

Half-elf wizards feel both the elf’s attraction to magic and the human’s drive to conquer and understand. Some of the most pow- erful wizards are half-elves.

Dwarf and halfling wizards are rare because their societies don’t encourage the study of magic. Half-orc wizards are rare because few half-orcs have the brains necessary for wizardry.

Drow (evil, subterranean elves) often take up wizardry,

#### Class Skills

The wizard’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft

(Int). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (2 + Int

but wizards are quite rare among the savage humanoids.

**Other Classes:** Wizards prefer to work with members of other classes. They love to cast their spells from behind strong fighters, to “magic up” rogues and send them out to scout, and to rely on

CHAPTER 3:

CLASSES

the divine healing of clerics. They may find members of certain classes (such as sorcerers, rogues, and bards) to be not quite serious enough, but they’re not judgmental.

**Role:** The wizard’s role depends somewhat on her spell selection, but most wizards share certain similarities in function. They are among the most offensively minded of the spellcasting classes, with a broad range of options available for neutralizing enemies. Some wizards provide great support to their comrades by way of their spells, while others may focus on divination or other facets of wizardry.

### GAME RULE INFORMATION

Wizards have the following game

statistics.

**Abilities:** Intelligence deter- mines how powerful a spell a wizard can cast, how many spells she can cast, and how hard

those spells are to resist (see Spells, below). A high Dexterity score is helpful for a wizard, who typically wears little or no armor, because it provides her with a bonus to Armor Class. A good Constitution score gives a wizard extra

hit points, a resource that she is otherwise very low on.

**Alignment:** Any.

**Hit Die:** d4.

*Mialee*

modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

#### Class Features

All of the following are class features of the wizard.

**Weapon and Armor Proficiency:** Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, 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.

**Spells:** A wizard casts arcane spells (the same type of spells available to sorcerers and bards), which are drawn from the sor- cerer/wizard spell list (page 192). A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level (Int 10 for 0-level spells, Int 11 for 1st-level spells, and so forth). The Difficulty Class for

a saving throw against a wizard’s spell is 10 + the spell level + the

wizard’s Intelligence modifier.

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 3–18: The Wizard. In addition, she receives bonus spells per day if she

has a high Intelligence score (see Table 1–1:

Ability Modifiers and Bonus Spells, page 8).

#### 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 (see M ulticlass Characters later in this chapter). Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

M ost characters have a difficult time casting arcane spells while wearing armor or carrying shields (see Arcane Spell Failure, page 122). The armor restricts the complicated gestures that a wizards or sorcerer must make while casting any spell that has a somatic component (most do). To find the arcane spell failure chance for a wizard or sorcerer wearing a certain type of armor, see Table 7–6: Armor and Shields (page 123).

# 56

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. H owever, they too wear heavier armor ineffectively and must either learn to wear heavier armor via the appropriate Armor Proficiency feat (medium or heavy) or add a class (such as fighter) that grants them such proficiency as a class feature. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

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 prepare or 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. See Chapter 5: Feats for more about metamagic feats such as Still Spell.

Unlike a bard or sorcerer, a wizard may know any number of spells (see Writing a New Spell into a Spellbook, page 179). She must choose and prepare her spells ahead of time by getting a good night’s sleep and spending

1 hour studying her spellbook. While studying, the wizard decides which spells to prepare (see Preparing Wizard Spells, page 177).

**Bonus Languages:** A wizard may substitute Draconic for one of 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.

**Familiar:** A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the accompanying Familiars sidebar for details.

**Scribe Scroll:** At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feats enables

*Nebin [gnome illusionist]*

3–2: Experience and Level-Dependent Benefits, page 22). The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

**Spellbooks:** A wizard must study her spellbook

each day to prepare her spells (see Preparing Wizard Spells, page 177). She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which all

wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, page 57) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has

CHAPTER 3:

CLASSES

(see Table 1–1: Ability Modifiers and

Bonus Spells, page 8), the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. For example, when a wizard attains 5th

her to create magic schools (see Scribe Scroll, page 99, and

Creating Magic Items, page 282 of the *Dungeon Master’s Guide*).

**Bonus Feats:** At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or

Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. (See Chapter 5 for descriptions of feats and their prerequisites.)

These bonus feats are in addition to the feat that a character of any class gets every three levels (as given on Table

level, she can cast 3rd-level spells. At this point, she can add two new 3rd-level spells to her spellbook, or one 2nd-level spell and one 3rd-level spell, or any combination of two spells between 1st and 3rd level. At

any time, a wizard can also add spells found in other wizards’ spellbooks to her own (see Adding Spells to a Wizard’s Spellbook, page

178).

SCHOOL SPECIALIZATION

A school is one of eight groupings of spells, each defined by a common theme, such as illusion or necromancy. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools. Essentially, the wizard gains exceptional mastery over a single school by neglecting the study of other schools.

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school (see Adding Spells to a Wizard’s Spellbook, page 178).

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. For instance, if she chooses to specialize in conjuration, she might decide to give up enchantment and necromancy, or evocation and transmutation. 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 trans-

mutation. Spells that do not fall into any of these schools are called universal spells.

*Abjuration:* Spells that protect, block, or banish. 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 imbue the recipient with some property or

grant the caster power over another being. An enchantment specialist is called an enchanter.

*Evocation:* Spells that manipulate energy or create something from

nothing. 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.



# 57

#### Elf Wizard Starting Package



**Armor:** None (speed 30 ft.).

**Weapons:** Quarterstaff (1d6/1d6, crit ×2, 4 lb., two-handed, bludgeoning).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

CHAPTER 3:

CLASSES

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability** | **Armor Check Penalty** |
| Spellcraft | 4 | Int | — |
| Concentration | 4 | Con | — |
| Knowledge (arcana) | 4 | Int | — |
| Decipher Script | 4 | Int | — |
| H ide (cc) | 2 | Dex | 0 |
| M ove Silently (cc) | 2 | Dex | 0 |
| Search (cc) | 2 | Int | — |
| Spot (cc) | 2 | Wis | — |

**Feat:** Toughness.

School Specialization: None.

**Spellbook:** All 0-level spells; plus *charm person*, *summon monster I*, and *sleep*; plus one of these spells of your choice per point of Intelligence bonus (if any): *cause fear*, *color spray*, *magic missile*, and *silent image*.

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook. Case with 10 crossbow bolts.

**Gold:** 3d6 gp.

EXPERIENCE AND LEVELS

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating monsters and other opponents. The DM assigns XP to the characters at the end of each adventure based on what they have accomplished. Characters accumulate XP from one adventure to another. When a character earns enough XP, he or she attains a new character level (see Table 3–2: Experience and Level-Dependent Benefits, page 22).

Advancing a Level: When your character’s XP total reaches at least the minimum XP needed for a new character level (see Table 3–2), he or she “goes up a level.” For example, when Tordek obtains 1,000 or more XP, he becomes a 2nd-level character. As soon as he accumulates a total of 3,000 XP or higher (2,000 more than he had when he gained 2nd level), he reaches 3rd level. Going up a level provides the character with several immediate benefits (see below).

A character can advance only one level at a time. If, for some extraordinary reason, a character’s XP reward from a single adventure would be enough to advance two or more levels at once, he or she instead advances one level and gains just enough XP to be 1 XP short of the next level. Any excess experience points are not retained. For example, if Tordek has 5,000 XP (1,000 points short of 4th level) and gains 6,000 more, he would normally be at 11,000 XP—enough for 5th level. Instead he attains 4th level, and his XP total stands at 9,999.

Training and Practice: Characters spend time between adventures training, studying, or otherwise practicing their skills. This work consolidates what they learn on adventures and keeps them in top form. If, for some reason, a character can’t practice or train for an extended time, the DM may reduce XP awards or even cause the character to lose experience points.

# 58

### LEVEL ADVANCEMENT

Each character class description includes a table that shows how the class features and statistics increase as a member of that class advances in level. When your character attains a new level, make these changes.

1. **Choose Class:** A typical character has only one class, and when he or she attains a new level, it is a new level in that class. If your character has more than one class or wants to acquire a new class, you choose which class goes up one level. The other class or classes stay at the previous level. (See Multiclass Characters, page 59.)
2. **Base Attack Bonus:** The base attack bonus for fighters, barbarians, rangers, and paladins increase by 1 every level. The base attack bonus for other characters increases at a slower rate. If your character’s base attack bonus changes, record it on your character sheet.
3. **Base Save Bonuses:** Like base attack bonuses, base save bonuses improve at varying rates as characters increase in level. Check your character’s base save bonuses for the class that has advanced in level to see if any of them have increased by 1. Some base save bonuses increase at every even-numbered level; others increase at every level divisible by three.
4. **Ability Score:** If your character has just attained 4th, 8th, 12th, 16th, or 20th character level, choose one of his or her ability scores and raise it by 1 point. (It’s okay for a score to go above 18.) It’s the overall character level, not the class level, that counts for this adjustment.

If your character’s Constitution modifier increases by 1 (see Table 1–1: Ability Modifiers and Bonus Spells, page 8), add +1 to his or her hit point total for every character level below the one just attained. For example, if you raise your character’s Constitution from 11 to 12 at 4th level, he or she gets +3 hit points (one each for 1st, 2nd, and 3rd levels). Add these points before rolling for hit points (the next step).

1. **Hit Points:** Roll a Hit Die, add your character’s Constitution modifier, and add the total roll to his or her hit points. Even if the character has a Constitution penalty and the roll was so low as to yield a result of 0 or fewer hit points, always add at least 1 hip point upon gaining a new level.
2. **Skill Points:** Each character gains skill points to spend on skills as detailed in the appropriate class description. For class skills, each skill point buys 1 rank, and a character’s maximum rank in the skill is his or her character level +3. For cross-class skills, each skill point only buys 1/2 rank, and the maximum rank in the skill is one- half that of a class skill (don’t round up or down). See Table 3–2: Experience and Level-Dependent Benefits, page 22.

If you have been “maxing out” a skill (putting as many skill points into it as possible), you don’t have to worry about calculating your maximum rank with it. At each new level, you can always assign 1 skill point—and just 1—to any skill that you’re maxing out. (If it’s a cross-class skill, this point buys 1/2 rank.)

Remember that you buy skills based on the class you have advanced in, so that only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you may have levels in.

Your character’s Intelligence modifier affects the number of skill points he or she gets at each level (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). This rule represents an intelligent character’s ability to learn faster over time. Use your character’s current Intelligence score, including all permanent changes (such as inherent bonuses, ability drains, or an Intelligence increase gained at step 4, above) but not any temporary changes (such as ability damage, or enhancement bonuses gained from spells or magic items, such as a *headband of intellect*), to determine the number of skill points you gain.

1. **Feats:** Upon attaining 3rd level and at every third level thereafter (6th, 9th, 12th, 15th, and 18th level), the character gains one feat of your choice (see Table 5–1: Feats, page 90). The character must meet any prerequisites for that feat in order to select it. As with ability score increases, it is the overall character level, not the class level, that determines when a character gets a new feat.



1. **Spells:** Spellcasting characters gain the ability to cast more spells as they advance in levels. Each class description for a spell- casting class includes a Spells per Day section (on the class table) that shows the base number of spells (without bonus spells for high ability scores) of a given spell level that a character can cast at each class level. See your character’s class description in this chapter for details.
2. **ss Features:** Check your character’s class description in this chapter for any new capabilities your character may receive. Many characters gain special attacks or new special powers as they advance in levels.

MULTICLASS CHARACTERS

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

### CLASS AND LEVEL FEATURES

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

**Level:** “Character level” is a character’s total number of levels. It is used to determine when feats and ability score boosts are gained, as noted on Table 3–2: Experience and Level-Dependent Benefits (page 22).

“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. For example, Lidda the halfling began as a rogue and attained 4th level, then added levels of wizard at her next two level advancements. As a 4th-level rogue/2nd-level wizard, her total hit points are 6 + 1d6 + 1d6 + 1d6 + 1d4 + 1d4.

**Base Attack Bonus:** Add the base attack bonuses acquired for each class to get the character’s base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks. Find the character’s base attack bonus on Table 3–1: Base Save and Base Attack Bonuses (page 22) to see how many additional attacks the character gets and at what bonuses. For instance, a 6th-level rogue/4th-level wizard would have a base attack bonus of +6 (+4 for the rogue class and +2 for the wizard class). A base attack bonus of +6 allows a second attack with a bonus of +1 (given as +6/+1 on Table 3– 1), even though neither the +4 from the rogue levels nor the +2 from the wizard levels normally allows an extra attack.

**Saving Throws:** Add the base save bonuses for each class together. A 7th-level rogue/4th-level wizard has a +3 base save bonus on Fortitude saving throws (+2 as a 7th-level rogue and +1 as a 4th- level wizard), a +6 on Reflex saving throws (+5 and +1), and a +6 on Will saving throws (+2 and +4).

**Skills:** If a skill is a class skill for any of a multiclass character’s classes, then character level determines a skill’s maximum rank. (The maximum rank for a class skill is 3 + character level.)

If a skill is not a class skill for any of a multiclass character’s classes, the maximum rank for that skill is one-half the maximum for a class skill.

For example, a 7th-level rogue/4th-level wizard (an 11th-level character) can have as many as 14 ranks in any skill that is a class skill for rogues or wizards. That same character can have as many as 7 ranks in any skill that is not a class skill for rogues or wizards.

**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. (*Exception:* A character who acquires the barbarian class does not become illiterate.) Some class features don’t work well with the skills or class features of other classes. For example, although rogues are proficient with light armor, a rogue/wizard still has an arcane spell failure chance if wearing armor.

CHAPTER 3:

CLASSES

In the special case of turning undead, both clerics and experi- enced paladins have the same ability. If the character’s paladin level is 4th or higher, her effective turning level is her cleric level plus her paladin level minus 3. Thus a 5th-level paladin/4th-level cleric turns undead as a 6th-level cleric.

In the special case of uncanny dodge, both experienced bar- barians and experienced rogues have the same ability. When a barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it. Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her. For example, a 2nd-level barbarian/4th-level rogue could only be flanked by a rogue of at least 10th level.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar’s natural armor, Intelligence score, and special abilities.

**Feats:** A multiclass character gains a feat every three character

levels, regardless of individual class level (see Table 3–2: Experience and Level Dependent Benefits, page 22).

**Ability Increases:** A multiclass character increases one ability score by 1 point every four character levels, regardless of individual class level (see Table 3–2: Experience and Level Dependent Benefits, page 22)..

**Spells:** The character gains spells from all of his or her spell- casting classes. Thus, an experienced ranger/druid may have access to the spell *protection from elements* both as a ranger and as a druid. Since the spell’s effect is based on the class level of the caster, the player must keep track of whether the character is preparing and casting *protection from elements* as a ranger or as a druid.

### ADDING A SECOND CLASS

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. (A character can’t gain 1st level in the same class more than once, even if this would allow him or her to select different class features, such as a different set of domains for a cleric.) The DM may restrict the choices available based on the way he or she handles classes, skills, experience, and training. For instance, the character may need to find a tutor to teach him or her the ways of the new class. Additionally, the DM may require the player to declare what class the character is “working on” before he or she makes the jump to the next level, so the character has time to practice new skills.

The character gains the 1st-level base attack bonuses, base save bonuses, class skills, weapon proficiency, armor and shield pro- ficiencies, spells, and other class features of the new class, hit points of the appropriate Hit Die type, and the new class’s number of skill points gained at each additional level (not that number × 4, as is the case for a 1st level character).

Picking up a new class is not exactly the same as starting a char- acter in that class. Some of the benefits a 1st-level character gains

# 59

(such as four times the usual number of skill points) represent the advantage of training while the character was young and fresh, with lots of time to practice. When picking up a new class, a character does not receive the following starting bonuses given to characters who begin their careers in that class:

* Maximum hit points from the first Hit Die.
* Quadruple the per-level skill points.
* Starting equipment.
* Starting gold.

CHAPTER 3:

CLASSES

### ADVANCING A LEVEL

A multiclass character who attains a new level either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character advances a level in a current class, he or she gets all the standard benefits that a character normally receives for attaining that level in that class: more hit points, possible bonuses on attack rolls, Armor Class and saving throws (depending on the class and the new level), possible new class features (as defined by the class), possible new spells, and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in (see Table 4–1: Skill Points per Level, page 62). Skills purchased from Table 4–2: Skills are purchased at the cost appropriate for that class.

Rules for characters beyond 20th level (including multiclass characters beyond 20th level) are covered in the *Dungeon Master’s Guide*.

### XP FOR MULTICLASS CHARACTERS

Developing and maintaining skills and abilities in more than one class is a demanding process. Depending on the character’s class levels and race, he or she might or might not suffer an XP penalty.

**Even Levels:** If your multiclass character’s classes are nearly the same level (all within one class level of each other), then he or she can balance the needs of the multiple classes without penalty. For instance, a 4th-level wizard/3rd-level rogue takes no penalty, nor does a 2nd-level fighter/2nd-level wizard/3rd-level rogue.

**Uneven Levels:** If any two of your multiclass character’s classes are two or more levels apart, the strain of developing and maintaining different skills at different levels takes its toll. Your multiclass character suffers a –20% penalty to XP for each class that is not within one level of his or her highest-level class. These penalties apply from the moment the character adds a class or raises a class’s level too high. For instance, a 4th-level wizard/3rd-level rogue gets no penalty, but if that character raises his wizard level to 5th, then he takes the –20% penalty from that point on until his levels were nearly even again.

**Races and Multiclass XP:** A favored class (see the individual race entries in Chapter 2: Races) does not count against the char- acter for purposes of the –20% penalty to XP. In such cases, calculate the XP penalty as if the character did not have that class. For instance, Bergwin is an 11th-level gnome character (a 9th-level rogue/2nd-level bard). He takes no penalty to his XP because he has only one nonfavored class. (Bard is favored for gnomes.) Suppose he then attains 12th level and adds 1st level as fighter to his classes, becoming a 9th-level rogue/2nd-level illusionist/1st-level fighter. He then takes a –20% XP penalty on future XP he earns because his fighter level is so much lower than his rogue level. Were he awarded 1,200 XP for an adventure, he would receive only 80% of that amount, or 960 XP. If he thereafter rose to 13th level and picked up

a fourth class (by adding 1st-level cleric, for example), he would take a –40% XP penalty from then on.

As a second example, consider a dwarf 7th-level fighter/2nd-level cleric. This character takes no penalty because his fighter class is favored for dwarves and thus not counted when determining whether his classes are even. Nor does he take any penalty for adding 1st-level rogue to the mix, since his cleric and rogue classes are only one level apart. In this case, cleric counts as the character’s highest class.

A human’s or half-elf’s highest-level class is always considered his or her favored class.

### HOW MULTICLASSING WORKS

Lidda, a 4th-level halfling rogue, decides to expand her repertoire by learning some wizardry. She locates a mentor who teaches her the ways of a wizard, and she spends a lot of time looking over the shoulder of Mialee, her party’s wizard, while the latter prepares her spells each morning. When Lidda amasses 10,000 XP, she becomes a 5th-level character. Instead of becoming a 5th-level rogue, however, she becomes a 4th-level rogue/1st-level wizard. Now, instead of gaining the benefits of attaining a new level as a rogue, she gains the benefits of becoming a 1st-level wizard. She gains a wizard’s Hit Die (d4), a 1st-level wizard’s +2 bonus on Will saves, and 4 skill points (2 for one wizard level and +2 for her Intelligence score of 14) that she can spend as a wizard. These benefits are added to the scores she already had as a rogue. Her base attack bonus, Reflex save bonus, and Fortitude save bonus do not increase because these numbers are +0 for a 1st-level wizard. She gains a 1st-level wizard’s beginning spellbook and spells per day. Her rogue skills and sneak attack capability, however, do not improve. She could spend some of her 4 skill points to improve her rogue skills, but, since they would be treated as cross-class skills for a wizard, these skill points would each buy only one-half rank. (The exceptions are any Craft or Profession skills she may have, since Craft and Profession are class skills for both the rogue and the wizard.)

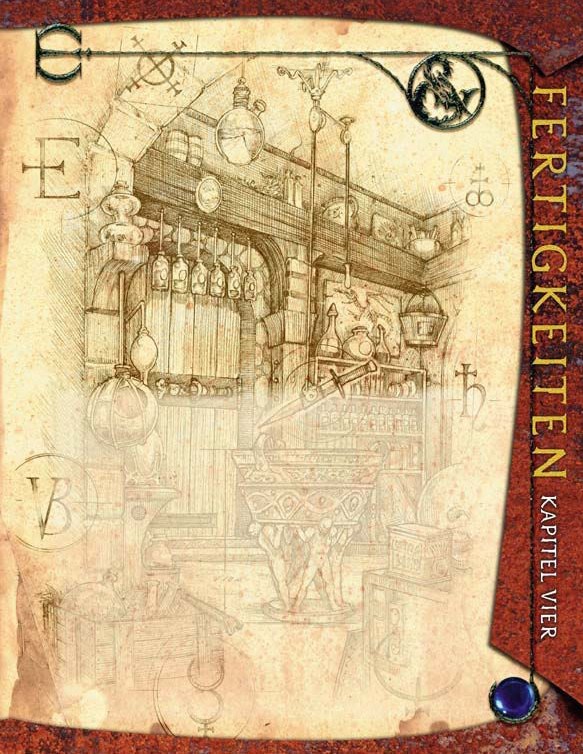
On reaching 15,000 XP, she becomes a 6th-level character. She decides she’d like to continue along the wizard path, so she increases her wizard level instead of her rogue level. Again she gains the wizard’s benefits for attaining a new level rather than the rogue’s. As a 2nd-level wizard, she gains another d4 Hit Die, her base attack bonus and Will save bonus each go up by +1, she gains 4 more skill points, and she can now prepare another 0-level spell and another 1st-level spell each day (as noted on Table 3–18: The Wizard). Additionally, as a 6th-level character overall she gets her third feat (as per Table 3–2: Experience and Level-Dependent Benefits, page 22).

At this point, Lidda is a 6th-level character: a 4th-level rogue/2nd- level wizard. She casts spells as a 2nd-level wizard does, and she sneak attacks as a 4th-level rogue does. Her combat skill is a little better than a 4th-level rogue’s would be, because she has learned something about fighting during her time as a wizard. (Her base attack bonus went up +1 when she became a 2nd-level wizard.) Her base Reflex save bonus is +4 (+4 from her rogue class and +0 from her wizard class), better than a 6th-level wizard’s but not as good as a 6th-level rogue’s. Her base Will save bonus is +4 (+1 from her rogue class and +3 from her wizard class), better than a 6th-level rogue’s but not as good as a 6th-level wizard’s.

At each new level, Lidda must decide whether to increase her rogue level or her wizard level. Of course, if she really wants to have diverse abilities, she could even acquire a third class—maybe fighter.



# 60



idda the rogue can walk quietly up to a door, put her ear to it, and hear the troglodyte priest on the other side casting a spell on his pet crocodile. If Jozan the cleric were to try the same thing, he’d make so much noise that the troglodyte would hear him. Jozan could, however, identify the spell that the

evil priest is casting. Actions such as these rely on the skills that characters have (in this case, Move Silently, Listen, and Spellcraft).

## SKILLS SUMMARY

A character’s skills represent a variety of abilities. As a character advances in level, he or she gets better at using some or all of her skills.

**Getting Skills:** A character gets a base allotment of 2, 4, 6, or 8 skill points for each new level, depending on the class to which that level was added. If the character gaining his or her 1st character level overall (that is, gaining his or her first level in any class), add his or her Intelligence modifier to the base skill point allotment for the class and multiply the total by four; then add an extra 4 points of the character is human.

If you buy a class skill (such as Listen for a rogue or Spellcraft for a cleric), your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes’ skills (cross-class skills), you get 1/2 rank per skill point. Your maximum rank in a class skill is your character level + 3. Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

**Using Skills:** To make a skill check, roll:

1d20 + skill modifier

**(Skill modifier = skill rank + ability modifier**

**+ miscellaneous modifiers)**

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you’re trying to match or exceed a certain Difficulty Class (DC), or you’re trying to beat another character’s check result. For instance, to sneak quietly past a guard, Lidda needs to beat the guard’s Listen check result with her own Move Silently check result.

**Skill Ranks:** A character’s number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

**Ability Modifier:** The ability modifier used in a skill check is the modifier for the skill’s key ability (the ability associated with the skill’s use). The key ability of each skill is noted in its description and on Table 4–2: Skills.

**Miscellaneous Modifiers:** Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

## ACQUIRING SKILL RANKS

Ranks indicate how much training or experience your character has with a given skill. Each of his or her skills has a rank, from 0 (for a skill in which your character has no training at all) to a number equal to 3 + character level (for a character who has increased a skill to its maximum

rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be.

# 61

Ranks tell you how proficient your are and reflect your training in a given skill. In general, while anyone can get a lucky roll, a character with, say, 10 ranks in a given skill has a higher degree of training and expertise in that skill than a character with 9 ranks or fewer.

The class starting packages in Chapter 3 provide an easier way to select 1st-level skills, because they assume that you max out (increase to maximum rank) each skill you buy and because they provide a shorter list from which to choose. Although selecting skills from a starting package feels very different from buying them rank by rank, your character winds up spending the same number of skill points no matter which way you select 1st-level skills.

CHAPTER 4:

SKILLS

The Skills paragraph on page 59 covers the skill acquisition rules for multiclass characters.

**Table 4–1: Skill Points per Level**

|  |  |  |
| --- | --- | --- |
| **Class** | **1st-level**  **Skill Points1** | **Higher-level**  **Skill Points2** |
| Barbarian | (4 + Int modifier) × 4 | 4 + Int modifier |
| Bard | (6 + Int modifier) × 4 | 6 + Int modifier |
| Cleric | (2 + Int modifier) × 4 | 2 + Int modifier |
| Druid | (4 + Int modifier) × 4 | 4 + Int modifier |
| Fighter | (2 + Int modifier) × 4 | 2 + Int modifier |
| M onk | (4 + Int modifier) × 4 | 4 + Int modifier |
| Paladin | (2 + Int modifier) × 4 | 2 + Int modifier |
| Ranger | (6 + Int modifier) × 4 | 6 + Int modifier |
| Rogue | (8 + Int modifier) × 4 | 8 + Int modifier |
| Sorcerer | (2 + Int modifier) × 4 | 2 + Int modifier |
| Wizard | (2 + Int modifier) × 4 | 2 + Int modifier |

1 H umans add +4 to this total at 1st level. 2 H umans add +1 each level.

### ACQUIRING SKILLS AT 1ST LEVEL

Follow these two steps to pick skills for your 1st-level character:

* 1. termine the number of skill points your character gets. This number depends on his or her class and Intelligence modifier, as shown on Table 4–1: Skill Points per Level. For example, Lidda is a 1st-level halfling rogue with an Intelligence score of 14 (+2 Int modifier). At the start of play, she has 40 skill points to spend (8 + 2 = 10, 10 × 4 = 40).

A character gets at least 4 skill points (1 × 4 = 4) at 1st level, even if he or she has an Intelligence penalty.

A human gets 4 extra skill points as a 1st-level character. A human character with the same class and Intelligence modifier as Lidda would have 44 skill points at the start of play.

* 1. end the skill points. Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character’s class skill list. Each skill point you spend on a cross-

class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character’s class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) Your maximum rank in a class skill is 4. In a cross-class skill, it’s 2.

Table 4–2: Skills shows all the skills and indicates which are class skills and which are cross-class skills for each class.

Spend all your skill points. You can’t save them to spend later.

### SKILLS AT HIGHER LEVELS

When your character attains a new level, follow these steps to gain new skills and improve those he or she already has:

1. Determine the number of skill points your character gets. See Table 4–1: Skill Points per Level.

A character gets at least 1 skill point at each new level, even if he or she has an Intelligence penalty.

A human gets 1 extra skill point per level.

2. You can improve any class skill that you’ve previously maxed out by 1 rank or any cross-class skill that you’ve previously maxed out by 1/2 rank.

3. If you have not maxed out a skill, you can spend extra skill points on it and increase its rank further.

First, find out what your character’s maximum rank in that skill is. If it’s a class skill, the maximum rank is the character’s new level +

1. If it’s a cross-class skill, the maximum rank is half of that number

(do not round up or down).

You may spend the number of skill points it takes to max out the skill, provided that you have that many skill points to spend.

1. If you want to pick up a new skill for your character, you can spend skill points equal to his or her character level +3. These skill points buy 1 rank each if the new skill is a class skill or 1/2 rank each if it’s a cross-class skill.

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class for any of your classes, your maximum rank equals your total character level +3.

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.

#### CHARACTER SKILLS



When you create your character, you will probably only be able to purchase ranks in a handful of skills. It may not seem as though you have as many skills as real people do— but the skills on your character sheet don’t actually define everything your character can do.

Your character may have solid familiarity with many skills, without having the actual training that grants skill ranks. Knowing how to strum a few chords on a lute or clamber over a low fence doesn’t really mean you have ranks in Perform or Climb. Ranks in those skills represent training beyond everyday use— the ability to impress an audience with a wide repertoire of songs on the lute, or to successfully scale a 100-foot-high cliff face.

So how do normal people get through life without ranks in a lot of skills? For starters, remember that not every use a skill requires a skill

# 62

check. Performing routine tasks in normal situations is generally so easy that no check is required. And when a check might be called for, the DC of most mundane tasks rarely exceeds 10, let alone 15. In day-to-day life, when you don’t have enemies breathing down your neck and your life depending on success, you can take your time and do things right— making it easy, even without any ranks in the requisite skill, to succeeed (see Checks without Rolls, page 65).

You’re always welcome to assume that your character is familiar with— even good at, as far as everyday tasks go— many skills beyond those for which you actually gain ranks. The skills you buy ranks in, however, are those with which you have truly heroic potential.

##### Table 4–2: Skills

**Key**

**Skill Bbn Brd Clr Drd Ftr Mnk Pal Rgr Rog Sor Wiz Untrained Ability** Appraise • • • • • • • • • Yes Int Balance • • • • • • • • Yes Dex1 Bluff • • • • • • • • Yes Cha Climb • • • • • Yes Str1 Concentration • • • Yes Con Craft Yes Int Decipher Script • • • • • • • • No Int Diplomacy • • • • • Yes Cha Disable Device • • • • • • • • • • No Int Disguise • • • • • • • • • Yes Cha Escape Artist • • • • • • • • Yes Dex1 Forgery • • • • • • • • • • Yes Int Gather Information • • • • • • • • • Yes Cha H andle Animal • • • • • • No Cha H eal • • • • • • • Yes Wis H ide • • • • • • • Yes Dex1 Intimidate • • • • • • • • Yes Cha Jum p • • • • • Yes Str1 Knowledge (arcana) • • • • • • No Int Knowledge (architecture • • • • • • • • • No Int

CHAPTER 4:

SKILLS

and engineering)

Knowledge (dungeoneering) • • • • • • • • No Int Knowledge (geography) • • • • • • • • No Int Knowledge (history) • • • • • • • • No Int Knowledge (local) • • • • • • • • No Int Knowledge (nature) • • • • • • • No Int Knowledge (nobility • • • • • • • • No Int

and royalty)

Knowledge (religion) • • • • • • No Int Knowledge (the planes) • • • • • • • • No Int Listen • • • • • Yes Wis M ove Silently • • • • • • • Yes Dex1 Open Lock • • • • • • • • • • No Dex Perform • • • • • • • • Yes Cha Profession • • No Wis Ride • • • • • • Yes Dex Search • • • • • • • • • Yes Int Sense M otive • • • • • • • Yes Wis Sleight of H and • • • • • • • • • No Dex1 Speak Language • • • • • • • • • • No None Spellcraft • • • • • • No Int Spot • • • • • • • Yes Wis Survival • • • • • • • • Yes Wis Swim • • • • Yes Str2 Tumble • • • • • • • • No Dex1 Use M agic Device • • • • • • • • • No Cha Use Rope • • • • • • • • • Yes Dex 1 Armor check penalty applies to checks. Class skill

2 Double the normal armor check penalty applies to checks. • Cross-class skill

### SKILL CHECKS



A skill check takes into account a character’s training (skill rank), natural talent (ability modifier), 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. For instance, a character who has the Skill Focus feat (page

100) related to a certain skill gets a +3 bonus on all checks involving that skill.

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 ability modifier for that skill’s key ability, 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 automatic success, and a natural roll of 1 is not an automatic failure.

#### Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the DM (using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed. For example, climbing the outer wall of a ruined tower may have a DC of

1. For your character to climb the wall, you must get a result of 15 or better on a Climb check. A Climb check is 1d20 + Climb ranks (if any) + Strength modifier + any other modifiers that apply. Table 4–3: Difficulty Class Examples shows some example DCs for skill checks.

# 63

##### Table 4–3: Difficulty Class Examples

**Difficulty (DC) Example (Skill Used)**

Very easy (0) Notice something large in plain sight (Spot) Easy (5) Climb a knotted rope (Climb)

Average (10) H ear an approaching guard (Listen)

Tough (15) Rig a wagon wheel to fall off (Disable Device) Challenging (20) Swim in stormy water (Swim)

Formidable (25) Open an average lock (Open Lock) H eroic (30) Leap across a 30-foot chasm (Jum p)

Nearly Track a squad of orcs across hard ground impossible (40) after 24 hours of rainfall (Survival)

CHAPTER 4:

SKILLS

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.

For example, to sneak up on someone, you make a Move Silently check. Anyone who might hear you can make a Listen check to react to your presence. For the opponent to hear you, his or her Listen check result must equal or exceed your Move Silently check result.

##### Table 4–4: Example Opposed Checks

**Skill Opposing Skill**

**Task (Key Ability) (Key Ability)**

Con someone Bluff (Cha) Sense M otive (Wis) Pretend to be someone Disguise (Cha) Spot (Wis)

else

Create a false map Forgery (Int) Forgery (Int) H ide from someone H ide (Dex) Spot (Wis) M ake a bully back down Intimidate (Cha) Special1 Sneak up on someone M ove Silently (Dex) Listen (Wis) Steal a coin pouch Sleight of H and (Dex) Spot (Wis)

Tie a prisoner securely Use Rope (Dex) Escape Artist (Dex) 1 An Intimidate check is opposed by the target’s level check, not a skill

check. See the Intimidate skill description, page 76, for more information.

#### 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 par- ticular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

For example, if Lidda the rogue misses an Open Lock check, she can try again and keep trying. If, however, a trap in the lock goes off if she misses an Open Lock check by 5 or more, then failure has its own penalties.

Similarly, if Lidda misses a Climb check, she can keep trying, but if she misses by 5 or more, she falls (after which she can get up and try again).

If Tordek has negative hit points and is dying, Lidda can make an untrained Heal check to make him stable. If the check fails, Tordek probably loses another hit point, but Lidda can try again in the next round.

If a skill carries no penalties for failure, you can take 20 and assume that you go at it long enough to eventually succeed even- tually (see Checks without Rolls, page 65).

#### 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 ability, are applied to the check.

Many skills can be used only by someone who is trained in them. If you don’t have Spellcraft, for example, you just don’t know enough about magic even to attempt to identify a spell, regardless of your class, ability scores, or experience level. Skills that cannot be used untrained are indicated by a “No” in the Untrained column on Table 4–2: Skills.

For example, Krusk the barbarian’s 4 ranks in Climb make his Climb check results 4 points higher than they otherwise would be, but even Gimble the bard, with no Climb ranks, can make a Climb check because Climb can be used untrained. Gimble has a skill modifier of –1 (+0 for his Strength, –1 for armor), but he can give it a try. However, Gimble’s ranks in Use Magic Device let him do something that he otherwise couldn’t do at all—namely, use a magic item as if he had a particular spell on his class spell list that he actually doesn’t have. Krusk, with no ranks in the skill, can’t make a Use Magic Device check even at a penalty because Use Magic Device can’t be used untrained.

#### 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. It’s one thing for Krusk, with his Survival skill, to hunt down enough food to eat while he’s camping for the day in the middle of a lush forest, but foraging for food while travelling across a barren desert is an entirely different matter.

The DM can alter the chance of success in four ways to take into account exceptional circumstances.

* 1. Give the skill user a +2 circumstance bonus to represent con- ditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts, page 65), or possessing unusually accurate infor- mation.
  2. Give the skill user a –2 circumstance penalty to represent 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.

#### ACCESS TO SKILLS



The rules assume that a character can find a way to learn any skill. For instance, if Jozan wants to learn Profession (sailor), nothing in the rules exists to stop him. H owever, the DM is in charge of the world and makes

# 64

all the decisions about where one can learn certain skills and where one can’t. While Jozan is living in a desert, for example, the DM can decide that he has no way of learning to be a sailor. It’s up to the DM to say whether a character can learn a given skill in a given setting.

For example, Gimble the bard wants to entertain a band of dwarves who are staying at the same inn where he and his party are staying. Before playing his lute, Gimble listens to the dwarves’ drinking songs so he can judge their mood. Doing so improves his performance, giving him a +2 circumstance bonus on his check. His player rolls a 5 and adds +9 for his skill modifier (4 ranks, +3 Charisma modifier, and +2 for his impromptu research). His result is



14. The DM sets the DC at 15. However, the dwarves are in a good mood because they have recently won a skirmish with orc bandits, so the DM reduces the DC to 13. (Gimble’s performance isn’t better just because the dwarves are in a good mood, so Gimble doesn’t get a bonus to add into his skill modifier. Instead, the DC goes down.) The leader of the dwarven band, however, has heard that a gnome spy works for the bandits, and he’s suspicious of Gimble. The DC to entertain him is higher than normal: 17 instead of 15. Gimble’s skill check result (14) is high enough to entertain the dwarves (DC 13) but not their leader (DC 17). The dwarves applaud Gimble and offer to buy him drinks, but their leader eyes him suspiciously.

#### 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 (see Action Types, page 138). 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. The distance you jump when making a Jump check, for example, is part of your movement. Each skill description specifies the time required to make a check.

#### Practically Impossible Tasks

Sometimes you want to do something that seems practically impossible. In general, a task considered practically impossible has a DC of 40, 60, or even higher (or it carries a modifier of +20 or more to the DC).

Practically impossible tasks are hard to delineate ahead of time. They’re the accomplishments that represent incredible, almost logic-defying skill and luck. Picking a lock by giving it a single, swift kick might entail a +20 modifier to the DC; swimming up a waterfall could require a Swim check against DC 80; and balancing on a fragile tree branch might have a DC of 90.

The DM decides what is actually impossible and what is merely practically impossible. Characters with very high skill modifiers are capable of accomplishing incredible, almost unbelievable tasks, just as characters with very high combat bonuses are.

#### 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 dis- tracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Dis- tractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure —you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn’t help (such as using Climb to ascend a knotted rope, or using Heal to give a wounded PC long-term care).

For example, Krusk the barbarian has a Climb skill modifier of +6 (4 ranks, +3 Strength modifier, –1 penalty for wearing studded

leather armor). The steep, rocky slope he’s climbing has a Climb DC of 10. With a little care, he can take 10 and succeed automatically. But partway up the slope, a goblin scout begins pelting him with sling stones. Krusk needs to make a Climb check to get up to the goblin, and this time he can’t simply take 10. If his player rolls 4 or higher on 1d20, he succeeds.

**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. 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 (for instance, a Disable Device check to disarm a trap), your character would automatically incur those penalties before he or she could complete the task (in this case, the character would most likely set off the trap). Common “take 20” skills include Escape Artist, Open Lock, and Search.

CHAPTER 4:

SKILLS

For example, Krusk comes to a cliff face. He attempts to take 10, for a result of 16 (10 plus his +6 skill modifier), but the DC is 20, and the DM tells him that he fails to make progress up the cliff. (His check is at least high enough that he does not fall.) Krusk cannot take 20 because there is a penalty associated with failure (falling, in this case). He can try over and over, and eventually he may succeed, but he might fall one or more times in the process. Later, Krusk finds a cave in the cliff and searches it. The DM sees in the Search skill description that each 5-foot-square area takes a full-round action to search, and she secretly assigns a DC of 15 to the attempt. She estimates that the floors, walls, and ceiling of the cave make up about ten 5-foot squares, so she tells Krusk’s player that it takes 1 minute (10 rounds) to search the whole cave. Krusk’s player gets a result of 12 on 1d20, adds no skill ranks because Krusk doesn’t have the Search skill, and adds –1 because that is Krusk’s Intelligence modifier. His roll fails. Now the player declares that Krusk is going to search the cavern high and low, taking as long as it takes. The DM takes the original time of 1 minutes and multiplies it by 20, for 20 minutes. That’s how long it takes for Krusk to search the whole cave in exacting detail. Now Krusk’s player treats his roll as if it were 20, for a result of 19. That’s good enough to beat the DC of 15, and Krusk finds an old, bronze key discarded under a loose rock.

**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 (such as when casting *dispel magic* or attempting to overcome spell resistance).

### COMBINING SKILL ATTEMPTS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

#### Individual Events

Often, several characters attempt some action and each succeeds or fails independently.

For example, Krusk and each of his friends needs to climb a slope if they’re all to get to the top. Regardless of Krusk’s roll, the other characters need successful checks, too. Every character makes a skill check.

#### Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are

# 65

helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can’t take 10 on a skill check to aid another.) In many cases, a character’s help won’t be beneficial, or only a limited number of characters can help at once. The DM limits cooperation as he or she sees fit for the given conditions.

For instance, if Krusk has been badly wounded and is dying, Jozan can try a Heal check to keep him from losing more hit points. One other character can help Jozan. If the other character makes a Heal check against DC 10, then Jozan gets a +2 circumstance bonus on the Heal check he makes to help Krusk. The DM rules that two characters couldn’t help Jozan at the same time because a third person would just get in the way.

CHAPTER 4:

SKILLS

In cases where the skill restricts who can achieve certain results (such as with Disable Device, Search, and Survival), you can’t aid another to grant a bonus to a task that your character couldn’t achieve alone. For instance, a character who doesn’t have the trapfinding class feature can’t use Search to help a rogue find a magic trap, since the helper couldn’t attempt to find the magic trap on his own.

Your DM may limit certain synergies if desired, or he may add more synergies for specific situations.

### 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 ability modifier. Essentially, you’re making an untrained skill check. The DM assigns a Difficulty Class, or sets up an opposed check when two characters are engaged in a contest using one ability score or another. The initiative check in combat, for example, is essentially a Dexterity check. The character who rolls highest goes first.

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. When two characters arm wrestle, for example, the stringer character simply wins. In the case of identical scores, roll a die.

##### Table 4–6: Example Ability Checks

**Task Key Ability**

1

Skill Synergy

Breaking open a jammed or locked door

Strength

It’s possible for a character to have two skills that work well together, such as someone with both Jump and Tumble. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description and on Table 4–5: Skill Synergies. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.



##### Table 4–5: Skill Synergies

**5 or more ranks in… Gives a +2 bonus on…**

Bluff Diplomacy checks

Bluff Disguise checks to act in character

Bluff Intimidate checks

Bluff Sleight of H and checks

Craft related Appraise checks

Decipher Script Use M agic Device checks involving scrolls Escape Artist use Rope checks involving bindings

H andle Animal Ride checks

H andle Animal wild empathy checks (class feature) Jum p Tumble checks

Knowledge

(arcana) Spellcraft checks

(architecture and Search checks involving secret doors and engineering) similar compartments

(dungeoneering) Survival checks when underground (geography) Survival checks to keep from getting lost

or for avoiding hazards

(history) bardic knowledge checks (class feature)

(local) Gather Information checks

(nature) Survival checks in aboveground natural environments

(nobility and royalty) Diplomacy checks

(religion) checks to turn or rebuke undead (class feature) (the planes) Survival checks when on other planes

Search Survival checks when following tracks

Sense M otive Diplomacy checks

Spellcraft Use M agic Device checks involving scrolls

Survival Knowledge (nature) checks

Tumble Balance checks

Tumble Jum p checks

Use M agic Device Spellcraft checks to decipher spells on scrolls Use Rope Climb checks involving climbing ropes

Use Rope Escape Artist checks involving ropes

# 66

Threading a needle Dexterity

H olding one’s breath Constitution

Navigating a maze Intelligence Recognizing a stranger you’ve seen before Wisdom Getting oneself singled out in a crowd Charisma

1 See page 165 for information on breaking down doors and smashing objects.

## SKILL DESCRIPTIONS

This section describes each skill, including common uses and typ- ical modifiers. Characters can sometimes use skills for purposes other than those noted here. For example, you might be able to impress a bunch of riders by making a Ride check.

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. *Exception:* Speak Language has “None” as its key ability because the use of this skill does not require a 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.



**Synergy:** Some skills grant a bonus to the use of one or more

other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4–5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

**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 rank 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”).

APPRAISE (INT)

Use this skill to tell an antique from old junk, a sword that’s old and fancy from an elven heirloom, and high-quality jewelry from cheap stuff made to look good.

**Check:** You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150%. The DM secretly rolls a 2d6+3, multiplies the result by 10%, multiplies the actual value by that percentage, then tells you the resulting value for the item. (For a common or well-known item, your chance of estimating the value within 10% is fairly high even if you fail the check—in such a case, you made a lucky guess.)

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item’s value.

A magnifying glass (page 130) gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant’s scale (page 130) gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses

stack.

**Action:** Appraising an item takes 1 minute (ten consecutive full-round actions).

**Try Again:** No. You can- not try again on the same object, regardless of success.

**Special:** A dwarf gets a +2 racial bonus on Appraise checks that are related to

stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

The master of a raven familiar (see the Familiars sidebar, page 52) gains a +3 bonus on Appraise checks.

A character with the Diligent feat gets a +2 bonus on Appraise checks.

**Synergy:** If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill (see Craft, page 70).

**Untrained:** For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

BALANCE (DEX; ARMOR CHECK PENALTY)

You can keep your balance while walking on a tightrope, a narrow beam, a slippery ledge, or an uneven floor.

**Check:** You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can’t move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

**Narrow Surface Balance DC1 Difficult Surface Balance DC1**

CHAPTER 4:

SKILLS

7–12 inches wide 10 Uneven flagstone 102

2–6 inches wide 15 H ewn stone floor 102

Less than 2 inches wide 20 Sloped or angled floor 102

1 Add modifiers from Narrow Surface M odifiers, below, as appropriate. 2 Only if running or charging. Failure by 4 or less means the character

can’t run or charge, but may otherwise act normally.

**Narrow Surface Modifiers**

**Surface DC Modifier1**

Lightly obstructed (scree, light rubble) +2 Severely obstructed (natural cavern floor, dense rubble) +5 Lightly slippery (wet floor) +2

Severely slippery (ice sheet) +5

Sloped or angled +2

1 Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

*Being Attacked while Balancing:* You are considered flat-footed while balancing, since you can’t move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren’t considered flat-footed while balancing. If you take damage while balancing, you must

make another Balance check against the same DC to remain standing.

*Accelerated Movement:* You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full

speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof ) that you charge.

**Action:** None. A Balance check doesn’t require an action; it is made as part of another action or as a reaction to

a situation.

**Special:** If you have the Agile feat, you get a +2 bonus on Balance

checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

BLUFF (CHA)

You can make the outrageous or the untrue seem plausible, or use doublespeak or innuendo to deliver a secret message to another character. The skill encompasses acting, conning, fast talking, misdirection, prevarication, and misleading body language. Use a bluff to sow temporary confusion, get someone to turn and look where you point, or simply look innocuous.

**Check:** A Bluff check is opposed by the target’s Sense Motive

check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target’s Sense Motive check for each one.

# 67

##### Bluff Examples



**Example Circumstances Sense Motive Modifier**

The target wants to believe you. 5

“ These emeralds aren’t stolen. I’m just desperate for coin right now, so I’m offering them to you cheap.”

The bluff is believable and doesn’t affect the target much. +0 “ I don’t know what you’re talking about, sir. I’m just a

simple peasant girl here for the fair.”

The bluff is a little hard to believe or puts the target at some risk. +5 “ You orcs want to fight? I’ll take you all on myself. I don’t

CHAPTER 4:

SKILLS

need my friends’ help. Just don’t get your blood all over my new surcoat.”

The bluff is hard to believe or puts the target at significant risk. +10 “ This diadem doesn’t belong to the duchess. It just looks

like hers. Trust me, I wouldn’t sell you jewelry that would get you hanged, would I?”

The bluff is way out there; it’s almost too incredible to consider. +20 “ You might find this hard to believe, but I’m actually a

lammasu who’s been polymorphed into halfling form by an evil sorcerer. You know we lammasu are trustworthy, so you can believe me.”

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against

you: The bluff is hard to believe, or the action that the target is asked to take goes against its self- interest, nature, persona-

lity, orders, or the like. If it’s important, the DM can

distinguish between a bluff that fails because the target doesn’t believe

it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on

its Sense Motive check because the bluff demands something risky, and the Sense Motive check

succeeds by 10 or less, then the target didn’t so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff (and would have done so even if that bluff had not entailed any demand).

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually

1 round or less) or believes something that you want it to

believe. Bluff, however, is not a *suggestion* spell. For example, you could use bluff to put a shopkeeper off guard by saying that his shoes are untied. At best, such a bluff would make the shopkeeper glance down at his shoes. It would not cause him to ignore you and fiddle with his shoes.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

*Feinting in Combat:* You can also use Bluff to mislead an opponent in melee combat (so that it can’t dodge your next

attack effectively). To feint, make a Bluff check opposed by your target’s Sense

# 68

Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers. If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a nonhumanoid is difficult because

it’s harder to read a strange creature’s body language; you take a –4 penalty on your Bluff check. Against a creature of animal Intelli- gence (1 or 2) it’s even harder; you take a –8 penalty. Against a non- intelligent creature, it’s impossible.

Feinting in combat does not provoke an attack of opportunity.

*Creating a Diversion to Hide:* You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

*Delivering a Secret Message:* You can use Bluff to get a message across to another character without others understanding it. Two rogues, for example, might seem to be talking about bakery goods when they’re really planning how to break into the evil wizard’s laboratory. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can’t get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening

to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept

your message (see Sense Motive, page 81).

**Action:** Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn’t take an action; it is part of normal communication.

However, the DM may limit the amount of information you can convey in a single round.

**Try Again:** Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a

retry only once per round. Each retry carries the same chance of miscommunication.

**Special:** A ranger gains a bonus on Bluff checks when using this skill against a favored enemy (see page 47).

The master of a snake familiar (see the Familiars sidebar, page 52) gains a +3 bonus on Bluff checks. If you have the Persuasive feat, you get a +2 bonus on Bluff

checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2

*Krusk helps Jozan climb the cliff.*

bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you’re being observed and you try to act in character.



###### CLIMB (STR; ARMOR CHECK PENALTY)

Use this skill to scale a cliff, to get to the window on the second story of a wizard’s tower, or to climb out of a pit after falling through a trapdoor.

**Check:** With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber’s kit (page 130) gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

**Climb DC Example Surface or Activity**

0 A slope too steep to walk up, or a knotted rope with a wall to brace against.

5 A rope with a wall to brace against, or a knotted rope, or a rope affected by the *rope trick* spell.

10 A surface with ledges to hold on to and stand on, such as a very rough wall or a ship’s rigging.

15 Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.

20 An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.

25 A rough surface, such as a natural rock wall or a brick wall.

25 An overhang or ceiling with handholds but no footholds.

— A perfectly smooth, flat, vertical surface cannot be climbed.

**Climb DC**

**Modifier1 Example Surface or Activity**

–10 Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).

–5 Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).

+5 Surface is slippery (increases DC by 5). 1 These modifiers are cumulative; use any that apply.

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. While climbing, you can’t move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can’t use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage. (The *Dungeon Master’s Guide* has information on falling damage.)

*Accelerated Climbing:* You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed (instead of one-quarter your speed).

*Making Your Own Handholds and Footholds:* 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. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

*Catching Yourself When Falling:* It’s practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall’s DC + 20) to do so. It’s much easier to catch yourself on a slope (DC = slope’s DC + 10).

*Catching a Falling Character While Climbing:* If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall’s DC + 10). Success indicates that 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 5 or more, you fail to stop the character’s fall and begin falling as well.

CHAPTER 4:

SKILLS

**Action:** Climbing is part of movement, so it’s generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn’t take an action.

**Special:** You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A halfling has a +2 racial bonus on Climb checks because half- lings are agile and surefooted.

The master of a lizard familiar (see the Familiars sidebar, page 52) gains a +3 bonus on Climb checks.

If you have the Athletic feat, you get a +2 bonus on Climb checks. A creature with a climb speed (such as a monstrous spider, or a character under the effect of a *spider climb* spell) has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10 (see Checks without Rolls, page 65), even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a –5 penalty. Such a creature retains its Dexterity bonus 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.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

CONCENTRATION (CON)

You are particularly good at focusing your mind.

**Check:** You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell (such as *detect magic*), directing a spell (such as *spiritual weapon*), using a spell-like ability (such as a paladin’s *remove disease* ability), or using a skill that would provoke an attack of opportunity (such as Disable Device, Heal, Open Lock, and Use Rope, among others). In general, if an action wouldn’t normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

# 69

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost (see Cast a Spell, page 140). If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.



The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC (See Concentration, page 170, for more information). If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

CHAPTER 4:

SKILLS

**Concentration DC1 Distraction**

10 + damage dealt Damaged during the action.2

10 + half of continuous Taking continuous damage during the damage last dealt action.3

Distracting spell’s Distracted by nondamaging spell.4 save DC

10 Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm- tossed ship).

15 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).

15 Entangled.

20 Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)

5 Weather is a high wind carrying blinding rain or sleet.

10 Weather is wind-driven hail, dust, or debris. Distracting spell’s Weather caused by a spell, such as *storm of* save DC *vengeance*.4

1. If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.
2. Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full- round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action). (See also Distracting Spellcasters, page 160.)
3. Such as from *Melf’s acid arrow*.
4. If the spell allows no save, use the save DC it would have if it did allow a save.

**Action:** None. Making a Concentration check doesn’t take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

**Try Again:** Yes, though a success doesn’t cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

**Special:** You can use Concentration to cast a spell, use a spell-like

ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn’t apply to other actions that might provoke attacks of opportunity (such as movement or loading a crossbow). The DC of the check is 15 (plus the spell’s level, if casting a spell or using a spell-like ability defensively). If the Concentration check

# 70

succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn’t allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Casting feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive (see page 140) or while grappling or pinned.

CRAFT (INT)

You are trained in a craft, trade, or art, such as alchemy, armor- smithing, basketweaving, bookbinding, bowmaking, blacksmithing, calligraphy, carpentry, cobbling, gemcutting, leatherworking, locksmithing, painting, pottery, sculpting, shipmaking, stonema- sonry, trapmaking, weaponsmithing, or weaving.

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. For instance, you could have the skill Craft (carpentry). Your ranks in that skill don’t affect any Craft (pottery) or Craft (leatherworking) checks you might make. You could have several Craft skills, each with its own ranks, each pur- chased as a separate skill.

A Craft skill is specifically focused on creating something. If

nothing is created by the endeavor, it probably falls under the heading of a Profession skill (page 80).

**Check:** You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft’s daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. (In the game world, is it the skill level required, the time required, and the raw materials required that determine an item’s price.)

In some cases, the *fabricate* spell(page 229) can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, and so forth).

A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell (page 246) enables you to make wooden items that have the strength of steel.

When casting the spell *minor creation* (page 253), you must suc- ceed on an appropriate Craft check to make a complex item. For instance, a successful Craft (bowmaking) check might be required to make straight arrow shafts.

All crafts require artisan’s tools (page 129) to give the best chance of success. If improvised tools are used, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan’s tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item’s price in Chapter 7: Equipment of this book or in

the *Dungeon Master’s Guide*, or have the DM set the price for an item not otherwise described. Put the price in silver pieces (1 gp = 10 sp).

1. Find the DC from the table below, or have the DM set one.
2. Pay one-third of the item’s price for the cost of raw materials.
3. Make an appropriate Craft check representing one week’s

work. If the check succeeds, multiply your check result by the DC. If the result × the DC equals the price of the item in sp, then you have completed the item. (If the result × the DC equals double or triple the price of the item in silver pieces, then you’ve completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result × the DC doesn’t equal the price, then it represents the progress you’ve made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.



If you fail a check by 4 or less, you make no progress this week. If

you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

*Progress by the Day:* You can make checks by the day instead of by the week. In this case your progress (check result × DC) is in copper pieces instead of silver pieces.

*Creating Masterwork Items:* You can make a masterwork item—a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (300 gp for a weapon or 150 gp for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

*Repairing Items:* Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item’s price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

|  |  |  |
| --- | --- | --- |
| **Item** | **Craft Skill** | **Craft DC** |
| Acid | Alchemy1 | 15 |
| Alchemist’s fire, smokestick, or tindertwig | Alchemy1 | 20 |
| Antitoxin, sunrod, tanglefoot bag, or thunderstone | Alchemy1 | 25 |
| Armor or shield  Longbow or shortbow | Armorsmithing  Bowmaking | 10 + AC bonus  12 |

Composite longbow or Bowmaking 15

composite shortbow

Composite longbow or Bowmaking 15 +

composite shortbow with (2 × rating) high strength rating

Crossbow Weaponsmithing 15

Simple melee or thrown weapon Weaponsmithing 12

M artial melee or thrown weapon Weaponsmithing 15

Exotic melee or thrown weapon Weaponsmithing 18

M echanical trap Trapmaking Varies2 Very simple item (wooden spoon) Varies 5

Typical item (iron pot) Varies 10

H igh-quality item (bell) Varies 15

Complex or superior item (lock) Varies 20

1. You must be a spellcaster to craft any of these items.
2. Chapter 3 of the *Dungeon Master’s Guide* contains a set of rules for how to construct traps.

**Action:** Does not apply. Craft checks are made by the day or week (see above).

**Try Again:** Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Special:** A dwarf has a +2 racial bonus on Craft checks that are related to stone or metal, because dwarves are especially capable

with stonework and metalwork.

A gnome has a +2 racial bonus on Craft (alchemy) checks because gnomes have sensitive noses.

You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you’ll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist’s lab grants (page 129) a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

CHAPTER 4:

SKILLS

**Synergy:** If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

DECIPHER SCRIPT (INT; TRAINED ONLY)

Use this skill to piece together the meaning of ancient runes carved into the wall of an abandoned temple, to get the gist of an intercepted letter written in the Infernal language, to follow the directions on a treasure map written in a forgotten alphabet, or to interpret the mysterious glyphs painted on a cave wall.

**Check:** You can 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.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, the DM makes a DC 5 Wisdom check for your to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

The DM secretly makes both the Decipher Script check and (if

necessary) the Wisdom check, so that you can’t tell whether the conclusion you draw is true or false.

**Action:** Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

**Try Again:** No.

**Special:** A character with the Diligent feat gets a +2 bonus on Decipher Script checks.

**Synergy:** If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks involving scrolls.

DIPLOMACY (CHA)

Use this skill 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. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give others the right impression of oneself, to negotiate effectively, and to influence others.

**Check:** You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. (The *Dungeon Master’s Guide* has more information on influencing NPCs.) In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

**Action:** Changing others’ attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A

# 71

rushed Diplomacy check (such as an attempt to head off a fight between two angry warriors) can be made as a full-round action, but you take a –10 penalty on the check.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

**Special:** A half-elf has a +2 racial bonus on Diplomacy checks, thanks to her ability to relate well to others.

CHAPTER 4:

SKILLS

If you have the Negotiator feat, you get a +2 bonus on Diplomacy checks.

**Synergy:** If you have 5 or more ranks in Bluff, Knowledge (no- bility and royalty), or Sense Motive, you get a +2 bonus on Diplo- macy checks.

DISABLE DEVICE (INT; TRAINED ONLY)

Use this skill to disarm a trap, jam a lock (in either the open or closed position), or rig a wagon wheel to fall off. You can examine a fairly simple or fairly small mechanical device and disable it. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves’ tools (page 130) carries a –2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves’ tools enables you to make the check with a +2 circumstance bonus.

**Check:** Your DM makes the Disable Device check for you secretly, so that you don’t necessarily know whether you’ve suc- ceeded. The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you’re attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

**Device Time Disable Device DC1 Example**

Simple 1 round 10 Jam a lock

Tricky 1d4 rounds 15 Sabotage a wagon wheel Difficult 2d4 rounds 20 Disarm a trap, reset a trap Wicked 2d4 rounds 25 Disarm a complex trap,

cleverly sabotage a clockwork device

1 If you attempt to leave behind no trace of your tampering, add 5 to the DC.

**Action:** The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

**Try Again:** Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

**Special:** If you have the Nimble Fingers feat, you get a +2 bonus on Disable Device checks.

A rogue who beats a trap’s DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

**Restriction:** Rogues (and other characters with the trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it. For instance, disarming a trap set by the casting of *explosive runes* has a AC of 28 because *explosive runes* is a 3rd-level spell.

The spells *fire trap*, *glyph of warding*, *symbol*, and *teleportation circle* also create traps that a rogue can disarm with a successful Disable Device check. *Spike growth* and *spike stones*, however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions in Chapter 11: Spells for details.

DISGUISE (CHA)

Use this skill to change your appearance or someone else’s. The effort requires at least a few props, some makeup, and some time. The use of a disguise kit (page 130) provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

You can also use Disguise to impersonate people, either indi- viduals or types. For example, you might, with little or no actual disguise, make yourself seem like a traveller even if you’re a local.

**Check:** Your Disguise check result determines how good the disguise is, and it is opposed by others’ Spot check results. If you don’t draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the DM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of your disguise depends in part on how much you’re attempting to change your appearance.

INFLUENCING NPC ATTITUDES



Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast. The *Dungeon Master’s Guide* has more information on NPC attitudes.

**Initial ————— New Attitude (DC to achieve)————— Attitude Hostile Unfriendly Indifferent Friendly Helpful** H ostile Less than 20 20 25 35 50

Unfriendly Less than 5 5 15 25 40

Indifferent — Less than 1 1 15 30

Friendly — — Less than 1 1 20

H elpful — — — Less than 1 1

# 72

For example, if a character encounters a nonplayer character whose initial attitude is hostile, that character needs to get a result of 20 or higher on a Diplomacy check (or Charisma check) to change that NPC’s attitude. On any result less than 20, the NPC’s attitude is unchanged. On a result of 20 to 24, the NPC’s attitude improves to unfriendly.

**Attitude Means Possible Actions**

H ostile Will take risks to hurt you Attack, interfere, berate, flee Unfriendly Wishes you ill M islead, gossip, avoid,

watch suspiciously, insult Indifferent Doesn’t much care Socially expected interaction Friendly Wishes you well Chat, advise, offer limited

help, advocate

H elpful Will take risks to help you Protect, back up, heal, aid

**Disguise Disguise Check Modifier**

M inor details only +5

Disguised as different gender1 2

Disguised as different race1 2

Disguised as different age category1 22

1. These modifiers are cumulative; use any that apply.
2. 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.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

**Familiarity Viewer’s Spot Check Bonus**

Recognizes on sight +4

Friends or associates +6

Close friends +8

Intimate +10

Usually, an individual makes a Spot check to see through your dis- guise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group. For example, if you are trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people you encounter, using a +1 bonus on the check to represent the average for the crowd (most people with no Spot ranks and a few with good Spot modifiers).

**Action:** Creating a disguise requires 1d3×10 minutes of work.

**Try Again:** Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they’ll be more suspicious.

**Special:** Magic that alters your form, such as *alter self*, *disguise self*, *polymorph*, or *shapechange*, grants you a +10 bonus on Disguise checks (see the individual spell descriptions in Chapter 11: Spells). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the veil spell. Divination magic that allows people to see through illusions (such as *true seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

You must make a Disguise check when you cast a *simulacrum* spell (page 279), to determine how good the likeness is.

If you have the Deceptive feat, you get a +2 bonus on Disguise checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you’re being observed and you try to act in character.

ESCAPE ARTIST (DEX; ARMOR CHECK PENALTY)

Use this skill to slip out of bonds or manacles, wriggle through tight spaces, or escape the grip of a monster that grapples you.

**Check:** The table below gives the DCs to escape various forms of restraints.

*Ropes:* Your Escape Artist check is opposed by the binder’s Use Rope check. Since it’s easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

*Manacles and Masterwork Manacles:* The DC for manacles is set by their construction.

CHAPTER 4:

SKILLS

*Tight Space:* The DC noted on the table is for getting through a

space where your head fits but your shoulders don’t. If the space is long, such as a chimney, the DM may call for multiple checks. You can’t get through a space that your head does not fit through.

*Grappler:* You can make an Escape Artist check opposed by your enemy’s grapple check to get out of a grapple or out of a pinned condition (so that you’re only grappling). See Escape from Grapple under If You’re Grappling, page 156.

**Restraint Escape Artist DC**

Ropes Binder’s Use Rope check at +10 Net, *animate rope* spell, *command plants* spell, 20

*control plants* spell, or *entangle* spell

Snare spell 23

M anacles 30

Tight space 30

M asterwork manacles 35

Grappler Grappler’s grapple check result

**Action:** Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

**Try Again:** Varies. You can make another check after a failed check if you’re squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you’re not being actively opposed. **Special:** If you have the Agile feat, you get a +2 bonus on Escape

Artist checks.

**Synergy:** If you have 5 or more ranks in Escape Artist, you get a

+2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

OTHER WAYS TO BEAT A TRAP

It’s possible to ruin many traps without making a Disable Device check.

**Ranged Attack Traps:** Once a trap’s location is known, the obvious way to ruin it is to smash the mechanism— assuming the mechanism can be accessed. Failing that, it’s possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

**Melee Attack Traps:** These devices can be thwarted by smashing the

mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its

attacks if it is triggered again within the next minute.

**Pits:** Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them— they break just as daggers do.

**Magic Traps:** *Dispel magic* helps here. Someone who succeeds on a

caster level check against the level of the trap’s creator suppresses the trap for 1d4 rounds. This works only with a targeted *dispel magic*, not the area version (see the spell description, page 223).

Traps are discussed in greater detail in Chapter 3 of the *Dungeon Master’s Guide*.



# 73

FORGERY (INT)



Use this skill to fake a written order from the duchess instructing a jailer to release prisoners, to create an authentic-looking treasure map, or to detect forgeries that others try to pass off.

**Check:** Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you’re writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person’s handwriting is needed.

CHAPTER 4:

SKILLS

Your DM makes your Forgery check secretly, so that you’re not sure how good your forgery is. As with Disguise, you don’t even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

**Reader’s**

**Condition Forgery Check Modifier**

Type of document unknown to reader 2

Type of document somewhat known to reader +0

Type of document well known to reader +2

H andwriting not known to reader 2

H andwriting somewhat known to reader +0

H andwriting intimately known to reader +2

Reader only casually reviews the document 2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character’s suspicion (and thus create favorable circumstances for the checker’s opposing Forgery check).

**Action:** Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

**Try Again:** Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can’t try using his own skill again, even if he’s suspicious about the document.

**Special:** If you have the Deceitful feat, you get a +2 bonus on Forgery checks.

**Restriction:** Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. A barbarian can’t learn the Forgery skill unless he has learned to read and write.

GATHER INFORMATION (CHA)

Use this skill for making contacts in an area, finding out local gossip, rumormongering, and collecting general information.

**Check:** An evening’s time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information 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. (Such reasons might include racial enmity—if you are an elf hanging out in an orc city, for example—or your inability to speak the local lan- guage.) The higher your check result, the better the information.

# 74

If you want to find out about a specific rumor (“Which way to the ruined temple of Erythnul?”) or a specific item (“What can you tell me about that pretty sword the captain of the guard walks around with?”), or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

**Action:** A typical Gather Information check takes 1d4+1 hours.

**Try Again:** Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a cer- tain type of information.

**Special:** A half-elf has a +2 racial bonus on Gather Information checks, thanks to her ability to relate well to others.

If you have the Investigator feat, you get a +2 bonus on Gather Information checks.

**Synergy:** If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

HANDLE ANIMAL (CHA; TRAINED ONLY)

Use this skill to drive a team of horses pulling a wagon over rough terrain, to teach a dog to guard, or to teach a tyrannosaur to “speak” on your command.

**Check:** The DC depends on what you are trying to do.

**Task Handle Animal DC**

H andle an animal 10

“ Push” an animal 25

Teach an animal a trick 15 or 201

Train an animal for a general purpose 15 or 201 Rear a wild animal 15 + H D of animal 1 See the specific trick or purpose below.

|  |  |  |  |
| --- | --- | --- | --- |
| **General Purpose** | **DC** | **General Purpose** | **DC** |
| Combat riding | 20 | H unting | 20 |
| Fighting | 20 | Performance | 15 |
| Guarding | 20 | Riding | 15 |
| H eavy labor | 15 |  |  |

*Handle an Animal:* This task involves commanding an animal to perform a task or trick that it knows. For instance, to command a trained attack dog to attack a foe requires a DC 10 Handle Animal check. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

*“Push” an Animal:* To push an animal means to get it to perform a

task or trick that it doesn’t know but is physically capable of per- forming. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles (see Chapter 9: Adventuring). If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

*Teach an Animal a Trick:* You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 (such as a snake or a shark) can learn a maximum of three tricks, while an animal with an Intelligence score of 2 (such as a dog or a horse) can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so (following you onto a boat, for example).

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.



Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal 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 animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

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

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

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

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

Stay (DC 15): The animal 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 animal tracks the scent presented to it. (This requires the animal to have the scent ability; see the *Monster Manual* for details.)

Work (DC 15): The animal pulls or pushes a medium or heavy load.

*Train an Animal for a Purpose:* Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal’s purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in

the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time. At your DM’s option, you may be able to train an animal for a purpose that isn’t mentioned here.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warhorses and riding dogs (see the *Monster Manual*) are already trained to bear riders into combat, and they don’t require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

*Rear a Wild Animal:* To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it’s being raised, or it can be taught as a domesticated animal later.

CHAPTER 4:

SKILLS

**Action:** Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or

the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

**Try Again:** Yes, except for rearing an animal.

**Special:** You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do. The *Monster Manual* provides information on teaching or training

other kinds of creatures as appropriate.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion. In addition, a druid’s or ranger’s animal

companion knows one or more bonus tricks, which don’t count against the normal limit on tricks known and don’t require any training time or Handle Animal checks to teach.

If you have the Animal Affinity feat, you get a +2 bonus on Handle Animal checks.

**Synergy:** If you have 5 or more ranks in Handle Animal, you get a

+2 bonus on Ride checks and wild empathy checks.

**Untrained:** If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can’t teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can’t teach, rear, or train other nondomestic animals.

HEAL (WIS)

Use this skill to keep a badly wounded friend from dying, to help others recover faster from wounds, to keep your friend from suc- cumbing to a wyvern’s sting, or to treat disease.

**Check:** The DC and effect depend on the task you attempt.

**Task Heal DC**

First aid 15

Long-term care 15

Treat wound from caltrop, *spike growth*, or *spike stones* 15

Treat poison Poison’s save DC

Treat disease Disease’s save DC

*First Aid:* You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them. (See Dying, page 145.)

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful,

# 75

the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest. 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.



Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

CHAPTER 4:

SKILLS

*Treat Wound from Caltrop, Spike Growth, or Spike Stones:* A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a *spike growth* or *spike stones* spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim’s injuries and succeeding on a Heal check against the spell’s save DC.

*Treat Poison:* To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned

character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

*Treat Disease:* To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

**Action:** Providing first aid, treating a wound, or treating poison is

a standard action. Treating a disease or tending a creature wounded by a *spike growth* or *spike stones* spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

**Try Again:** Varies. Generally speaking, you can’t try a Heal check again without proof of the original check’s failure. For instance, until a poisoned character makes a saving throw against the poisoned wound you’ve treated, you can’t know whether your Heal check was successful or not, so you can’t retry the check. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

**Special:** A character with the Self-Sufficient feat gets a +2 bonus on Heal checks.

A healer’s kit (page 130) gives you a +2 circumstance bonus on Heal checks.

###### HIDE (DEX; ARMOR CHECK PENALTY)

Use this skill to sink back into the shadows and proceed unseen, to approach a wizard’s tower under cover of brush, or to tail someone through a busy street without being noticed.

**Check:** Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one- half but less than your normal speed, you take a –5 penalty. It’s practically impossible (–20 penalty) to hide while attacking, running or charging.

For example, Lidda has a speed of 20 feet. If she doesn’t want to take a penalty on her Hide check, she can move only 10 feet as a move action (up to a maximum of 20 feet in a round).

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –

12, Colossal –16.

You need cover or concealment (see pages 150–152) in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can’t hide. You can

# 76

run around a corner or behind cover so that you’re out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a –10 penalty because you have to move fast.

*Sniping:* If you’ve already successfully hidden at least 10 feet from

your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Hide check to conceal yourself after the shot.

*Creating a Diversion to Hide:* You can use Bluff (page 67) to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

**Action:** Usually none. Normally, you make a Hide check as part of movement, so it doesn’t take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

**Special:** If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you’re moving.

If you have the Stealthy feat, you get a +2 bonus on Hide checks. A 13th-level ranger can attempt a Hide check in any sort of nat-

ural terrain, even if it doesn’t grant cover or concealment. A 17th- level ranger can do this even while being observed (see page 48).

INTIMIDATE (CHA)

Use this skill to get a bully to back down, to frighten an opponent, or to make a prisoner give you the information you want. Intimi- dation includes verbal threats and body language.

**Check:** You can change another’s behavior with a successful check. Your Intimidate check is opposed by the target’s modified level check (1d20 + character level or Hit Dice + target’s Wisdom bonus [if any] + target’s modifiers on saves against fear). If you beat your target’s check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target’s default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts. *Demoralize Opponent:* You can also use Intimidate to weaken an opponent’s resolve in combat. To do so, make an Intimidate check opposed by the target’s modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a – 2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and

that can see you.

**Action:** Varies. Changing another’s behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn’t help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** You gain a +4 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.

A character immune to fear (such as a paladin of 3rd level or higher) can’t be intimidated, nor can nonintelligent creatures.



If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

###### JUMP (STR; ARMOR CHECK PENALTY)

Use this skill to leap over pits, vault low fences, or reach a tree’s lowest branches.

**Check:** The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet (the speed of an unarmored human), then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet. For instance, if you have a speed of 20 feet, you take a –6 penalty on your Jump checks. If, on the other hand, your speed is 50 feet, you gain a +8 bonus.

All Jump DCs given here assume that you get 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, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. For example, Krusk has a speed of 40 feet. If he moves 30 feet, then jumps across a 10-foot-wide chasm, he’s then moved 40 feet total, so that’s his move action.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

*Long Jump:* A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). For example, a 10-foot-wide pit requires a DC 10 Jump check to cross.

If your check succeeds, you land on your feet at the far end. If you

fail the check by less than 5, you don’t clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

|  |  |
| --- | --- |
| **Long Jump Distance** | **Jump DC1** |
| 5 feet | 5 |
| 10 feet | 10 |
| 15 feet | 15 |
| 20 feet | 20 |
| 25 feet | 25 |
| 30 feet | 30 |

1 Requires a 20-foot running start. Without a running start, double the DC.

*High Jump:* A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead, such as a tree limb. The DC is equal to 4 times the distance to be cleared. For example, the DC for a high jump to land atop a 3-foot-high ledge is 12 (3 × 4).

If you jumped up to grab something, a successful check indicates that 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.

**High Jump Distance1 Jump DC2**

1. foot 4
2. feet 8
3. feet 12
4. feet 16
5. feet 20
6. feet 24
7. feet 28
8. feet 32
9. Not including vertical reach; see below.

CHAPTER 4:

SKILLS

1. Requires a 20-foot running start. Without a running start, double the DC.

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.) Quadrupedal creatures (such as horse) 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.

H uge 32 ft.

Large 16 ft.

M edium 8 ft.

Small 4 ft.

Tiny 2 ft.

Diminutive 1 ft.

Fine 1/ 2 ft.

*Hop Up:* You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

*Jumping Down:* If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. Thus, if you jump down from a height of just 10 feet, you take no damage. If you jump down from a height of 20 feet, you take damage as if you had fallen 10 feet.

**Action:** None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

**Special:** Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

A halfling has a +2 racial bonus on Jump checks because halflings are agile and athletic.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

# 77

KNOWLEDGE (INT; TRAINED ONLY)

Like the Craft and Profession skills, Knowledge actually encom- passes 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. With your DM’s approval, you can invent new areas of knowledge.

* Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
* Architecture and engineering (buildings, aqueducts, bridges, fortifications)

CHAPTER 4:

SKILLS

* Dungeoneering (aberrations, caverns, oozes, spelunking)
* Geography (lands, terrain, climate, people)
* History (royalty, wars, colonies, migrations, founding of cities)
* Local (legends, personalities, inhabitants, laws, customs, tradi- tions, humanoids)
* Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
* Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
* Religion (gods and goddesses, mythic history, ecclesiastic tradi- tion, holy symbols, undead)
* The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

**Check:** Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster’s HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

**Action:** Usually none. In most cases, making a Knowledge check doesn’t take an action—you simply know the answer or you don’t.

**Try Again:** No. The check represents what you know, and thinking about a topic a second time doesn’t let you know something that you never learned in the first place.

**Synergy:** If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a

+2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks (see page 28).

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environ- ments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead (see page 159).

If you have 5 or more ranks in Knowledge (the planes), you get a

+2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

**Untrained:** An untrained Knowledge check is simply an Intel- ligence check. Without actual training, you know only common knowledge (DC 10 or lower).

LISTEN (WIS)

Use this skill to hear approaching enemies, to detect someone sneaking up on you from behind, or to eavesdrop on someone else’s conversation.

**Check:** Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target’s Move Silently check.

Your DM may decide to make the Listen check for you, so that you don’t know whether not hearing anything means that nothing is there, or that you failed the check.

**Listen DC Sound**

–10 A battle

0 People talking1

5 A person in medium armor walking at a slow pace (10 ft./ round) trying not to make any noise.

10 An unarmored person walking at a slow pace (15 ft./ round) trying not to make any noise

15 A 1st-level rogue using M ove Silently to sneak past the listener

15 People whispering1

19 A cat stalking

30 An owl gliding in for a kill

1 If you beat the DC by 10 or more, you can make out what’s being said, assuming that you understand the language.

**Listen DC Modifier Condition**

+5 Through a door

+15 Through a stone wall

–+1 Per 10 feet of distance

–+5 Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the

PLAYER KNOWLEDGE VERSUS CHARACTER KNOWLEDGE



It’s pretty simple to measure a character’s knowledge of things the player doesn’t know. That’s what a Knowledge skill check represents— for instance, the player of a character with many ranks in Knowledge (geography) isn’t required to memorize all the geographic data about the campaign world to use his character’s skill ranks.

The opposite case, however, is harder to adjudicate cleanly. What happens when a player knows something that his or her character does not have any reason to know? For instance, while most veteran players know that black dragons breathe acid, it’s entirely likely that most inexperienced characters don’t know that fact.

# 78

Generally speaking, it’s impossible to separate completely your personal knowledge (also called player knowledge) from your character’s knowledge. Ultimately, the decision on how (or if) to divide player knowledge from character knowledge must be made between the players and the DM . Some DM s encourage knowledgeable players to use their experience to help their characters succeed. Others prefer that characters display only the knowledge represented by their skill ranks and other game statistics. M ost fall somewhere between those two extremes.

If in doubt, ask your DM how he or she prefers to handle such situations. The *Dungeon Master’s Guide* has more information on this topic.

indicated DC would be their average check result (or close to it). For instance, the DC 19 noted on the table for a cat stalking means that an average cat has a +9 bonus on Move Silently checks. Assuming an average roll of 10 on 1d20, its Move Silently check result would be 19.



**Action:** Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

**Try Again:** Yes. You can try to hear something that you failed to hear previously with no penalty.

**Special:** When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals’ Listen checks.

A fascinated creature takes a –4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

A ranger gains a bonus on Listen checks when using this skill against a favored enemy (see page 47).

An elf, gnome, or halfling has a +2 racial bonus on Listen checks, thanks to the keen ears with which members of those races are blessed.

A half-elf has a +1 racial bonus on Listen checks. Her hearing is good because of her elven heritage, but not as keen as that of a full elf.

A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

MOVE SILENTLY (DEX; ARMOR CHECK PENALTY)

You can use this skill to sneak up behind an enemy or to slink away without being noticed.

**Check:** Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It’s practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

**Surface Check Modifier**

Noisy (scree, shallow or deep bog, undergrowth, 2

dense rubble)

Very noisy (dense undergrowth, deep snow) 5

**Action:** None. A Move Silently check is included in your move- ment or other activity, so it is part of another action.

**Special:** The master of a cat familiar (see the Familiars sidebar, page 52) gains a +3 bonus on Move Silently checks.

A halfling has a +2 racial bonus on Move Silently checks because halflings are nimble.

If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.

OPEN LOCK (DEX; TRAINED ONLY)

You can pick padlocks, finesse combination locks, and solve puzzle locks. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, or the like). Attempting an Open Lock check without a set of thieves’ tools (page 130) imposes a 2

circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves’ tools, you gain a +2 circumstance bonus on the check.

**Check:** The DC for opening a lock varies from 20 to 40, depend- ing on the quality of the lock, as given on the table below.

**Lock DC Lock DC**

Very simple lock 20 Good lock 30

Average lock 25 Amazing lock 40

**Action:** Opening a lock is a full-round action.

**Special:** If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

**Untrained:** You cannot pick locks untrained, but you might successfully force them open (see Smashing an Object, page 165).

CHAPTER 4:

SKILLS

PERFORM (CHA)

You are skilled in a type of artistic expression, which may encom- pass a variety of specific methods, and you know how to put on a show.

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. For instance, you could have the skill Perform (act). Your ranks in that skill don’t affect any checks you happen to make for Perform (oratory) or Perform (string instruments). 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. The DM is free to expand any of these categories with additional methods, instruments, or tech- niques, as appropriate for his or her campaign.

* Act (comedy, drama, 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)

**Check:** You can impress audiences with your talent and skill.

**Perform**

**DC Performance**

10 Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/ day.

15 Enjoyable performance. In a prosperous city, you can earn 1d10 sp/ day.

20 Great performance. In a prosperous city, you can earn 3d10 sp/ day. In time, you may be invited to join a pro- fessional troupe and may develop a regional reputation.

25 M emorable performance. In a prosperous city, you can earn 1d6 gp/ day. In time, you may come to the attention of noble patrons and develop a national reputation.

30 Extraordinary performance. In a prosperous city, you can earn 3d6 gp/ day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

A masterwork musical instrument (page 130) gives you a +2 cir- cumstance bonus on Perform checks that involve its use.

**Action:** Varies. Trying to earn money by playing in public requires anywhere from an evening’s work to a full day’s perform- ance, at the DM’s discretion. The bard’s special Perform-based abil- ities are described in that class’s description (page 29).

**Try Again:** Yes. Retries are allowed, but they don’t negate previ- ous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

**Special:** A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his *fascinate* ability. A bard needs 6 ranks in a Perform skill to inspire com-

# 79

petence, 9 ranks to use his *suggestion* ability, 12 ranks to inspire greatness, 15 ranks to use his *song of freedom* ability, 18 ranks to inspire heroics, and 21 ranks to use his *mass suggestion* ability. See Bardic Music in the bard class description, page 29.



In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

PROFESSION (WIS; TRAINED ONLY)

CHAPTER 4:

SKILLS

You are trained in a livelihood or a professional role, such as apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herder, hunter, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, or the like.

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. For instance, you could have the skill Profession (cook). Your ranks in that skill don’t affect any Profession (miller) or Profession (miner) checks you might make. 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. To draw a modern analogy, if an occupation is a service industry, it’s probably a Pro- fession skill. If it’s in the manufacturing

sector, it’s probably a Craft skill

**Check:** You can 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. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized

tasks.

**Action:** Not applicable. A single check generally represents a week of work.

**Try Again:** Varies. An attempt to use a Profession skill to earn an income cannot be

retried. You are stuck with whatever weekly wage your

check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

**Untrained:** Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

RIDE (DEX)

You can ride a mount, be it a horse, riding dog, griffon, dragon, or some other kind of creature suited for riding. If you attempt to ride a creature that is ill suited as a mount (such as most bipedal creatures), you take a –5 penalty on your Ride checks.

**Check:** Typical riding actions don’t require checks. You can saddle, mount, ride, and dismount from a mount without a problem. The following tasks do require checks.

**Task Ride DC Task Ride DC**

Guide with knees 5 Leap 15

Stay in saddle 5 Spur mount 15

Fight with warhorse 10 Control mount in battle 20

Cover 15 Fast mount or dismount 201

Soft fall 15

1 Armor check penalty applies.

# 80

*Guide with Knees:* You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

*Stay in Saddle:* You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

*Fight with Warhorse:* If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

*Cover:* You can react instantly to drop down and hang alongside your mount, using it as cover. You can’t attack or cast spells while using your mount as cover. If you fail your Ride check, you don’t get the cover benefit. This usage does not take an action.

*Soft Fall:* You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

*Leap:* You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount’s Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount’s movement.

*Spur Mount:* You can spur your mount to greater speed with a move action. A successful Ride check increases the mount’s speed by 10 feet for 1 round

but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

*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.

*Fast Mount or Dismount:* You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can’t use fast mount or dismount on a mount more than one size category larger than yourself.

**Action:** Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

**Special:** If you are riding bareback, you take a –5 penalty on Ride checks.

If your mount has a military saddle (page 132), you get a +2 cir- cumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample. See the appropriate feat descriptions in Chapter 5: Feats for details.

If you have the Animal Affinity feat, you get a +2 bonus on Ride checks.

**Synergy:** If you have 5 or more ranks in Handle Animal, you get a

+2 bonus on Ride checks.

SEARCH (INT)



You can find secret doors, simple traps, hidden compartments, and other details not readily apparent. The Spot skill lets you notice something, such as a hiding rogue. The Search skill lets a character discern some small detail or irregularity through active effort.

Search does not allow you to find complex traps unless you are a rogue (see Restriction, below).

**Check:** You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

**Task Search DC**

Ransack a chest full of junk to find a certain item 10

Notice a typical secret door or a simple trap 20

Find a difficult nonmagical trap (rogue only)1 21 or higher Find a magic trap (rogue only)1 25 + level of spell used to create trap

Notice a well-hidden secret door 30

Find a footprint Varies2

* 1. Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.
  2. A successful Search check can find a footprint or similar sign of a creature’s passage, but it won’t let you find or follow a trail. See the Track feat for the appropriate DC.

**Action:** It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

**Special:** An elf has a +2 racial bonus on Search checks, and a half- elf has a +1 racial bonus. An elf (but not a half-elf) who simply passes within 5 feet of a secret or concealed door can make a Search check to find that door.

If you have the Investigator feat, you get a +2 bonus on Search checks.

The spells *explosive runes*, *fire trap*, *glyph of warding*, *symbol*, and

*teleportation circle* create magic traps that a rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a *snare* spell has a DC of

23. *Spike growth* and *spike stones* create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions in Chapter 11: Spells for details.

Active abjuration spells within 10 feet of each other for 24 hours

or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

**Synergy:** If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

**Restriction:** While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (*Exception:* The spell *find traps* temporarily enables a cleric to use the Search skill as if he were a rogue.)

A dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonecunning ability.

SENSE MOTIVE (WIS)

Use this skill to tell when someone is bluffing you, to discern hidden messages in conversations, or to sense when someone is being magically influenced. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

**Check:** A successful check lets you avoid being bluffed (see the Bluff skill, page 67). You can also use this skill to determine when

“something is up” (that is, something odd is going on) or to assess someone’s trustworthiness. Your DM may decide to make your Sense Motive check secretly, so that you don’t necessarily know whether you were successful.

**Task Sense Motive DC**

H unch 20

Sense enchantment 25 or 15

Discern secret message Varies

CHAPTER 4:

SKILLS

*Hunch:* This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong, such as when you’re talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

*Sense Enchantment:* You can tell that someone’s behavior is being influenced by an enchantment effect (by definition, a mind-affect- ing effect), such as *charm person*, even if that person isn’t aware of it. The usual DC is 25, but if the target is dominated (see *dominate person* in Chapter 11: Spells), the DC is only 15 because of the lim- ited range of the target’s activities.

*Discern Secret Message:* You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. For example, if you eavesdrop on people planning to assassinate a visiting diplomat, you take a –2 penalty on your check if you don’t know about the diplomat. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5 or more, you infer some false information.

**Action:** Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

**Try Again:** No, though you may make a Sense Motive check for each Bluff check made against you.

**Special:** A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy (see page 47).

If you have the Negotiator feat, you get a +2 bonus on Sense Motive checks.

**Synergy:** If you have 5 or more ranks in Sense Motive, you get a

+2 bonus on Diplomacy checks.

SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

You can cut or lift a purse and hide it on your person, palm an un- attended object, hide a light weapon in your clothing, or perform some feat of legerdemain with an object no larger than a hat or a loaf of bread.

**Check:** A DC 10 Sleight of Hand check lets you palm a coin- sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check

is opposed by the observer’s Spot check. The observer’s success doesn’t prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon, such as a handaxe, or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a

+4 bonus on the Search check, since it’s generally easier to find such

# 81

an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action and doesn’t provoke an attack of opportunity.



If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

CHAPTER 4:

SKILLS

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your “act” encompasses elements of legerdemain, juggling, and the like.

**Sleight of Hand**

**DC Task**

10 Palm a coin-sized object, make a coin disappear

20 Lift a small object from a person

**Action:** Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

**Try Again:** Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

**Special:** If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

**Untrained:** An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can’t succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

SPEAK LANGUAGE (NONE; TRAINED ONLY)

**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 H umans, halflings, half-elves, half-orcs Common Draconic Kobolds, troglodytes, lizardfolk, Draconic

dragons

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

H alfling H alflings 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 Dwarven

creatures

Undercommon Drow Elven

Common languages and their alphabets are summarized on the table above.

# 82

**Action:** Not applicable.

**Try Again:** Not applicable. There are no Speak Language checks to fail.

The Speak Language skill doesn’t work like other skills. Languages work as follows.

* You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus (see Chapter 2: Races).
* You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.
* You don’t make Speak Language checks. You either know a language or you don’t.
* A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

SPELLCRAFT (INT; TRAINED ONLY)

Use this skill to identify spells as they are cast or spells already in place.

**Spellcraft DC Task**

13 When using *read magic*, identify a *glyph of warding*. No action required.

15 + spell level Identify a spell being cast. (You must see or hear the spell’s verbal or somatic components.) No action required. No retry.

15 + spell level Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires

8 hours.

15 + spell level Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.

15 + spell level When casting *detect magic*, determine the school

of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.

19 When using *read magic*, identify a *symbol*. No

action required.

20 + spell level Identify a spell that’s already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.

20 + spell level Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of iron* spell. No action required. No retry.

20 + spell level Decipher a written spell (such as a scroll) without using *read magic*. One try per day. Requires a full- round action.

25 + spell level After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.

25 Identify a potion. Requires 1 minute. No retry.

20 Draw a diagram to allow *dimensional anchor* to be cast on a *magic circle* spell. Requires 10 minutes. No retry. The DM makes this check.

30 or higher Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

**Check:** You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

**Action:** Varies, as noted above.



**Try Again:** See above.

**Special:** If you are a specialist wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a –5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

**Synergy:** If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.

If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description. (For example, see the *detect magic* spell, page 219.)

SPOT (WIS)

Use this skill to notice bandits waiting in ambush, to see a rogue lurking in the shadows, to see through a disguise, to read lips, or to see the monstrous centipede in the pile of trash.

**Check:** The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn’t intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can’t actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill, page 72), and to read lips when you can’t hear or understand what someone is saying.

The Dungeon Master may call for Spot checks to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

**Condition Penalty**

Per 10 feet of distance 1

Spotter distracted 5

*Read Lips:* To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker’s language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute’s worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can’t read the speaker’s lips. If the check fails by 5 or more, you draw some incor- rect conclusion about the speech. Your DM rolls your check secretly in this case, so that you don’t know whether you succeeded or missed by 5.

**Action:** Varies. Every time you have a chance to spot something in a reactive manner (for example, when someone tries to sneak past you while hidden, or you move into a new area), you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you

can’t perform any other action (other than moving at up to half speed) during this minute.

**Try Again:** Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

**Special:** A fascinated creature takes a –4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

A ranger gains a bonus on Spot checks when using this skill against a favored enemy (see page 47).

CHAPTER 4:

SKILLS

An elf has a +2 racial bonus on Spot checks because elves have keen senses.

A half-elf has a +1 racial bonus on Spot checks. Her eyesight is good because of her elven heritage, but not as keen as that of a full elf.

The master of a hawk familiar (see the Familiars sidebar, page 52) gains a +3 bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar (see the Familiars sidebar, page 52) gains a +3 bonus on Spot checks in shadowy or other darkened areas.

SURVIVAL (WIS)

Use this skill to follow tracks, hunt wild game, guide a party safely through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

**Check:** You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

**Survival DC Task**

10 Get along in the wild. M ove up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.

15 Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary.

You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.

15 Keep from getting lost or avoid natural hazards, such as quicksand.

15 Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.

Varies Follow tracks (see the Track feat).

**Action:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer at the DM’s discretion.

**Try Again:** Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes(indoors) of searching.

# 83

**Restriction:** While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat; see page 101) can use Survival to follow tracks when the task has a higher DC.



**Special:** If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy (see page 47).

CHAPTER 4:

SKILLS

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

**Synergy:** If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a

+2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (the planes), you get a

+2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

###### SWIM (STR; ARMOR CHECK PENALTY)

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

**Check:** Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to 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 (see Suffocation and Drowning in the *Dungeon Master’s Guide*).

The DC for the Swim check depends on the water, as given on the table below.

|  |  |
| --- | --- |
| **Water** | **Swim DC** |
| Calm water | 10 |
| Rough water | 15 |
| Stormy water | 201 |

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

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

**Action:** A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

**Special:** Swim checks are subject to double the normal armor check penalty and encumbrance penalty (see pages 123 and 162). For instance, full plate incurs a –12 penalty on Swim checks instead of –6.

# 84

If you have the Athletic feat, you get a +2 bonus on Swim checks.

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial 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.

###### TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

You can dive, roll, somersault, flip, and so on. You can’t use this skill

if your speed has been reduced by armor, excess equipment, or loot (see Table 9–2: Carrying Loads, page 162).

**Check:** You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

**Tumble DC Task**

15 Treat a fall as if it were 10 feet shorter than it really is when determining damage.

15 Tumble at one-half speed as part of normal

movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player’s choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.

25 Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

**Surface Is . . . DC Modifier**

Lightly obstructed (scree, light rubble, shallow bog1, +2 undergrowth)

Severely obstructed (natural cavern floor, dense rubble, +5 dense undergrowth)

Lightly slippery (wet floor) +2

Severely slippery (ice sheet) +5

Sloped or angled +2

1 Tumbling is impossible in a deep bog.

*Accelerated Tumbling:* You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

**Action:** Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

**Try Again:** Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction only once per fall.

**Special:** If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual

+2 dodge bonus to AC (see Fighting Defensively, page 140).

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC (see Total Defense, page 142).

If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.

If you have 5 or more ranks in Jump,

you get a +2 bonus on Tumble checks.

USE MAGIC DEVICE

###### (CHA; TRAINED ONLY)

Use this skill to activate magic devices, including scrolls and wands, that you could not otherwise activate.

**Check:** You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another

class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner (to emulate a neutral evil alignment in order to keep yourself from being damaged by a

*book of vile darkness* you are carrying when you are

not evil, for example), you need to

make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use

*Activate Blindly:* Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you’re not and even if you don’t know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic

Device check if you’ve activated the item in question at least once before.

If you fail by 9 or less, you can’t activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn’t do what

you wanted it to do. The DM determines the result of a mishaps, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that un- controlled magical energy is released, dealing 2d6 points

of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself (see the *Dungeon Master’s*

*Illus. by J. Foster*

*Guide*).

*Decipher a Written Spell:*

This usage works just like deciphering a written spell

with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concen-

tration.

*Emulate an Ability Score:* To cast a spell from a scroll, you need a high score in the appro- priate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score

(appropriate to the class you’re emulating when you try to cast the spell from the scroll) is your Use Magic

Magic Device checks are summarized on the table

below.

*Lidda finds that using a*

*magic device can be risky.*

Device check result minus 15. If you already have a high

enough score in the appropriate ability, you don’t need



CHAPTER 4:

SKILLS

**Task Use Magic Device DC**

Activate blindly 25

Decipher a written spell 25 + spell level

Use a scroll 20 + caster level

Use a wand 20

Emulate a class feature 20

Emulate an ability score See text

Emulate a race 25

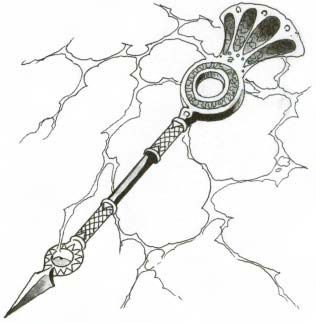
Emulate an alignment 30

to make this check.

*Emulate an Alignment:* Some magic items have positive or negative effects based on the user’s alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. For example, a *book of vile darkness* damages nonevil characters who touch it. With a successful Use Magic Device check, Lidda could emulate an evil alignment so that she could handle a *book of vile darkness* safely. You can emulate only one alignment at a time.

# 85

*Emulate a Class Feature:* Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. For example, Lidda finds a magic chalice that turns regular water into holy water when a cleric or an experienced paladin channels positive energy into it as if turning undead. She attempts to activate the item by emulating the cleric’s undead turning ability. Her effective cleric level is her check result minus 20. Since a cleric can turn undead at 1st level, she needs a Use Magic Device check result of 21 or higher to succeed.



CHAPTER 4:

SKILLS

This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

*Emulate a Race:* Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. For example, Lidda, a halfling, could attempt to use a *dwarven thrower* (see page 226 of the *Dungeon Master’s Guide*) as if she were a dwarf. If she failed her Use Magic Device check, the hammer would work for her as it normally would for a halfling, but if she succeeded, it would work for her as if she were a dwarf. You can emulate only one race at a time.

*Use a Scroll:* If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll’s spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. For instance, to cast *web* (a 2nd-level wizard spell) from a scroll, you would need a Use Magic Device check result of 23 or better, since the minimum caster level for *web* is 3rd level. See the *Dungeon Master’s Guide* for more information on scrolls.

In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don’t have a sufficient score in

that ability, you must emulate the ability score with a separate Use Magic Device check (see above).

This use of the skill also applies to other spell completion magic items. The *Dungeon Master’s Guide* has more information on such items.

*Use a Wand:* Normally, to use a wand, you must have the wand’s spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list.

This use of the skill also applies to other spell trigger magic items, such as staffs. The *Dungeon Master’s Guide* has more information on such items.

**Action:** None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item. (See Activate Magic Item,

page 142, and the *Dungeon Master’s Guide* for discussions of how magic items are normally activated.)

**Try Again:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can’t try to activate that item again for 24 hours.

**Special:** You cannot take 10 with this skill.

You can’t aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

# 86

If you have the Magical Aptitude feat, you get a +2 bonus on Use Magic Device checks.

**Synergy:** If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus to Spellcraft checks made to decipher spells on scrolls.

USE ROPE (DEX)

With this skill, you can make firm knots, undo tricky knots, and bind prisoners with ropes.

**Check:** Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

**Use Rope DC Task**

10 Tie a firm knot

101 Secure a grappling hook

15 Tie a special knot, such as one that slips, slides slowly, or loosens with a tug

15 Tie a rope around yourself one-handed

15 Splice two ropes together

Varies Bind a character

1 Add 2 to the DC for every 10 feet the hook is thrown; see below.

*Secure a Grappling Hook:* Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. Your DM should make this check secretly, so that you don’t know whether the rope will hold your weight.

*Bind a Character:* When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds.

You don’t even make your Use Rope check until someone tries to escape.

**Action:** Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together

takes 5 minutes. Binding a character takes 1 minute.

**Special:** A silk rope (page 127) gives you a +2 cir- cumstance bonus on Use Rope checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks

you make when using that rope. These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.

feat is a special feature that either gives your character a new capability or improves one he or she already has. For example, Lidda (a halfling rogue) chooses to start with the Improved Initiative feat at 1st level. That feat gives her a +4 bonus to her initiative check results. At 3rd level (see Table 3–2: Experience and Level-Dependent

Benefits, page 22), she gains a new feat and chooses Dodge. This feat allows her to avoid the attacks of an opponent she selects by improving her Armor Class against that opponent.

Unlike a skill, a feat has no ranks. A character either has a feat or does not.

## ACQUIRING FEATS

Unlike skills, feats are not bought with points. A player simply chooses them for his or her character. Each character gets one feat upon creation. At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), he or she gains another feat (see Table 3– 2: Experience and Level-Dependent Benefits, page 22). Feats are gained according to character level, regardless of individual class levels.

Additionally, members of some classes get bonus feats as class features. These feats may be chosen from special lists (see Fighter Bonus Feats, below, and the individual class descriptions in Chapter 3 for details).

A human character also gets a bonus feat at 1st level, chosen by the player. This feat can be of any feat for which the character qualifies.

## PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability 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. For example, at 3rd level, Krusk, the half- orc barbarian, could spend 1 skill point on the Ride skill (gaining his first rank in Ride) and select the Mounted Combat feat at the same time.

A character can’t use a feat if he or she has lost a prerequisite. For example, if your character’s Strength drops below 13 because a *ray of enfeeblement* spell, he or she can’t use the Power Attack feat until the prerequisite is once again met.

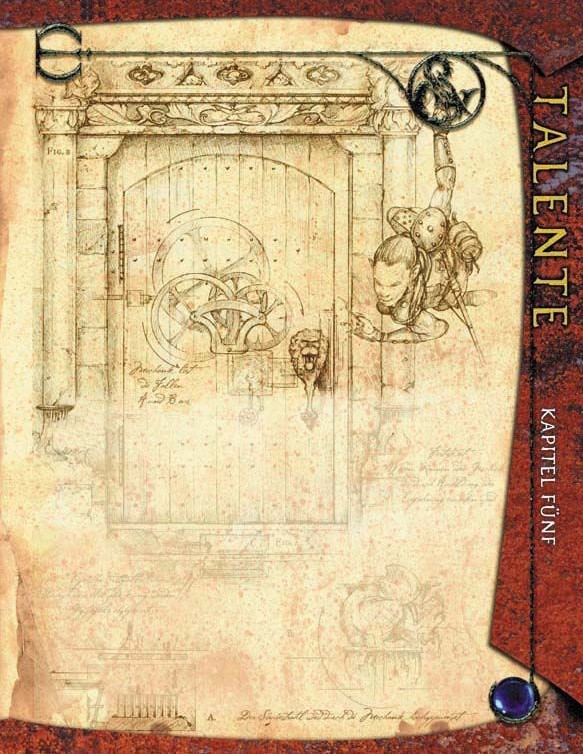
## TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher level than it actually is.

### FIGHTER BONUS FEATS

Fighters gain bonus feats selected from a subset of the feat list presented in Table 5–1 (page 90). Any feat designated as a fighter feat can be selected as a fighter’s bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

# 87



### ITEM CREATION FEATS



Spellcasters can use their personal power to create lasting magic items. Doing so, however, is draining. A spellcaster must put a little of himself or herself into every magic item he or she creates.

An item creation feat lets a spellcaster create a magic item of a

certain type. Regardless of the type of items they involve, the vari- ous item creation feats all have certain features in common.

**XP Cost:** Power and energy that the spellcaster would normally have is expended when making a magic item. The XP cost equals 1/25 the cost of the item in gold pieces (see the *Dungeon Master’s Guide* for item costs). A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

CHAPTER 5:

FEATS

**Raw Materials Cost:** Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

For example, at 12th level, Mialee the wizard gains the feat Forge Ring, and she creates a *ring of deflection +3*. The cost of the ring is 18,000 gp, so it costs her 720 XP plus 9,000 gp to make.

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 (if the character is traveling far from home, for instance).

**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. A *wand of fireball* at caster level 8th, for example, would create *fireballs* that deal 8d6 points of damage and have a range of 720 feet. The price of these items (and thus the XP cost and 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 × caster level × 25 gp. *Potions:* Base price = spell level × caster level × 50 gp. *Wands:* Base price = spell level × caster level × 750 gp.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

**Extra Costs:** Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commen- surate cost. For potions and scrolls, the creator must expend the material component or pay the XP cost when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP, as noted in their descriptions. For example, a *ring of three wishes* costs 15,000 XP in addition to its normal price (as many XP as it costs to cast *wish* three times).

### 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. For example, a spellcaster can learn to cast a spell without having to say its verbal component, to cast a spell for greater effect, or even to cast it with nothing but a moment’s thought. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible.

For instance, at 3rd level, Mialee chooses to gain Silent Spell, the feat that allows her to cast a spell without its verbal component. The cost of doing so, however, is that in preparing the spell, she must use

# 88

up a spell slot one spell level higher than the spell actually is. Thus, if she prepares *charm person* as a silent spell, it takes up one of her 2nd-level slots. It is still only a 1st-level spell, so the DC for the Will save against it does not go up. Mialee cannot prepare a 2nd-level spell as a silent spell because she would have to prepare it as a 3rd- level spell, and she can’t use 3rd-level spell slots until she reaches 5th level.

**Wizards and Divine Spellcasters:** Wizards and divine spell- casters (clerics, druids, paladins, and rangers) must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

**Sorcerers and Bards:** Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell’s normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn’t the same as a 1-round casting time, as described under Cast a Spell, page 143.) For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

**Spontaneous Casting and Metamagic Feats:** A cleric spon- taneously casting a *cure* or *inflict* spell can cast a metamagic version of it instead. For instance, an 11th-level cleric can swap out a prepared 6th-level spell to cast an empowered *cure critical wounds* spell. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

**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. Saving throw modifications are not changed unless stated otherwise in the feat description. 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 (such as Silent Spell and Still 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. A silent, stilled version of *charm person*, for example, would be prepared and cast as a 3rd-level spell (a 1st-level spell, increased by one spell level for each of the metamagic feats). You can’t apply the same metamagic feat more than once to a single spell (for instance, you can’t cast a twice-empowered *magic missile* to get

+100% damage).

**Magic Items and Metamagic Spells:** With the right item cre- ation 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 (see Counterspells, page 170).

## FEAT DESCRIPTIONS



Here is the format for feat descriptions.

FEAT NAME [TYPE OF FEAT]

Description of what the feat does or represents in plain language.

**Prerequisite:** A minimum ability 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 descrip- tion. In general, having a feat twice is the same as having it once.

**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.

ACROBATIC [GENERAL]

You have excellent body awareness and coordination.

**Benefit:** You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [GENERAL]

You are particularly flexible and poised.

**Benefit:** You get a +2 bonus on all Balance checks and Escape Artist checks.

ALERTNESS [GENERAL]

You have finely tuned senses.

**Benefit:** You get a +2 bonus on all Listen checks and Spot checks.

**Special:** The master of a familiar (see the Familiars sidebar, page

52) gains the benefit of the Alertness feat whenever the familiar is within arm’s reach.

ANIMAL AFFINITY [GENERAL]

You are good with animals.

**Benefit:** You get a +2 bonus on all Handle Animal checks and Ride checks.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

You are proficient with heavy armor (see Table 7–6: Armor and Shields, page 123).

**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) [GENERAL]

You are proficient with light armor (see Table 7–6: Armor and Shields, page 123).

**Benefit:** When you wear a type of armor with which you are

proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

**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.

**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)

###### [GENERAL]

You are proficient with medium armor (see Table 7–6: Armor and Shields, page 123).

**Prerequisite:** Armor Proficiency (light).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

**Special:** Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

CHAPTER 5:

FEATS

ATHLETIC [GENERAL]

You have a knack for athletic endeavors.

**Benefit:** You get a +2 bonus on all Climb checks and Swim checks.

AUGMENT SUMMONING [GENERAL]

Your summoned creatures are more powerful than normal.

**Prerequisite:** Spell Focus (conjuration).

**Benefit:** Each creature you conjure with any *summon* spell gains a

+4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BLIND-FIGHT [GENERAL]

You know how to fight in melee without being able to see your foes. **Benefit:** In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you

actually hit (see Concealment, page 152).

An invisible attacker gets no advantages related to hitting you in melee. That is, you don’t lose your Dexterity bonus to Armor Class, and the attacker doesn’t get the usual +2 bonus for being invisible (see Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151). The invisible attacker’s bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half (see Table 9–4: Hampered Movement, page 163).

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you (see Table 8–5: Attack Roll Modifiers, page 151) apply, and you lose your Dexterity bonus to AC. The speed reduc- tion for darkness and poor visibility (see Table 9–4: Hampered Movement, page 163) also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell (see page 206).

A fighter may select Blind-Fight as one of his fighter bonus feats (see page 38).

BREW POTION [ITEM CREATION]

You can create potions, which carry spells within themselves. See the *Dungeon Master’s Guide* for rules on potions.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level × its caster level × 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

# 89

**Table 5–1: Feats**



CHAPTER 5:

FEATS

|  |  |  |
| --- | --- | --- |
| **General Feats** | **Prerequisites** | **Benefit** |
| Acrobatic | — | +2 bonus on Jum p and Tumble checks |
| Agile | — | +2 bonus on Balance and Escape Artist checks |
| Alertness | — | +2 bonus on Listen and Spot checks |
| Animal Affinity | — | +2 bonus on Handle Animal and Ride checks |
| Armor Proficiency (light) | — | No armor check penalty on attack rolls |
| Armor Proficiency (medium) | Armor Proficiency (light) | No armor check penalty on attack rolls |
| Armor Proficiency (heavy) | Armor Proficiency (medium) | No armor check penalty on attack rolls |
| Athletic | — | +2 bonus on Climb and Swim checks |
| Augment Summoning | Spell Focus (conjuration) | Summoned creatures gain +4 Str, +4 Con |
| Blind-Fight1 | — | Reroll miss chance for concealment |
| Combat Casting | — | +4 bonus on Concentration checks for defensive casting |
| Combat Expertise1 | Int 13 | Trade attack bonus for AC (max 5 points) |
| Improved Disarm 1 | Combat Expertise | +4 bonus on disarm attempts; no attack of opportunity |
| Improved Feint1 | Combat Expertise | Feint in combat as move action |
| Improved Trip1 | Combat Expertise | +4 bonus on trip attempts; no attack of opportunity |
| Whirlwind Attack1 | Dex 13, Combat Expertise, Dodge, M obility, Spring Attack, base attack bonus +4 | One melee attack against each opponent within reach |
| Combat Reflexes1 | — | Additional attacks of opportunity |
| Deceitful | — | +2 bonus on Disguise and Forgery checks |
| Deft H ands | — | +2 bonus on Sleight of H and and Use Rope checks |
| Diligent | — | +2 bonus on Appraise and Decipher Script checks |
| Dodge1 | Dex 13 | +1 dodge bonus to AC against selected target |
| M obility1 | Dodge | +4 dodge bonus to AC against some attacks of opportunity |
| Spring Attack1 | M obility, base attack bonus +4 | M ove before and after melee attack |
| Endurance | — | +4 bonus on checks or saves to resist nonlethal damage |
| Diehard | Endurance | Remain conscious at –1 to –9 hp |
| Eschew M aterials | — | Cast spells without material components |
| Exotic Weapon Proficiency1, 2 | Base attack bonus +1 | No penalty on attacks with specific exotic weapon |
| Extra Turning3 | Ability to turn or rebuke creatures | Can turn or rebuke 4 more times per day |
| Great Fortitude | — | +2 bonus on Fortitude saves |
| Improved Counterspell | — | Counterspell with spell of same school |
| Improved Critical1, 2 | Proficient with weapon, base attack bonus +8 | Double threat range of weapon |
| Improved Initiative | — | +4 bonus on initiative checks |
| Improved Turning | Ability to turn or rebuke creatures | +1 level for turning checks |
| Improved Unarmed Strike1 | — | Considered armed even when unarmed |
| Improved Grapple1 | Dex 13, Improved Unarmed Strike | +4 bonus on grapple checks; no attack of opportunity |
| Deflect Arrows1 | Dex 13, Improved Unarmed Strike | Deflect one ranged attack per round |
| Snatch Arrows1 | Dex 15, Deflect Arrows, Improved Unarmed Strike | Catch a deflected ranged attack |
| Stunning Fist1 | Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8 | Stun opponent with unarmed strike |
| Investigator | — | +2 bonus on Gather Information and Search checks |
| Iron Will | — | +2 bonus on Will saves |
| Leadership | Character Level 6th | Attract cohort and followers |
| Lightning Reflexes | — | +2 bonus on Reflex saves |
| M agical Aptitude | — | +2 bonus on Spellcraft and Use M agic Device checks |
| M artial Weapon Proficiency2 | — | No penalty on attacks with specific martial weapon |
| M ounted Combat1 | Ride 1 rank | Negate hits on mount with Ride check |
| M ounted Archery1 | M ounted Combat | H alf penalty for ranged attacks while mounted |
| Ride-By Attack1 | M ounted Combat | M ove before and after a mounted charge |
| Spirited Charge1 | M ounted Combat, Ride-By Attack | Double damage with mounted charge |
| Trample1 | M ounted Combat | Target cannot avoid mounted overrun |
| Natural Spell | Wis 13, Ability to use wild shape | Cast spells while in wild shape |
| Negotiator | — | +2 bonus on Diplomacy and Sense M otive checks |
| Nimble Fingers | — | +2 bonus on Disable Device and Open Lock checks |
| Persuasive | — | +2 bonus on Bluff checks and Intimidate checks |
| Point Blank Shot1 | — | +1 bonus on ranged attack and damage within 30 ft. |
| Far Shot1 | Point Blank Shot | Increase range increment by 50% or 100% |
| Precise Shot1 | Point Blank Shot | No –4 penalty for shooting into melee |
| Rapid Shot1 | Dex 13, Point Blank Shot | One extra ranged attack each round |
| M anyshot1 | Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6 | Shoot two or more arrows simultaneously |
| Shot on the Run1 | Dex 13, Dodge, M obility, Point Blank Shot, base attack bonus +4 | M ove before and after ranged attack |
| Improved Precise Shot1 | Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11 | Ignore less than total cover/ concealment on ranged attack |

90

Power Attack1 Str 13 Trade attack bonus for damage (up to base attack bonus)



Cleave1 Power Attack Extra melee attack after dropping target Great Cleave1 Cleave, Power Attack, base attack bonus +4 No limit to cleave attacks each round

Improved Bull Rush1 Power Attack +4 bonus on bull rush attempts; no attack of opportunity

Improved Overrun1 Power Attack +4 bonus on overrun attempts; no attack of opportunity

Improved Sunder1 Power Attack +4 bonus on sunder attempts; no attack of opportunity

Quick Draw1 Base attack bonus +1 Draw weapon as free weapon Rapid Reload1 Weapon Proficiency with crossbow Reload crossbow more quickly

Run — Run 5 times normal speed, +4 bonus on Jum p checks M ade after a running start

CHAPTER 5:

FEATS

Self-Sufficient — +2 bonus on H eal and Survival checks

Shield Proficiency — No armor check penalty on attack rolls

Improved Shield Bash1 Shield Proficiency Retain shield bonus to AC when shield bashing

Tower Shield Proficiency Shield Proficiency No armor check penalty on attack rolls

Simple Weapon Proficiency — No –4 penalty on attack rolls with simple weapons

Skill Focus2 — +3 bonus on checks with selected skill

Spell Focus2 — +1 bonus on save DCs against specific school of magic

Greater Spell Focus2 — +1 bonus on save DCs against specific school of magic

Spell M astery2 Wizard level 1st Can prepare some spells without spellbook

Spell Penetration — +2 bonus on caster level checks to defeat spell resistance

Greater Spell Penetration Spell Penetration +4 to caster level checks to defeat spell resistance

Stealthy — +2 bonus on H ide and M ove Silently checks

Toughness3 — +3 hit points

Track — Use Survival skill to track

Two-Weapon Fighting1 Dex 15 Reduce two-weapon fighting penalties by 2

Two-Weapon Defense1 Two-Weapon Fighting Off-hand weapon grants +1 shield bonus to AC Improved Two-Weapon Fighting1 Dex 17, Two-Weapon Fighting, Gain second off-hand attack

base attack bonus +6

Greater Two-Weapon Fighting Dex 19, Improved Two-Weapon Gain third off-hand attack

Fighting, Two-Weapon Fighting, base attack bonus +11

Weapon Finesse1, 2 Proficiency with weapon, Use Dex modifier instead of Str modifier on attack rolls

base attack bonus +1 with light melee weapons

Weapon Focus1, 2 Proficiency with weapon, base attack bonus +1 +1 bonus on attack rolls with selected weapon Weapon Specialization1, 2 Proficiency with weapon, Weapon Focus +2 bonus on damage rolls with selected weapon

with weapon, fighter level 4th

Greater Weapon Focus1, 2 Proficiency with weapon, Weapon Focus +2 bonus on attack rolls with selected weapon with weapon, fighter level 8th

Greater Weapon Specialization1, 2 Proficiency with weapon, Greater Weapon Focus +4 bonus on damage rolls with selected weapon with weapon, Weapon Focus with weapon,

Weapon Specialization with weapon, fighter level 12th

**Item Creation Feats Prerequisites Benefit**

Brew Potion Spellcaster level 3rd Create magic potions

Craft M agic Arms and Armor Spellcaster level 5th Create magic weapons, armor, and shields

Craft Rod Spellcaster level 9th Create magic rods

Craft Staff Spellcaster level 12th Create magic staffs

Craft Wand Spellcaster level 5th Create magic wands

Craft Wondrous Item Spellcaster level 3rd Create magic wondrous items

Forge Ring Spellcaster level 12th Create magic rings

Scribe Scroll Spellcaster level 1st Create magic scrolls

**Metamagic Feats Prerequisites Benefit**

Empower Spell — Increase spell’s variable, numeric effects by 50%

Enlarge Spell — Double spell’s range

Extend Spell — Double spell’s duration

H eighten Spell — Cast spells as higher level

M aximize Spell — M aximize spell’s variable, numeric effects

Quicken Spell — Cast spells as free action

Silent Spell — Cast spells without verbal components

Still Spell — Cast spells without somatic components

Widen Spell — Double spell’s area

1. A fighter may select this feat as one of his fighter bonus feats.
2. You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon, skill, school of magic, or selection of spells.
3. You can gain this feat multiple times. Its effects stack.

# 91

CLEAVE [GENERAL]

You can follow through with powerful blows.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

CHAPTER 5:

FEATS

**Special:** A fighter may select Cleave as one of his fighter bonus feats (see page 38).

COMBAT CASTING [GENERAL]

You are adept at casting spells in combat.

**Benefit:** You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive (see Casting on the Defensive, page 140) or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL]

You are trained at using your combat skill for defense as well as offense.

**Prerequisite:** Int 13.

**Benefit:** When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

**Special:** A fighter may select Combat Expertise as one of his fighter bonus feats (see page 38).

COMBAT REFLEXES [GENERAL]

You can respond quickly and repeatedly to opponents who let their defenses down.

**Benefit:** When foes leave themselves open, you may make a

number of additional attacks of opportunity equal to your Dexterity

the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features’ total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a mas- terwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT ROD [ITEM CREATION]

You can create magic rods, which have varied magical effects.

**Prerequisite:** Caster level 9th.

**Benefit:** You can create any rod whose prerequisites you meet (see the *Dungeon Master’s Guide* for prerequisites and other infor- mation on rods). Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod’s base price.

CRAFT STAFF [ITEM CREATION]

You can create magic staffs, each of which has mul- tiple magical effects.

**Prerequisite:** Caster level 12th.

**Benefit:** You can create any staff whose prerequisites you meet

(see the *Dungeon Master’s Guide* for prerequisites and other information on staffs).

Crafting a staff takes one day for each 1,000 gp in its base price. To

craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff

has 50 charges.

Some staffs incur

bonus. For example, a fighter with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round—the one attack of opportunity any character is entitled to, plus two more because of his +2 Dexterity bonus. If four goblins move out of the character’s threatened squares, he can make one attack of opportunity each against three of the four. You can still make only one attack of opportunity per opportunity.

With this feat, you may also make attacks of opportunity while

extra costs in material

components or XP, as noted in their descrip- tions. These costs are in addition to those derived from the staff ’s base price.

CRAFT WAND [ITEM CREATION]

*Lidda dodges the ray of a spell cast by an evil cleric.*

flat-footed.



**Normal:** A character without this feat can make only one attack of opportunity per round and can’t make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability (see page 51) more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats (see page 38)

A monk may select Combat Reflexes as a bonus feat at 2nd level.

### CRAFT MAGIC ARMS AND ARMOR

###### [ITEM CREATION]

You can create magic weapons, armor, and shields.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create any magic weapon, armor, or shield whose prerequisites you meet (see the *Dungeon Master’s Guide* for prerequisites and other information on these items). Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in

# 92

You can create wands, which hold spells (see the *Dungeon Master’s*

*Guide* for rules on wands).

**Prerequisite:** Caster level 5th.

**Benefit:** You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level × the spell level × 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]

You can create a wide variety of magic items, such as a *crystal ball* or a

*flying carpet*.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create any wondrous item whose prerequisites you meet (see the *Dungeon Master’s Guide* for prerequisites and other information on wondrous items). Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item’s price in XP and use up raw materials costing half of this price.



You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item’s base price. You must pay such a cost to create an item or to mend a broken one.

DECEITFUL [GENERAL]

You have a knack for disguising the truth.

**Benefit:** You get a +2 bonus on all Disguise checks and Forgery checks.

DEFLECT ARROWS [GENERAL]

You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

**Prerequisites:** Dex 13, 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 flat-footed. Attempting to deflect a ranged weapon doesn’t count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects, such as *Melf’s acid arrow*, 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.

A fighter may select Deflect Arrows as one of his fighter bonus feats (see page 38).

DEFT HANDS [GENERAL]

You have exceptional manual dexterity.

**Benefit:** You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

DIEHARD [GENERAL]

You can remain conscious after attacks that would fell others.

**Prerequisite:** Endurance.

**Benefit:** When reduced to between –1 and –9 hit points, you automatically become stable. You don’t have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (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 stan- dard 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 the DM deems as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately die.

**Normal:** A character without this feat who is reduced to between

–1 and –9 hit points is unconscious and dying, as described in Chapter 8: Combat.

DILIGENT [GENERAL]

Your meticulousness allows you to analyze minute details that others miss.

**Benefit:** You get a +2 bonus on all Appraise checks and Decipher Script checks.

DODGE [GENERAL]

You are adept at dodging blows.

**Prerequisite:** Dex 13.

**Benefit:** During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses (such as this one and a dwarf’s racial bonus on dodge attempts against giants) stack with each other, unlike most other types of bonuses.

CHAPTER 5:

FEATS

**Special:** A fighter may select Dodge as one of his fighter bonus feats (see page 38).

EMPOWER SPELL [METAMAGIC]

You can cast spells to greater effect.

**Benefit:** All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. For example, an empowered *magic missile* deals 1-1/2 times its normal damage (roll 1d4+1 and multiply the result by 1-1/2 for each missile). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell’s actual level.

ENDURANCE [GENERAL]

You are capable of amazing feats of stamina.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage (see page 84), Constitution checks made to continue running (see page 144), Constitution checks made to avoid nonlethal damage from a forced march (see page 164), Constitution checks made to hold your breath (see page 84), Constitution checks

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made to avoid nonlethal damage

from starvation or thirst (see page 304 of the *Dun-*

*geon Master’s Guide*),

Fortitude saves made to avoid nonlethal damage from hot or cold environments (see pages 302 and 303 of the *Dungeon Master’s Guide*), and Forti- tude saves made to resist damage from suffocation (see page 304 of the *Dun- geon Master’s Guide*). Also,

you may sleep in light or medium armor without becoming fatigued.

**Normal:** A character without this feat who

sleeps in medium

# 93

or heavier armor is automatically fatigued the next day.



**Special:** A ranger automatically gains Endurance as a bonus feat at 3rd level (see page 48). He need not select it.

ENLARGE SPELL [METAMAGIC]

You can cast spells farther than normal.

**Benefit:** You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell’s actual level.

CHAPTER 5:

FEATS

Spells whose ranges are not defined by distance, as well as spells

whose ranges are not close, medium, or long, do not have increased ranges.

ESCHEW MATERIALS [GENERAL]

You can cast spells without relying on material components.

**Benefit:** You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7–5: Weapons, page 116, for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.

**Prerequisite:** Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

**Benefit:** You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38)

EXTEND SPELL [METAMAGIC]

You can cast spells that last longer than normal.

**Benefit:** An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell’s actual level.

EXTRA TURNING [GENERAL]

You can turn or rebuke creatures more often than normal.

**Prerequisite:** Ability to turn or rebuke creatures.

94

**Benefit:** Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature (such as a good-aligned cleric with access to the Fire domain, who can turn undead and water creatures and can also rebuke fire creatures), each of your turning or rebuking abilities gains four additional uses per day.

**Normal:** Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

**Special:** You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

FAR SHOT [GENERAL]

You can get greater distance out of a ranged weapon.

**Prerequisite:** Point Blank Shot.

**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.

**Special:** A fighter may select Far Shot as one of his fighter bonus feats (see page 38).

FORGE RING [ITEM CREATION]

You can create magic rings, which have varied magical effects.

**Prerequisite:** Caster level 12th.

**Benefit:** You can create any ring whose prerequisites you meet (see the *Dungeon Master’s Guide* for prerequisites and other infor- mation on rings). Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. For example, a *ring of three wishes* costs 15,000 XP in addition to costs derived from its base price (as many XP as it costs to cast *wish* three times). You must pay such a cost to forge such a ring or to mend a broken one.

GREAT CLEAVE [GENERAL]

You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

**Special:** A fighter may select Great Cleave as one of his fighter bonus feats (see page 38).

GREAT FORTITUDE [GENERAL]

You are tougher than normal.

**Benefit:** You get a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are now even more potent than before.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

**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 to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION [GENERAL]

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

**Prerequisite:** Spell Penetration.



**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature’s spell resistance. This bonus stacks with the one from Spell Penetration (see page 100).

### GREATER TWO-WEAPON FIGHTING

###### [GENERAL]

You are a master at fighting two-handed.

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two- Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a –10 penalty.

**Special:** A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats (see page 38).

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

GREATER WEAPON FOCUS [GENERAL]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are especially good at using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats (see page 38).

### GREATER WEAPON SPECIALIZATION

###### [GENERAL]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

**Special:** You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats (see page 38).

HEIGHTEN SPELL [METAMAGIC]

You can cast a spell as if it were a higher-level spell than it actually is. **Benefit:** A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level. For example, a cleric could prepare *hold person* as a 4th-level spell

(instead of a 2nd-level spell), and it would in all ways be treated as a 4th-level spell.

IMPROVED BULL RUSH [GENERAL]

You know how to push opponents back.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you perform a bull rush (page 154), you do not provoke an attack of opportunity from the defender. You also gain a

+4 bonus on the opposed Strength check you make to push back the defender.

CHAPTER 5:

FEATS

**Special:** A fighter may select Improved Bull Rush as one of his fighter bonus feats (see page 38).

IMPROVED COUNTERSPELL [GENERAL]

You understand the nuances of magic to such an extent that you can counter your opponent’s spells with great efficiency.

**Benefit:** When counterspelling, you may use a spell of the same

school that is one or more spell levels higher than 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.

IMPROVED CRITICAL [GENERAL]

Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled. For example, a longsword usually threatens a critical hit on a roll of 19–20 (two numbers). If a character using a longsword has Improved Critical (longsword), the threat range becomes 17–20 (four numbers).

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn’t stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell).

A fighter may select Improved Critical as one of his fighter bonus feats (see page 38).

IMPROVED DISARM [GENERAL]

You know how to disarm opponents in melee combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

**Normal:** See the normal disarm rules, page 155.

**Special:** A fighter may select Improved Disarm as one of his fighter bonus feats (see page 38).

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

IMPROVED FEINT [GENERAL]

You are skilled at misdirecting your opponent’s attention in combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You can make a Bluff check to feint in combat as a move action.

**Normal:** Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats (see page 38).

IMPROVED GRAPPLE [GENERAL]

You are skilled at grappling opponents.

**Prerequisites:** Dex 13, Improved Unarmed Strike.

**Benefit:** You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

# 95

**Normal:** Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.



**Special:** A fighter may select Improved Grapple as one of his fighter bonus feats (see page 38).

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

IMPROVED INITIATIVE [GENERAL]

You can react more quickly than normal in a fight.

CHAPTER 5:

FEATS

**Benefit:** You get a +4 bonus on initiative checks.

**Special:** A fighter may select Improved Initiative as one of his fighter bonus feats (see page 38).

IMPROVED OVERRUN [GENERAL]

You are skilled at knocking down opponents.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

**Special:** A fighter may select Improved Overrun as one of his fighter bonus feats (see page 38).

IMPROVED PRECISE SHOT [GENERAL]

Your ranged attacks can ignore the effects of cover or concealment.

**Prerequisites:** Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

**Benefit:** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grap- pling opponent, you automatically strike at the opponent you have chosen.

**Normal:** See pages 150–152 for rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

**Special:** A fighter may select Improved Precise Shot as one of his fighter bonus feats (see page 38).

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

IMPROVED SHIELD BASH [GENERAL]

You can bash with a shield while retaining its shield bonus to your Armor Class.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield’s shield bonus to your AC.

**Normal:** Without this feat, a character who performs a shield bash loses the shield’s shield bonus to AC until his or her next turn.

**Special:** A fighter may select Improved Shield Bash as one of his fighter bonus feats (see page 38).

IMPROVED SUNDER [GENERAL]

You are skilled at attacking your opponents’ weapons and shields, as well as other objects.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

# 96

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

**Normal:** Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

**Special:** A fighter may select Improved Sunder as one of his fighter bonus feats (see page 38).

IMPROVED TRIP [GENERAL]

You are trained not only in tripping opponents safely but also in following through with an attack.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a

+4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn’t used your attack for the trip attempt. For example, at 11th level, Tordek gets three attacks at bonuses of +11, +6, and +1. In the current round, he attempts to trip his opponent. His first attempt fails (using up his first attack). His second attempt succeeds, and he immediately makes a melee attack against his opponent with a bonus of +6. Finally, he takes his last attack at a bonus of +1.

**Normal:** Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. See Trip, page 158.

**Special:** At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

A fighter may select Improved Trip as one of his fighter bonus feats (see page 38).

IMPROVED TURNING [GENERAL]

Your turning or rebuking attempts are more powerful than normal.

**Prerequisite:** Ability to turn or rebuke creatures.

**Benefit:** You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

### IMPROVED TWO-WEAPON FIGHTING

###### [GENERAL]

You are an expert in fighting two-handed.

**Prerequisites:** Dex 17, Two-Weapon Fighting, base attack bonus

+6.

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a – 5 penalty (see Table 8–10, page 160).

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon.

**Special:** A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

IMPROVED UNARMED STRIKE [GENERAL]

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed — that is, you do not provoke attacks or 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, at your option.

**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.

A fighter may select Improved Unarmed Strike as one of his fighter bonus feats (see page 38).

INVESTIGATOR [GENERAL]

You have a knack for finding information.

**Benefit:** You get a +2 bonus on all Gather Information checks and Search checks.

IRON WILL [GENERAL]

You have a stronger will than normal.

**Benefit:** You get a +2 bonus on all Will saving throws.

LEADERSHIP [GENERAL]

You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.

**Prerequisite:** Character level 6th.

**Benefit:** You can attract loyal companions and devoted followers, subordinates who assist you. Your DM has information on what sort of cohort and how many followers you can recruit.

**Prerequisites:** Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

**Benefit:** As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 for three arrows and –8 for four).

CHAPTER 5:

FEATS

Damage reduction and other resistances apply separately against

each arrow fired.

**Special:** Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage) only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats (see page 38).

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor

(see page 48).

*Attacking with two arrows, thanks to the Manyshot feat.*

### MARTIAL WEAPON PROFICIENCY

###### [GENERAL]

Choose a type of martial weapon, such as a longbow (see Table 7–5: Weapons, page 116, for a list of martial weapons). You understand how to use that type of

martial weapon in combat.

Use this feat to expand the list of weapons with which

*Illus. by J. Jarvis*

you are proficient beyond the basic list in your class description.

**Benefit:** You make attack rolls with the selected weapon normally.

**Normal:** When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

**Special:** Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of

weapon.

A cleric who chooses the War domain automatically gains the



**Special:** Check with your DM before selecting this feat, and work with your DM to determine an appropriate cohort and followers for your character (the *Dungeon Master’s Guide* has more information on cohorts and followers).

LIGHTNING REFLEXES [GENERAL]

You have faster than normal reflexes.

**Benefit:** You get a +2 bonus on all Reflex saving throws.

MAGICAL APTITUDE [GENERAL]

You have a knack for magical endeavors.

**Benefit:** You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MANYSHOT [GENERAL]

You can fire multiple arrows simultaneously against a nearby target.

Martial Weapon Proficiency feat related to his deity’s favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

A sorcerer or wizard who casts the spell *Tenser’s transformation* on himself or herself gains proficiency with all martial weapons for the duration of the spell.

MAXIMIZE SPELL [METAMAGIC]

You can cast spells to maximum effect.

**Benefit:** All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized *fireball* deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell’s actual level.

# 97

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. An empowered, maximized *fireball* cast by a 15th-level wizard deals points of damage equal to 60 plus one half of 10d6.



MOBILITY [GENERAL]

You are skilled at dodging past opponents and avoiding blows.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses (such as this one and a dwarf’s racial bonus on dodge attempts against giants) stack with each other, unlike most types of bonuses.

CHAPTER 5:

FEATS

**Special:** A fighter may select Mobility as one of his fighter bonus feats (see page 38).

MOUNTED ARCHERY [GENERAL]

You are skilled at using ranged weapons while mounted.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running (see Mounted Combat, page 157).

**Special:** A fighter may select Mounted Archery as one of his fighter bonus feats (see page 38).

MOUNTED COMBAT [GENERAL]

You are skilled in mounted 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.)

**Special:** A fighter may select Mounted Combat as one of his fighter bonus feats (see page 38).

NATURAL SPELL [GENERAL]

You can cast spells while in a wild shape.

**Prerequisites:** Wis 13, wild shape ability.

**Benefit:** You can complete the verbal and somatic components of spells while in a wild shape. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [GENERAL]

You are good at gauging and swaying attitudes.

**Benefit:** You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE FINGERS [GENERAL]

You are adept at manipulating small, delicate objects.

**Benefit:** You get a +2 bonus on all Disable Device checks and Open Lock checks.

PERSUASIVE [GENERAL]

You have a way with words and body language.

**Benefit:** You get a +2 bonus on all Bluff checks and Intimidate checks.

# 98

POINT BLANK SHOT [GENERAL]

You are skilled at making well-placed shots with ranged weapons at close range.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

**Special:** A fighter may select Point Blank Shot as one of his fighter bonus feats (see page 38).

POWER ATTACK [GENERAL]

You can make exceptionally powerful melee attacks.

**Prerequisite:** Str 13.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

**Special:** If you attack with a two-handed weapon, or with a one- handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can’t add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

A fighter may select Power Attack as one of his fighter bonus feats (see page 38).

PRECISE SHOT [GENERAL]

You are skilled at timing and aiming ranged attacks.

**Prerequisite:** Point Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll (see Shooting or Throwing into a Melee, page 140).

**Special:** A fighter may select Precise Shot as one of his fighter bonus feats (see page 38).

QUICK DRAW [GENERAL]

You can draw weapons with startling speed.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill, page 81) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

**Normal:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement (see page 142). Without this feat, you can draw a hidden weapon as a standard action.

**Special:** A fighter may select Quick Draw as one of his fighter bonus feats (see page 38).

QUICKEN SPELL [METAMAGIC]

You can cast a spell with a moment’s thought.

**Benefit:** Casting a quickened spell is a free action. You can per- form another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell’s actual level. Casting a quickened spell doesn’t provoke an attack of opportunity.

**Special:** This feat can’t be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

RAPID RELOAD [GENERAL]

Choose a type of crossbow (hand, light, or heavy). You can reload a crossbow of that type more quickly than normal.

**Prerequisite:** Weapon Proficiency (crossbow type chosen).

**Benefit:** The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow).

Reloading a crossbow still provokes an attack of oppor- tunity.

If you have selected this feat for hand

crossbow or light crossbow, you may fire that weapon as many

times in a full attack action as you could attack if you were using a bow.

**Normal:** A character with-

out this feat needs a move action to reload a hand or light crossbow, or a full- round action to reload a heavy crossbow.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of his fighter bonus feats (see page 38).

### RAPID SHOT

###### [GENERAL]

You can use ranged weapons with exceptional speed.

**Prerequisites:** Dex 13, Point Blank Shot.

**Benefit:** You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action (see page 143) to use this feat.

**Special:** A fighter may select Rapid Shot as one of his fighter bonus feats (see page 38).

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

RIDE-BY ATTACK [GENERAL]

You are skilled at making fast attacks for your mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you are mounted and use the charge

if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can’t exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

**Special:** A fighter may select Ride-By Attack as one of his fighter bonus feats (see page 38).

RUN [GENERAL]

You are fleet of foot.

CHAPTER 5:

FEATS

**Benefit:** When run- ning, you move five times your normal speed (if wearing medium, light or no armor and carry- ing no more than a me- dium load) or 4 times normal speed (if wearing heavy armor or carry-

ing a heavy load).

If you make a jump after a running start (see the Jump skill des-

cription, page 77), you gain a +4 bonus on your Jump check. While run- ning, you retain your Dex-

terity bonus to AC.

**Normal:** You move four times your speed while running (if wearing light medium or no armor and carrying no more than a medium load) or three

times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### SCRIBE SCROLL

###### [ITEM CREATION]

You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the *Dungeon Master’s Guide* for rules on scrolls.

**Prerequisite:** Caster level 1st. **Benefit:** You can create a scroll of any spell that you know.

Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level × its caster level × 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP

and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commen- surate cost. In addition to

action, you may move and attack as



*Mialee casts a spell from*

*a scroll she scribed.*

the costs derived from the

# 99



100

base price, you must expend the material component or pay the XP when scribing the scroll.

SELF-SUFFICIENT [GENERAL]

You can take care of yourself in harsh environments and situations.

**Benefit:** You get a +2 bonus on all Heal checks and Survival checks.

SHIELD PROFICIENCY [GENERAL]

CHAPTER 5:

FEATS

You are proficient with bucklers, small shields, and large shields.

**Benefit:** You can use a shield and take only the standard penalties (see Table 7–6: Armor and Shields, page 123).

**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, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

### SHOT ON THE RUN

###### [GENERAL]

You are highly trained in skirmish ranged weapon tactics.

**Prerequisites:** Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

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**Benefit:** When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

**Special:** A fighter may select Shot on the Run as one of his fighter bonus feats (see page 38).

SILENT SPELL [METAMAGIC]

You can cast spells silently.

**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.

**Special:** Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]

You understand how to use all types of simple weapons in combat (see Table 7–5: Weapons, page 116, for a list of simple weapons).

**Benefit:** You make attack rolls with simple weapons normally.

**Normal:** When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

**Special:** All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. They need not select this feat.

A sorcerer or wizard who casts the spell *Tenser’s transformation* on himself or herself gains proficiency with all simple weapons for the duration of the spell.

SKILL FOCUS [GENERAL]

Choose a skill, such as Move Silently. You have a special knack with that skill.

**Benefit:** You get a +3 bonus on all checks involving that 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.

SNATCH ARROWS [GENERAL]

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

**Prerequisites:** Dex 15, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** When using the Deflect Arrows feat (page 93), you may catch the weapon instead of just deflecting it. Thrown weapons, such as spears or axes, 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.

**Special:** A fighter may select Snatch Arrows as one of his fighter bonus feats (see page 38).

SPELL FOCUS [GENERAL]

Choose a school of magic, such as illusion. Your spells of that school are more potent than normal.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic 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.

SPELL MASTERY [SPECIAL]

You are so intimately familiar with certain spells that you don’t need a spellbook to prepare them anymore.

**Prerequisite:** Wizard level 1st.

**Benefit:** Each time you take this feat, choose a number of spells equal to your

Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

**Normal:** Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

SPELL PENETRATION [GENERAL]

Your spells are especially potent, breaking through spell resistance more readily than normal.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature’s spell resistance.

SPIRITED CHARGE [GENERAL]

You are trained at making a devastating mounted charge.

**Prerequisites:** Ride 1 rank, Mounted Combat, 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).

**Special:** A fighter may select Spirited Charge as one of his fighter bonus feats (see page 38).

SPRING ATTACK [GENERAL]

You are trained in fast melee attacks and fancy footwork.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can’t use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.