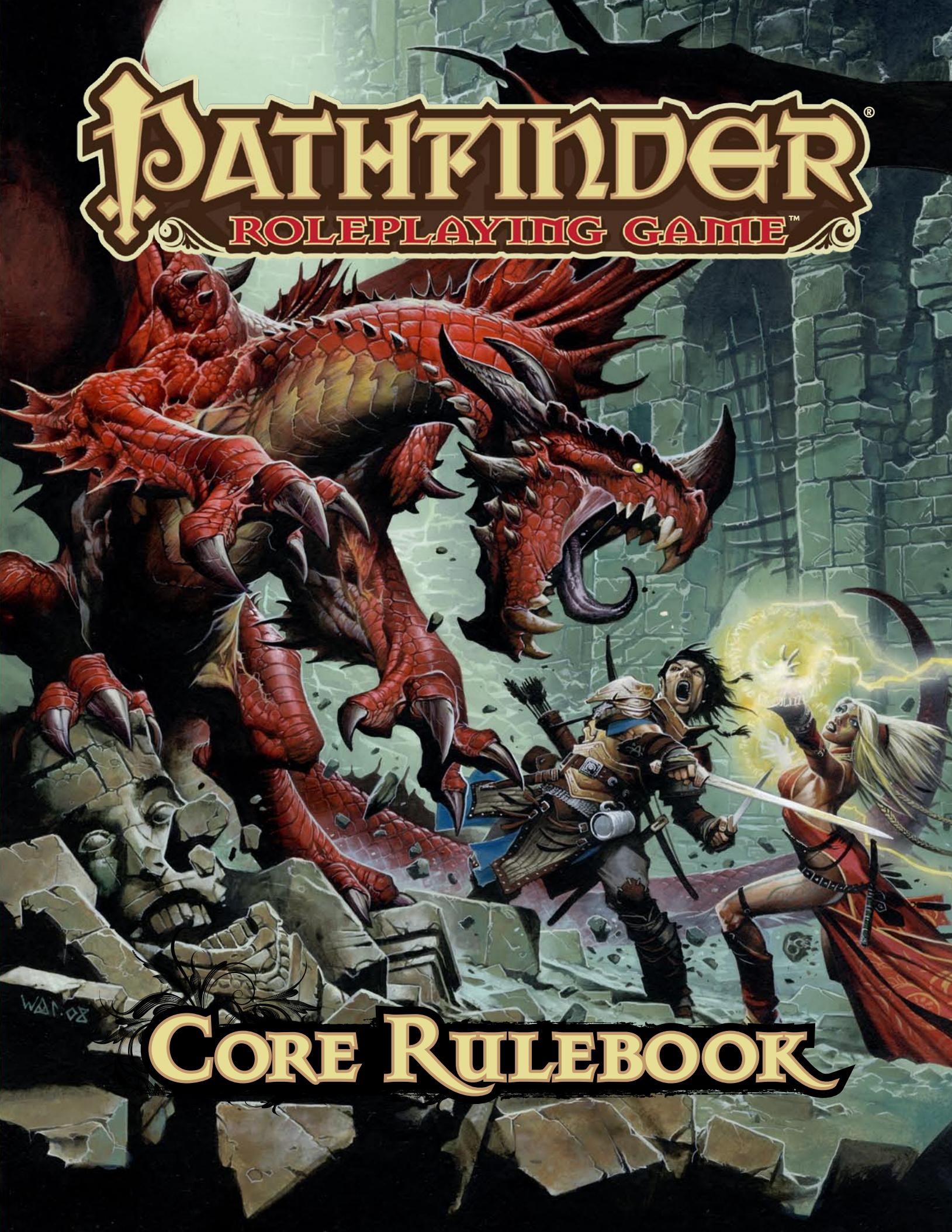


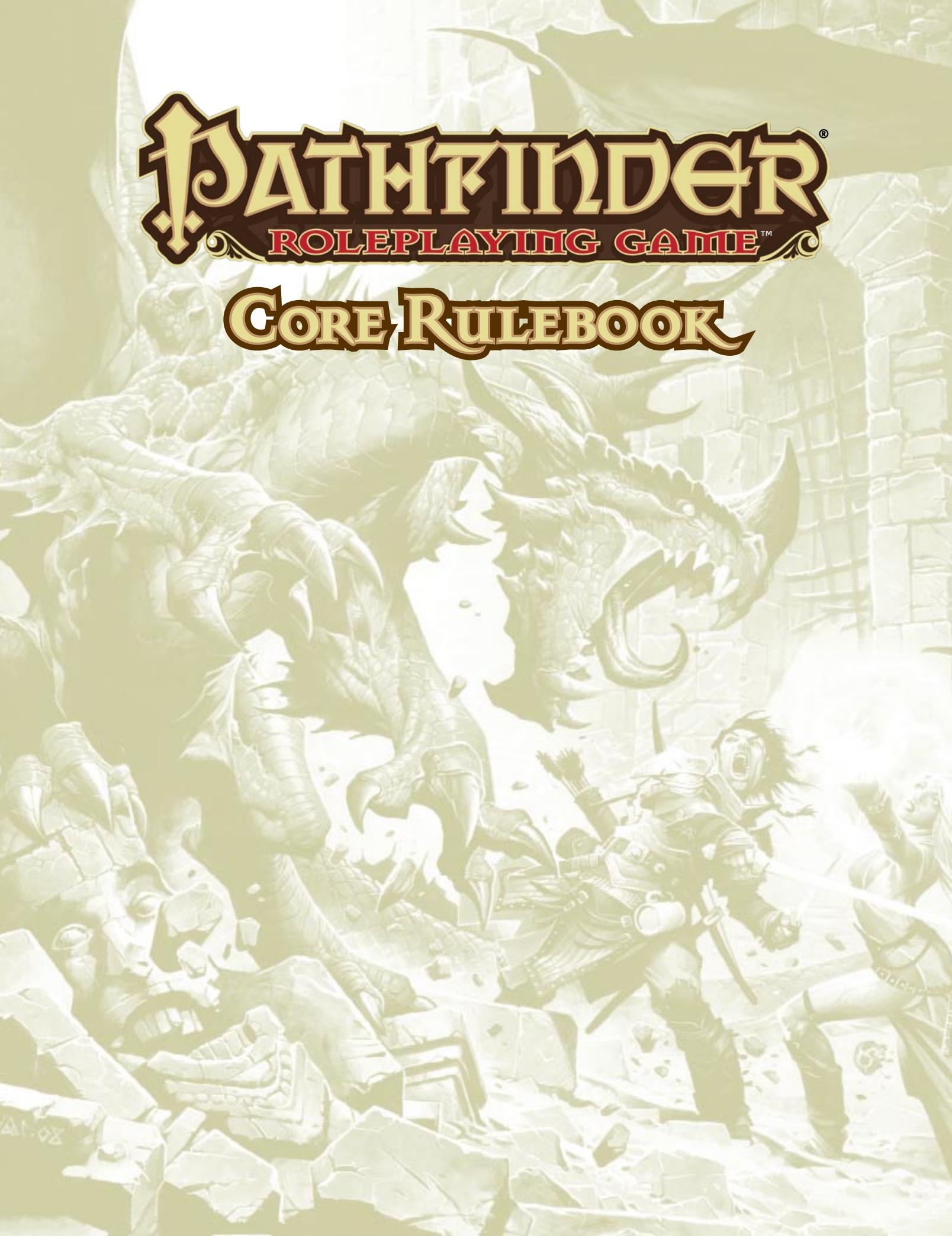
# PATHFINDER® ROLEPLAYING GAME™



## CORE RULEBOOK

**PATHFINDER**<sup>®</sup>  
ROLEPLAYING GAME™

**CORE RULEBOOK**



# PATHFINDER® ROLEPLAYING GAME™

## CORE RULEBOOK

### CREDITS

**Lead Designer:** Jason Bulmahn

**Design Consultant:** Monte Cook

**Additional Design:** James Jacobs, Sean K Reynolds, and F. Wesley Schneider

**Additional Contributions:** Tim Connors, Elizabeth Courts, Adam Daigle, David A. Eitelbach, Greg Oppedisano, and Hank Woon

**Cover Artist:** Wayne Reynolds

**Interior Artists:** Abrar Ajmal, Concept Art House, Vincent Dutrait, Jason Engle, Andrew Hou, Imaginary Friends, Steve Prescott, Wayne Reynolds, Sarah Stone, Franz Vohwinkel, Tyler Walpole, Eva Widermann, Ben Wootten, Svetlin Velinov, Kevin Yan, Kieran Yanner, and Serdar Yildiz

**Creative Director:** James Jacobs

**Editing and Development:** Christopher Carey, Erik Mona, Sean K Reynolds, Lisa Stevens, James L. Sutter, and Vic Wertz

**Editorial Assistance:** Jeffrey Alvarez and F. Wesley Schneider

**Editorial Interns:** David A. Eitelbach and Hank Woon

**Art Director:** Sarah E. Robinson

**Senior Art Director:** James Davis

**Publisher:** Erik Mona

**Paizo CEO:** Lisa Stevens

**Vice President of Operations:** Jeffrey Alvarez

**Corporate Accountant:** Dave Erickson

**Director of Sales:** Pierce Watters

**Sales Manager:** Christopher Self

**Technical Director:** Vic Wertz

**Events Manager:** Joshua J. Frost

**Special Thanks:** The Paizo Customer Service and Warehouse Teams, Ryan Dancey, Clark Peterson, and the proud participants of the Open Gaming Movement.

This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it.

Thank you for all of your time and effort.



Paizo Publishing, LLC  
7120 185th Ave NE  
Ste 120  
Redmond, WA 98052-0577  
[paizo.com](http://paizo.com)

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*Pathfinder Roleplaying Game Core Rulebook* is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Society, Pathfinder Chronicles, Pathfinder Modules, and Pathfinder Companion are trademarks of Paizo Publishing, LLC. © 2009 Paizo Publishing.

Fifth printing November 2011.  
Printed in China.

# TABLE OF CONTENTS

<b>Chapter 1: Getting Started</b>	<b>8</b>	<b>Chapter 7: Additional Rules</b>	<b>166</b>	<b>Chapter 13: Environment</b>	<b>410</b>
Using This Book	9	Alignment	166	Dungeons	410
Common Terms	11	Vital Statistics	168	Traps	416
Example of Play	13	Movement	170	Sample Traps	420
Generating a Character	14	Exploration	172	Wilderness	424
Ability Scores	15			Urban Adventures	433
		<b>Chapter 8: Combat</b>	<b>178</b>	Weather	437
<b>Chapter 2: Races</b>	<b>20</b>	How Combat Works	178	The Planes	440
Dwarves	21	Combat Statistics	178	Environmental Rules	442
Elves	22	Actions in Combat	181		
Gnomes	23	Injury and Death	189	<b>Chapter 14: Creating NPCs</b>	<b>448</b>
Half-Elves	24	Movement and Distance	192	Adept	448
Half-Orcs	25	Combat Modifiers	195	Aristocrat	449
Halflings	26	Special Attacks	197	Commoner	449
Humans	27	Special Initiative Actions	202	Expert	450
				Warrior	450
<b>Chapter 3: Classes</b>	<b>30</b>	<b>Chapter 9: Magic</b>	<b>206</b>	Creating NPCs	450
Character Advancement	30	Casting Spells	206		
Barbarian	31	Spell Descriptions	209	<b>Chapter 15: Magic Items</b>	<b>458</b>
Bard	34	Arcane Spells	218	Using Items	458
Cleric	38	Divine Spells	220	Magic Items on the Body	459
Druid	48			Damaging Magic Items	459
Fighter	55	<b>Chapter 10: Spells</b>	<b>224</b>	Purchasing Magic Items	460
Monk	56	Spell Lists	224	Magic Item Descriptions	460
Paladin	60	Spell Descriptions	239	Armor	461
Ranger	64			Weapons	467
Rogue	67	<b>Chapter 11: Prestige Classes</b>	<b>374</b>	Potions	477
Sorcerer	70	Arcane Archer	374	Rings	478
Wizard	77	Arcane Trickster	376	Rods	484
		Assassin	378	Scrolls	490
<b>Chapter 4: Skills</b>	<b>86</b>	Dragon Disciple	380	Staves	491
Acquiring Skills	86	Duelist	382	Wands	496
Skill Descriptions	87	Eldritch Knight	384	Wondrous Items	496
		Loremaster	385	Intelligent Items	532
<b>Chapter 5: Feats</b>	<b>112</b>	Mystic Theurge	387	Cursed Items	536
Prerequisites	112	Pathfinder Chronicler	388	Artifacts	543
Types of Feats	112	Shadowdancer	391	Magic Item Creation	548
Feat Descriptions	113				
		<b>Chapter 12: Gamemastering</b>	<b>396</b>	Appendix 1: Special Abilities	554
<b>Chapter 6: Equipment</b>	<b>140</b>	Starting a Campaign	396	Appendix 2: Conditions	565
Wealth and Money	140	Building an Adventure	396	Appendix 3: Inspiring Reading	568
Weapons	140	Preparing for the Game	401	Appendix 4: Game Aids	569
Armors	149	During the Game	402	Open Game License	569
Special Materials	154	Campaign Tips	404	Character Sheet	570
Goods and Services	155	Ending the Campaign	406	Index	572



**I**t started in early 1997. Steve Winter, Creative Director at TSR, told a few of us designers and editors that we should start thinking about a new edition of the world's most popular roleplaying game. For almost three years, a team of us worked on developing a new rules set that built upon the foundation of the 25 years prior. Released in 2000, 3rd Edition started a new era. A few years later, a different set of designers made updates to the game in the form of 3.5.

Today, the Pathfinder Roleplaying Game carries on that same tradition as the next step in the progression. Now, that might seem inappropriate, controversial, or even a little blasphemous, but it's still true. The Pathfinder RPG uses the foundations of the game's long history to offer something new and fresh. It's loyal to its roots, even if those roots are—in a fashion—borrowed.

The game's designer, Jason Bulmahn, did an amazing job creating innovative new mechanics for the game, but he started with the premise that he already had a pretty good game to build upon. He didn't wipe the slate clean and start over. Jason had no desire to alienate the countless fans who had invested equally countless hours playing the game for the last 35 years. Rather, he wanted to empower them with the ability to build on what they'd already created, played, and read. He didn't want to take anything away from them—only to give them even more.

One of the best things about the Pathfinder RPG is that it really necessitates no “conversion” of your existing books and magazines. That shelf you have full of great adventures and sourcebooks (many of them very likely from Paizo)? You can still use everything on it with the Pathfinder RPG. In fact, that was what convinced me to come on board the Pathfinder RPG ship. I didn't want to see all the great stuff that had been produced thus far swept under the rug.

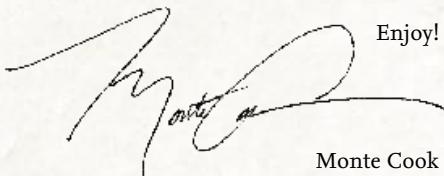
Now, my role as “design consultant” was a relatively small one. Make no mistake: the Pathfinder RPG is Jason's baby. While my role was to read over material and give feedback, mostly I just chatted with Jason, relating old 3rd Edition design process stories. Jason felt it valuable to know why things were done the way they were. What was the thinking behind the magic item creation feats? Had we ever considered doing experience points a different way? How did the Treasure Value per Encounter chart evolve? And so on.

It was an interesting time. Although I sometimes feel I have gone on at length about every facet of 3rd Edition design in forums, in interviews, and at conventions, Jason managed to ask questions I'd never been asked before. Together, we really probed the ins and outs of the game, which I think is important to do before you start making changes. You've got to know where you've been before you

can figure out where you're going. This is particularly true when you start messing around with a game as robust and tightly woven as 3rd Edition. The game's design is an intricate enough matrix that once you change one thing, other aspects of the game that you never even suspected were related suddenly change as well. By the time we were done hashing things out, we'd really put the original system through its paces and conceived of some interesting new ideas. Jason used that as a springboard and then went and did all the hard work while I sat back and watched with a mix of awe and excitement as the various playtest and preview versions of the game came out.

The Pathfinder RPG offers cool new options for characters. Rogues have talents. Sorcerers have bloodline powers. It fixes a few areas that proved troublesome over the last few years. Spells that turn you into something else are restructured. Grappling is simplified and rebalanced. But it's also still the game that you love, and have loved for so long, even if it was called by a different name.

I trust the gang at Paizo to bear the game's torch well. They respect the game's past as much as its future. They understand its traditions. It was my very distinct and sincere pleasure to play a small role in the Pathfinder RPG's development. You hold in your hands a truly great game that I've no doubt will provide you with hours and hours of fun.



Enjoy!  
Monte Cook

## ADVENTURE AWAITS!

Welcome to a world where noble warriors battle mighty dragons and powerful wizards explore long-forgotten tombs. This is a world of fantasy, populated by mysterious elves and savage orcs, wise dwarves and wily gnomes. In this game, your character can become a master swordsman who has never lost a duel, or a skilled thief capable of stealing the crown from atop the king's head. You can play a pious cleric wielding the power of the gods, or unravel the mysteries of magic as an enigmatic sorcerer. The world is here for you to explore, and your actions will have a profound influence in shaping its history. Who will rescue the king from the clutches of a powerful vampire? Who will thwart the vengeful giants who have come from the mountains to enslave the common folk? These stories wait for your character to take center stage. With this rulebook, a few friends, and a handful of dice, you can begin your epic quest.

The Pathfinder Roleplaying Game did not start out as a standalone game. The first draft was designed as a

series of house rules for the 3.5 version of the world's oldest roleplaying game. In the fall of 2007, with a new edition of that game on the horizon, it seemed only natural that some gamers would prefer to stick with the rules they already owned. It also made sense that those same gamers would like some updates to their rules, to make the game easier to use and more fun to play. When design of this game first began, compatibility with existing products was one of my primary goals, but I also wanted to make sure that all of the classes, races, and other elements were balanced and fun to play. In other words, I endeavored to keep all of the great, iconic parts of the game, while fixing up the clunky rules that slowed down play and caused more than one heated argument at the game table.

As the rules grew in size, it became apparent that the changes were growing beyond a simple update into a full-fledged rules system. So while the Pathfinder RPG is compatible with the 3.5 rules, it can be used without any other books. In the coming months, you can expect to see a number of brand-new products, made specifically to work with this version of the rules, from Paizo and a host of other publishers through the Pathfinder Roleplaying Game Compatibility License. This license allows publishers to use a special logo to indicate that their product works with the rules in this book.

Making an already successful game system better is not a simple task. To accomplish this lofty goal, we turned to fans of the 3.5 rules, some of whom had been playing the game for over eight years. Since the spring of 2008, these rules have undergone some of the most stringent and extensive playtesting in gaming history. More than 50,000 gamers have downloaded and used these rules. Moving through a number of playtest drafts, the final game that you now hold in your hands slowly started to come together. There were plenty of missteps, and more than one angry debate, but I believe that we ended up with a better game as a result. This would not be the game you now hold without the passion and inspiration of our playtesters. Thank you.

In closing, this game belongs to you and all the fans of fantasy gaming. I hope that you find this system to be fun and simple to use, while still providing the same sort of depth and variety of options you've come to expect from a fantasy roleplaying game.

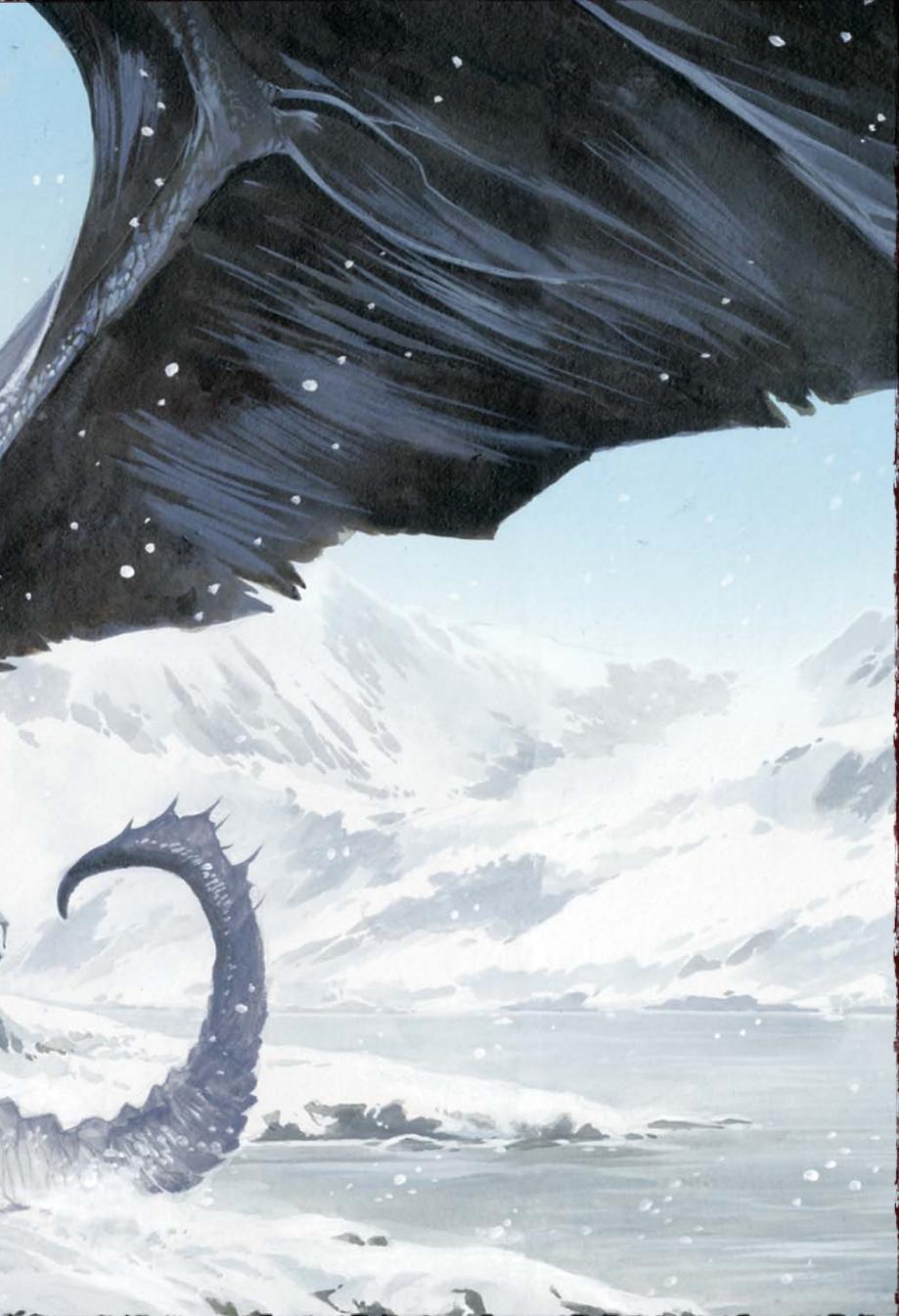
There is a world of adventure waiting for you to explore. It's a world that needs brave and powerful heroes. Countless others have come before, but their time is over. Now it's your turn.



Jason Bulmahn  
Lead Designer



# 1 GETTING STARTED



The dragon roared in triumph as Valeros collapsed into the snow, blood spurting from the terrible wound in his belly. Kyra rushed to his side, praying that she wasn't too late to save his life.

"I'll hold the beast off!" Seoni cried as she stepped up to the dragon, her staff flaring with defensive fire. Merisiel looked to the hulking dragon, then at the delicate sorcerer, and shook her head sadly.

The adventure had just barely begun, and judging by this fight alone, they weren't getting paid enough for the job.

The Pathfinder Roleplaying Game is a tabletop fantasy game in which the players take on the roles of heroes who form a group (or party) to set out on dangerous adventures. Helping them tell this story is the Game Master (or GM), who decides what threats the player characters (or PCs) face and what sorts of rewards they earn for succeeding at their quest. Think of it as a cooperative storytelling game, where the players play the protagonists and the Game Master acts as the narrator, controlling the rest of the world.

If you are a player, you make all of the decisions for your character, from what abilities your character has to the type of weapon he carries. Playing a character, however, is more than just following the rules in this book. You also decide your character's personality. Is he a noble knight, set on vanquishing a powerful evil, or is he a conniving rogue who cares more about gold than glory? The choice is up to you.

If you are a Game Master, you control the world that the players explore. Your job is to bring the setting to life and to present the characters with challenges that are both fair and exciting. From the local merchant prince to the rampaging dragon, you control all of the characters that are not being played by the players. Paizo's *Pathfinder Adventure Path* series, Pathfinder Modules, and Pathfinder Chronicles world guides provide everything you need to run a game, or you can invent your own, using the rules in this book as well as the monsters found in the *Pathfinder RPG Bestiary*.

**What You Need:** In addition to this book, you will need a number of special dice to play the Pathfinder Roleplaying Game. The dice that come with most board games have six sides, but the Pathfinder Roleplaying Game uses dice with four sides, six sides, eight sides, ten sides, twelve sides, and twenty sides. Dice of this sort can be found at your local game store or online at [paizo.com](http://paizo.com).

In addition to dice, if you are a player, you will need a character sheet (which can be photocopied from the back of this book) and, if the Game Master uses a map to represent the adventure, a small figurine to represent your character. These figurines, or miniatures, can also be found at most game stores. They come in a wide variety of styles, so you can probably find a miniature that relatively accurately depicts your character.

If you are the Game Master, you will need a copy of the *Pathfinder RPG Bestiary*, which contains the rules for a whole spectrum of monsters, from the mighty dragon to the lowly goblin. While many of these monsters can be used to fight against the players, others might provide useful information or become powerful allies. Some might even join the group, with one of the players taking on the role of a monstrous character. In addition, you should have your own set of dice and some sort of screen you can use to hide your notes, maps, and dice rolls

behind. (Although you should be honest about the results of your dice rolls, sometimes the results are not evident, and openly rolling the dice might give away too much information.) Combat in the Pathfinder RPG can be resolved in one of two ways: you can describe the situation to the characters and allow them to interact based on the description you provide, or you can draw the situation on a piece of paper or a specially made battle mat and allow the characters to move their miniatures around to more accurately represent their position during the battle. While both ways have their advantages, if you choose the latter, you will need a mat to draw on, such as Paizo's line of GameMastery Flip-Mats, as well as miniatures to represent the monsters or other adversaries. These can also be found at your local game shop, or at [paizo.com](http://paizo.com).

**Playing the Game:** While playing the Pathfinder RPG, the Game Master describes the events that occur in the game world, and the players take turns describing what their characters do in response to those events. Unlike storytelling, however, the actions of the players and the characters controlled by the Game Master (frequently called non-player characters, or NPCs) are not certain. Most actions require dice rolls to determine success, with some tasks being more difficult than others. Each character is better at some things than he is at other things, granting him bonuses based on his skills and abilities.

Whenever a roll is required, the roll is noted as "d#", with the "#" representing the number of sides on the die. If you need to roll multiple dice of the same type, there will be a number before the "d." For example, if you are required to roll 4d6, you should roll four six-sided dice and add the results together. Sometimes there will be a + or - after the notation, meaning that you add that number to, or subtract it from, the total results of the dice (not to each individual die rolled). Most die rolls in the game use a d20 with a number of modifiers based on the character's skills, his or her abilities, and the situation. Generally speaking, rolling high is better than rolling low. Percentile rolls are a special case, indicated as rolling d%. You can generate a random number in this range by rolling two differently colored ten-sided dice (2d10). Pick one color to represent the tens digit, then roll both dice. If the die chosen to be the tens digit rolls a "4" and the other die rolls a "2," then you've generated a 42. A zero on the tens digit die indicates a result from 1 to 9, or 100 if both dice result in a zero. Some d10s are printed with "10," "20," "30," and so on in order to make reading d% rolls easier. Unless otherwise noted, whenever you must round a number, always round down.

As your character goes on adventures, he earns gold, magic items, and experience points. Gold can be used to purchase better equipment, while magic items possess powerful abilities that enhance your character.



Experience points are awarded for overcoming challenges and completing major storylines. When your character has earned enough experience points, he increases his character level by one, granting him new powers and abilities that allow him to take on even greater challenges. While a 1st-level character might be up to saving a farmer's daughter from rampaging goblins, defeating a terrifying red dragon might require the powers of a 20th-level hero. It is the Game Master's duty to provide challenges for your character that are engaging, but not so deadly as to leave you with no hope of success. For more information on the duties of being a Game Master, see Chapter 12.

Above all, have fun. Playing the Pathfinder RPG is supposed to be exciting and rewarding for both the Game Master and the players. Adventure awaits!

### The Most Important Rule

The rules in this book are here to help you breathe life into your characters and the world they explore. While they are designed to make your game easy and exciting, you might find that some of them do not suit the style of play that your gaming group enjoys. Remember that these rules are yours. You can change them to fit your needs. Most Game Masters

have a number of "house rules" that they use in their games. The Game Master and players should always discuss any rules changes to make sure that everyone understands how the game will be played. Although the Game Master is the final arbiter of the rules, the Pathfinder RPG is a shared experience, and all of the players should contribute their thoughts when the rules are in doubt.

### USING THIS BOOK

This book is divided into 15 chapters, along with a host of appendices. Chapters 1 through 11 cover all of the rules needed by players to create characters and play the game. Chapters 12 through 15 contain information intended to help a Game Master run the game and adjudicate the world. Generally speaking, if you are a player, you do not need to know the information in these later chapters, but you might be asked to reference them occasionally. The following synopses are presented to give you a broad overview of the rules encompassed within this book.

**Chapter 1 (Getting Started):** This chapter covers the basics of the Pathfinder RPG, including information on how to reference the rest of the book, rules for generating player characters (PCs), and rules for determining a

character's ability scores. Ability scores are the most basic attributes possessed by a character, describing his raw potential and ability.

**Chapter 2 (Races):** The Pathfinder RPG contains seven core races that represent the most common races in the game world. They are dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans. This chapter covers all of the rules needed to play a member of one of these races. When creating a PC, you should choose one of the races from this chapter.

**Chapter 3 (Classes):** There are 11 core classes in the Pathfinder RPG. Classes represent a character's basic profession, and each one grants a host of special abilities. A character's class also determines a wide variety of other statistics used by the character, including hit points, saving throw bonuses, weapon and armor proficiencies, and skill ranks. This chapter also covers the rules for advancing your character as he grows in power (gaining levels). Gaining additional levels in a class grants additional abilities and increases other statistics. When creating a PC, you should choose one class from this chapter and put one level into that class (for example, if you choose your starting class to be wizard, you would be a 1st-level wizard).

**Chapter 4 (Skills):** This chapter covers skills and how to use them during the game. Skills represent a wide variety of simple tasks that a character can perform, from climbing a wall to sneaking past a guard. Each character receives a number of skill ranks, which can be used to make the character better at using some skills. As a character gains levels, he receives additional skill ranks, which can be used to improve existing skills possessed by the character or to become proficient in the use of new skills. A character's class determines how many skill ranks a character can spend.

**Chapter 5 (Feats):** Each character possesses a number of feats, which allow the character to perform some special action or grant some other capability that would otherwise not be allowed. Each character begins play with at least one feat, and new feat choices are awarded as a character advances in level.

**Chapter 6 (Equipment):** This chapter covers the basic gear and equipment that can be purchased, from armor and weapons to torches and backpacks. Here you will also find listed the cost for common services, such as staying in an inn or booking passage on a boat. Starting characters receive an amount of gold based on their respective classes which they can spend on equipment at 1st level.

**Chapter 7 (Additional Rules):** The rules in this chapter cover several miscellaneous rules that are important to playing the Pathfinder RPG, including alignment, encumbrance, movement, and visibility. Alignment tells you whether your character is an irredeemable villain, a virtuous hero, or anywhere in between. Encumbrance

deals with how much weight your character can carry without being hindered. Movement describes the distance your character can travel in a minute, hour, or day, depending upon his race and the environment. Visibility deals with how far your character can see, based on race and the prevailing light conditions.

**Chapter 8 (Combat):** All characters eventually end up in life-or-death struggles against fearsome monsters and dangerous villains. This chapter covers how to deal with combat in the Pathfinder RPG. During combat, each character acts in turn (determined by initiative), with the order repeating itself until one side has perished or is otherwise defeated. In this chapter, you will find rules for taking a turn in combat, covering all of the various actions that you can perform. This chapter also includes rules for adjudicating special combat maneuvers (such as attempting to trip your enemy or trying to disarm his weapon) and character injury and death.

**Chapter 9 (Magic):** A number of classes (and some monsters) can cast spells, which can do nearly anything, from bringing the dead back to life to roasting your enemies with a ball of fire. This chapter deals with the rules for casting spells and learning new spells to cast. If your character can cast spells, you should become familiar with these rules.

**Chapter 10 (Spells):** Whereas the magic chapter describes how to cast a spell, this chapter deals with the individual spells themselves, starting with the lists of which spells are available to characters based on their classes. This is followed up by an extensive listing of every spell in the game, including its effects, range, duration, and other important variables. A character that can cast spells should read up on all the spells that are available to him.

**Chapter 11 (Prestige Classes):** Although the core classes in Chapter 3 allow for a wide variety of character types, prestige classes allow a character to become a master of one select theme. These advanced classes grant a specialized list of abilities that make a character very powerful in one area. A character must meet specific prerequisites before deciding to take levels in a prestige class. These prerequisites vary depending upon the prestige class. If you plan on taking levels in a prestige class, you should familiarize yourself with the prerequisites to ensure that your character can eventually meet them.

**Chapter 12 (Gamemastering):** This chapter covers the basics of running the Pathfinder RPG. It includes guidelines for creating a game, using a published adventure, adjudicating matters at the table, and awarding experience points and treasure. If you are the GM, you should become familiar with the concepts presented in this chapter.

**Chapter 13 (Environment):** Aside from fighting against monsters, a host of other dangers and challenges await

the PCs as they play the Pathfinder RPG. This chapter covers the rules for adjudicating the environment, from cunning traps to bubbling lava, and is broken down by environment type, including dungeons, deserts, mountains, forests, swamps, aquatic, urban, and other dimensions and planes beyond reality. Finally, this chapter also includes information on weather and its effects on the game.

**Chapter 14 (Creating NPCs):** In addition to characters and monsters, the world is populated by countless nonplayer characters (NPCs). These characters are created and controlled by the GM and represent every other person that exists in the game world, from the local shopkeep to the greedy king. This chapter includes simple classes used by most NPCs (although some can possess levels in the core classes and prestige classes) and a system for generating an NPC's statistics quickly.

**Chapter 15 (Magic Items):** As a character goes on adventures, he often finds magic items to help him in his struggles. This chapter covers these magic items in detail, including weapons, armor, potions, rings, rods, scrolls, staves, and wondrous items (a generic category that covers everything else). In addition, you will find cursed items (which hinder those who wield them), intelligent items, artifacts (items of incredible power), and the rules for creating new magic items in this chapter.

**Appendices:** The appendices at the back of the book gather a number of individual rules concerning special abilities and conditions. This section also includes a list of recommended reading and a discussion of other tools and products that you can use for a more enjoyable Pathfinder RPG experience.

## COMMON TERMS

The Pathfinder RPG uses a number of terms, abbreviations, and definitions in presenting the rules of the game. The following are among the most common.

**Ability Score:** Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

**Action:** An action is a discrete measurement of time during a round of combat. Using abilities, casting spells, and making attacks all require actions to perform. There are a number of different kinds of actions, such as a standard action, move action, swift action, free action, and full-round action (see Chapter 8).

**Alignment:** Alignment represents a creature's basic moral and ethical attitude. Alignment has two components: one describing whether a creature is lawful, neutral, or chaotic, followed by another that describes whether a character is good, neutral, or evil. Alignments

are usually abbreviated using the first letter of each alignment component, such as LN for lawful neutral or CE for chaotic evil. Creatures that are neutral in both components are denoted by a single "N."

**Armor Class (AC):** All creatures in the game have an Armor Class. This score represents how hard it is to hit a creature in combat. As with other scores, higher is better.

**Base Attack Bonus (BAB):** Each creature has a base attack bonus and it represents its skill in combat. As a character gains levels or Hit Dice, his base attack bonus improves. When a creature's base attack bonus reaches +6, +11, or +16, he receives an additional attack in combat when he takes a full-attack action (which is one type of full-round action—see Chapter 8).

**Bonus:** Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are not cumulative (do not "stack")—only the greater bonus granted applies.

**Caster Level (CL):** Caster level represents a creature's power and ability when casting spells. When a creature casts a spell, it often contains a number of variables, such as range or damage, that are based on the caster's level.

**Class:** Classes represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as casting spells or changing shape. As a creature gains levels in a given class, it gains new, more powerful abilities. Most PCs gain levels in the core classes or prestige classes, since these are the most powerful (see Chapters 3 and 11). Most NPCs gain levels in NPC classes, which are less powerful (see Chapter 14).

**Check:** A check is a d20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks, ability checks, and saving throws.

**Combat Maneuver:** This is an action taken in combat that does not directly cause harm to your opponent, such as attempting to trip him, disarm him, or grapple with him (see Chapter 8).

**Combat Maneuver Bonus (CMB):** This value represents how skilled a creature is at performing a combat maneuver. When attempting to perform a combat maneuver, this value is added to the character's d20 roll.

**Combat Maneuver Defense (CMD):** This score represents how hard it is to perform a combat maneuver against this creature. A creature's CMD is used as the difficulty class when performing a maneuver against that creature.

**Concentration Check:** When a creature is casting a spell, but is disrupted during the casting, he must make a concentration check or fail to cast the spell (see Chapter 9).

**Creature:** A creature is an active participant in the story or world. This includes PCs, NPCs, and monsters.

**Damage Reduction (DR):** Creatures that are resistant to harm typically have damage reduction. This amount is subtracted from any damage dealt to them from a physical source. Most types of DR can be bypassed by certain types of weapons. This is denoted by a “/” followed by the type, such as “10/cold iron.” Some types of DR apply to all physical attacks. Such DR is denoted by the “—” symbol. See Appendix 1 for more information.

**Difficulty Class (DC):** Whenever a creature attempts to perform an action whose success is not guaranteed, he must make some sort of check (usually a skill check). The result of that check must meet or exceed the Difficulty Class of the action that the creature is attempting to perform in order for the action to be successful.

**Extraordinary Abilities (Ex):** Extraordinary abilities are unusual abilities that do not rely on magic to function.

**Experience Points (XP):** As a character overcomes challenges, defeats monsters, and completes quests, he gains experience points. These points accumulate over time, and when they reach or surpass a specific value, the character gains a level.

**Feat:** A feat is an ability a creature has mastered. Feats often allow creatures to circumvent rules or restrictions. Creatures receive a number of feats based off their Hit Dice, but some classes and other abilities grant bonus feats.

**Game Master (GM):** A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM’s duty is to provide a fair and fun game.

**Hit Dice (HD):** Hit Dice represent a creature’s general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Monsters, on the other hand, gain racial Hit Dice, which represent the monster’s general prowess and ability. Hit Dice are represented by the number the creature possesses followed by a type of die, such as “3d8.” This value is used to determine a creature’s total hit points. In this example, the creature has 3 Hit Dice. When rolling for this creature’s hit points, you would roll a d8 three times and add the results together, along with other modifiers.

**Hit Points (hp):** Hit points are an abstraction signifying how robust and healthy a creature is at the current moment. To determine a creature’s hit points, roll the dice indicated by its Hit Dice. A creature gains maximum hit points if its first Hit Die roll is for a character class level. Creatures whose first Hit Die comes from an NPC class or from his race roll their first Hit Die normally. Wounds subtract hit points, while healing (both natural and magical) restores hit points. Some abilities and spells grant temporary hit points that disappear after a specific duration. When a creature’s hit points drop below 0, it becomes unconscious. When a creature’s hit points reach a negative total equal to its Constitution score, it dies.

**Initiative:** Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

**Level:** A character’s level represents his overall ability and power. There are three types of levels. Class level is the number of levels of a specific class possessed by a character. Character level is the sum of all of the levels possessed by a character in all of his classes. In addition, spells have a level associated with them numbered from 0 to 9. This level indicates the general power of the spell. As a spellcaster gains levels, he learns to cast spells of a higher level.

**Monster:** Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

**Multiplying:** When you are asked to apply more than one multiplier to a roll, the multipliers are not multiplied by one another. Instead, you combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple. For example, if you are asked to apply a  $\times 2$  multiplier twice, the result would be  $\times 3$ , not  $\times 4$ .

**Nonplayer Character (NPC):** These are characters controlled by the GM.

**Penalty:** Penalties are numerical values that are subtracted from a check or statistical score. Penalties do not have a type and most penalties stack with one another.

**Player Character (Character, PC):** These are the characters portrayed by the players.

**Round:** Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world.

**Rounding:** Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

**Saving Throw:** When a creature is the subject of a dangerous spell or effect, it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw—they are made automatically. There are three types of saving throws: Fortitude (used to resist poisons, diseases, and other bodily ailments), Reflex (used to avoid effects that target an entire area, such as *fireball*), and Will (used to resist mental attacks and spells).

**Skill:** A skill represents a creature’s ability to perform an ordinary task, such as climb a wall, sneak down a hallway, or spot an intruder. The number of ranks possessed by a creature in a given skill represents its proficiency in that skill. As a creature gains Hit Dice, it also gains additional skill ranks that can be added to its skills.

**Spell:** Spells can perform a wide variety of tasks, from harming enemies to bringing the dead back to life. Spells specify what they can target, what their effects are, and how they can be resisted or negated.

**Spell-Like Abilities (Sp):** Spell-like abilities function just like spells, but are granted through a special racial ability or by a specific class ability (as opposed to spells, which are gained by spellcasting classes as a character gains levels).

**Spell Resistance (SR):** Some creatures are resistant to magic and gain spell resistance. When a creature with spell resistance is targeted by a spell, the caster of the spell must make a caster level check to see if the spell affects the target. The DC of this check is equal to the target creature's SR (some spells do not allow SR checks).

**Stacking:** Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties do stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that the penalties might negate or exceed part or all of the bonuses, and vice versa.

**Supernatural Abilities (Su):** Supernatural abilities are magical attacks, defenses, and qualities. These abilities can be always active or they can require a specific action to utilize. The supernatural ability's description includes information on how it is used and its effects.

**Turn:** In a round, a creature receives one turn, during which it can perform a wide variety of actions. Generally in the course of one turn, a character can perform one standard action, one move action, one swift action, and a number of free actions. Less-common combinations of actions are permissible as well, see Chapter 8 for more details.

## EXAMPLE OF PLAY

The GM is running a group of four players through their latest adventure. They are playing Seelah (a human paladin), Ezren (a human wizard), Harsk (a dwarf ranger) and Lem (a halfling bard). The four adventurers are exploring the ruins of an ancient keep, after hearing rumors that there are great treasures to be found in its musty vaults. As the adventurers make their way toward the crumbling edifice, they cross an ancient stone bridge. After describing the scene, the GM asks the players what they want to do.

**Harsk:** Let's keep moving. I don't like the look of this place. I draw my crossbow and load it.

**Seelah:** Agreed. I draw my sword, just in case.

**Ezren:** I'm going to cast *light* so that we can see where we're going.

**GM:** Alright, a flickering glow springs up from your hand, illuminating the area.

**Lem:** I'd like to keep a lookout, just to make sure there are no monsters nearby.

*The GM consults his notes about this part of the adventure and realizes that there are indeed some monsters nearby, and that the PCs have walked into their trap.*

**GM:** Lem, could you roll a Perception check?

*Lem rolls a d20 and gets a 12. He then consults his character sheet to find his bonus on Perception skill checks, which turns out to be a +6.*

**Lem:** I got an 18. What do I see?

**GM:** As you turn around, you spot six dark shapes moving up behind you. As they enter the light from Ezren's spell, you can tell that they're skeletons, marching onto the bridge wearing rusting armor and waving ancient swords.

**Lem:** Guys, I think we have a problem.

**GM:** You do indeed. Can I get everyone to roll initiative?

*To determine the order of combat, each one of the players rolls a d20 and adds his or her initiative bonus. The GM rolls once for the skeletons and one additional time for their hidden leader. Seelah gets an 18, Harsk a 16, Ezren a 12, and Lem a 5. The skeletons get an 11, and their leader rolled an 8.*

**GM:** Seelah, you have the highest initiative. It's your turn.

**Seelah:** Since they're skeletons, I'm going to attempt to destroy them using the power of my goddess Iomedae. I channel positive energy.

*Seelah rolls 2d6 and gets a 7.*

**Seelah:** The skeletons take 7 points of damage, but they get to make a DC 15 Will save to only take half damage.

*The GM rolls the Will saving throws for the skeletons and gets an 18, two 17s, a 15, an 8, and a 3. Since four of the skeletons made their saving throws, they only take half damage (3 points), while the other two take the full 7 points of damage.*

**GM:** Two of the skeletons burst into flames and crumble as the power of your deity washes over them. The other four continue their advance. Harsk, it's your turn.

**Harsk:** Great. I'm going to fire my crossbow at the nearest skeleton.

*Harsk rolls a d20 and gets a 13. He adds that to his bonus on attack rolls with his crossbow and announces a total of 22. The GM checks the skeleton's armor class, which is only a 14.*

**GM:** That's a hit. Roll for damage.

*Harsk rolls a d10 and gets an 8. The GM realizes that the skeletons have damage reduction that can only be overcome by bludgeoning weapons. Since crossbow bolts deal piercing damage, the skeleton's damage reduction reduces the damage from 8 to 3, but this is still enough to reduce that skeleton's hit points to below 0.*

**GM:** Although the crossbow bolt seemed to do less damage against the skeleton's ancient bones, the hit was hard enough to cause that skeleton to break apart. Ezren, it's your turn.

**Ezren:** I'm going to cast *magic missile* at the skeleton that's closest to me.

*Magic missile creates a number of glowing darts that always hit their target. Ezren rolls 1d4+1 for each missile and gets a*



total of 6. Since this is magic, it automatically bypasses the skeleton's DR, causing another one to fall.

**GM:** There are only two skeletons left, and it's their turn. One of them charges up to Seelah and takes a swing at her, while the other moves up to Harsk and attacks.

The GM rolls a d20 for both attacks. The attack against Seelah is only an 8, which is not equal to or higher than her AC of 18. The attack against Harsk is a 17, which beats his AC of 16. The GM rolls damage for the skeleton's attack.

**GM:** The skeleton hits you, Harsk, leaving a nasty cut on your upper arm. Take 7 points of damage.

**Harsk:** Ouch. I have 22 hit points left.

**GM:** That's not all. Charging out of the fog onto the bridge is a skeleton dressed like a knight, riding the bones of a long-dead horse. The heads of the warrior's previous victims are mounted atop its deadly lance. Lem, it's your turn. What do you do?

**Lem:** Run!

The combat continues in order, starting over with Seelah, until one side or the other is defeated. If the PCs survive the fight, they can continue on to the ancient castle to see what treasures and perils lie within.

## GENERATING A CHARACTER

From the sly rogue to the stalwart paladin, the Pathfinder RPG allows you to make the character you want to play.

When generating a character, start with your character's concept. Do you want a character who goes toe-to-toe with terrible monsters, matching sword and shield against claws and fangs? Or do you want a mystical seer who draws his powers from the great beyond to further his own ends? Nearly anything is possible.

Once you have a general concept worked out, use the following steps to bring your idea to life, recording the resulting information and statistics on your Pathfinder RPG character sheet, which can be found at the back of this book and photocopied for your convenience.

**Step 1—Determine Ability Scores:** Start by generating your character's ability scores (see page 15). These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

**Step 2—Pick Your Race:** Next, pick your character's race, noting any modifiers to your ability scores and any other racial traits (see Chapter 2). There are seven basic races to choose from, although your GM might have others to add to the list. Each race lists the languages your character automatically knows, as well as a number of bonus languages. A character knows a number of additional bonus languages equal to his or her Intelligence modifier (see page 17).

**Step 3—Pick Your Class:** A character’s class represents a profession, such as fighter or wizard. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) for defeating monsters, he goes up in level, granting him new powers and abilities.

**Step 4—Pick Skills and Select Feats:** Determine the number of skill ranks possessed by your character, based on his class and Intelligence modifier (and any other bonuses, such as the bonus received by humans). Then spend these ranks on skills, but remember that you cannot have more ranks than your level in any one skill (for a starting character, this is usually one). After skills, determine how many feats your character receives, based on his class and level, and select them from those presented in Chapter 5.

**Step 5—Buy Equipment:** Each new character begins the game with an amount of gold, based on his class, that can be spent on a wide range of equipment and gear, from chainmail armor to leather backpacks. This gear helps your character survive while adventuring. Generally speaking, you cannot use this starting money to buy magic items without the consent of your GM.

**Step 6—Finishing Details:** Finally, you need to determine all of a character’s details, including his starting hit points (hp), Armor Class (AC), saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. A level 1 character begins with maximum hit points for its Hit Die roll. Aside from these, you need to decide on your character’s name, alignment, and physical appearance. It is best to jot down a few personality traits as well, to help you play the character during the game. Additional rules (like age and alignment) are described in Chapter 7.

## ABILITY SCORES

Each character has six ability scores that represent his character’s most basic attributes. They are his raw talent and prowess. While a character rarely rolls an ability check (using just an ability score), these scores, and the modifiers they create, affect nearly every aspect of a character’s skills and abilities. Each ability score generally ranges from 3 to 18, although racial bonuses and penalties can alter this; an average ability score is 10.

### Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation.

Racial modifiers (adjustments made to your ability scores due to your character’s race—see Chapter 2) are applied after the scores are generated.

**Standard:** Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until six numbers are generated.

Assign these totals to your ability scores as you see fit. This method is less random than Classic and tends to create characters with above-average ability scores.

**Classic:** Roll 3d6 and add the dice together. Record this total and repeat the process until you generate six numbers. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further, with the totals applied to specific ability scores in the order they are rolled. Characters generated using this method are difficult to fit to predetermined concepts, as their scores might not support given classes or personalities, and instead are best designed around their ability scores.

**Heroic:** Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This is less random than the Standard method and generates characters with mostly above-average scores.

**Dice Pool:** Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three highest dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method.

**Purchase:** Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. See Table 1–1 on the next page for the costs of each score. After all the points are spent, apply any racial modifiers the character might have.

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. Average nonplayer characters (NPCs) are typically built using as few as 3 points. See Table 1–2 on the next page for a number of possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters. This system is typically used for organized play events, such as the Pathfinder Society (visit [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety) for more details on this exciting campaign).

### Determine Bonuses

Each ability, after changes made because of race, has a modifier ranging from  $-5$  to  $+5$ . Table 1–3 shows the modifier for each score. The modifier is the number

you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty. The table also shows bonus spells, which you'll need to know about if your character is a spellcaster.

### Abilities and Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, and rangers; and Charisma for bards, paladins, and sorcerers. In addition to having a high ability score, a spellcaster must be of a high enough class level to be able to cast spells or use spell slots of a given spell level. See the class descriptions in Chapter 3 for details.

### The Abilities

Each ability partially describes your character and affects some of his actions.

#### Strength (Str)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat, such as fighters, monks, paladins, and some rangers. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to move in any way and is unconscious. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon, including a sling. (Exceptions: Off-hand attacks receive only half the character's Strength bonus, while

**TABLE I-1: ABILITY SCORE COSTS**

Score	Points	Score	Points
7	-4	13	3
8	-2	14	5
9	-1	15	7
10	0	16	10
11	1	17	13
12	2	18	17

**TABLE I-2: ABILITY SCORE POINTS**

Campaign Type	Points
Low Fantasy	10
Standard Fantasy	15
High Fantasy	20
Epic Fantasy	25

two-handed attacks receive 1½ times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

- Climb and Swim checks.
- Strength checks (for breaking down doors and the like).

#### Dexterity (Dex)

Dexterity measures agility, reflexes, and balance. This ability is the most important one for rogues, but it's also useful for characters who wear light or medium armor or no armor at all. This ability is vital for characters seeking to excel with ranged weapons, such as the bow or sling. A character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and many ranged spell attacks like *scorching ray* or *searing light*.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding *fireballs* and other attacks that you can escape by moving quickly.
- Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks.

#### Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have a Constitution score. Their modifier is +0 for any Constitution-based checks. A character with a Constitution score of 0 is dead.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Fortitude saving throws, for resisting poison, disease, and similar threats.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

#### Intelligence (Int)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects their spellcasting ability in many ways. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

TABLE I-3: ABILITY MODIFIERS AND BONUS SPELLS

Ability	Score	Modifier	0	Bonus Spells per Day (by Spell Level)								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Intelligence	1	-5	—	—	—	—	—	—	—	—	—	—
	2–3	-4	—	—	—	—	—	—	—	—	—	—
	4–5	-3	—	—	—	—	—	—	—	—	—	—
	6–7	-2	—	—	—	—	—	—	—	—	—	—
	8–9	-1	—	—	—	—	—	—	—	—	—	—
Wisdom	10–11	0	—	—	—	—	—	—	—	—	—	—
	12–13	+1	—	1	—	—	—	—	—	—	—	—
	14–15	+2	—	1	1	—	—	—	—	—	—	—
	16–17	+3	—	1	1	1	—	—	—	—	—	—
	18–19	+4	—	1	1	1	1	—	—	—	—	—
	20–21	+5	—	2	1	1	1	1	—	—	—	—
	22–23	+6	—	2	2	1	1	1	1	—	—	—
	24–25	+7	—	2	2	2	1	1	1	1	—	—
	26–27	+8	—	2	2	2	2	1	1	1	1	—
	28–29	+9	—	3	2	2	2	2	1	1	1	1
	30–31	+10	—	3	3	2	2	2	2	1	1	1
	32–33	+11	—	3	3	3	2	2	2	2	1	1
	34–35	+12	—	3	3	3	3	2	2	2	2	1
	36–37	+13	—	4	3	3	3	3	2	2	2	2
	38–39	+14	—	4	4	3	3	3	3	2	2	2
	40–41	+15	—	4	4	4	3	3	3	3	2	2
	42–43	+16	—	4	4	4	4	3	3	3	3	2
	44–45	+17	—	5	4	4	4	4	3	3	3	3
etc. ...												

You apply your character's Intelligence modifier to:

- The number of bonus languages your character knows at the start of the game. These are in addition to any starting racial languages and Common. If you have a penalty, you can still read and speak your racial languages unless your Intelligence is lower than 3.
- The number of skill points gained each level, though your character always gets at least 1 skill point per level.
- Appraise, Craft, Knowledge, Linguistics, and Spellcraft checks.

A wizard gains bonus spells based on his Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

### Wisdom (Wis)

Wisdom describes a character's willpower, common sense, awareness, and intuition. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. A character with a Wisdom score of 0 is incapable of rational thought and is unconscious.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effects of *charm person* and other spells).

- Heal, Perception, Profession, Sense Motive, and Survival checks.

Clerics, druids, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, or ranger spell is 10 + the spell's level.

### Charisma (Cha)

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance. It is the most important ability for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to channel energy. For undead creatures, Charisma is a measure of their unnatural "lifeforce." Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert himself in any way and is unconscious.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device checks.
- Checks that represent attempts to influence others.
- Channel energy DCs for clerics and paladins attempting to harm undead foes.

Bards, paladins, and sorcerers gain a number of bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a bard, paladin, or sorcerer spell is 10 + the spell's level.

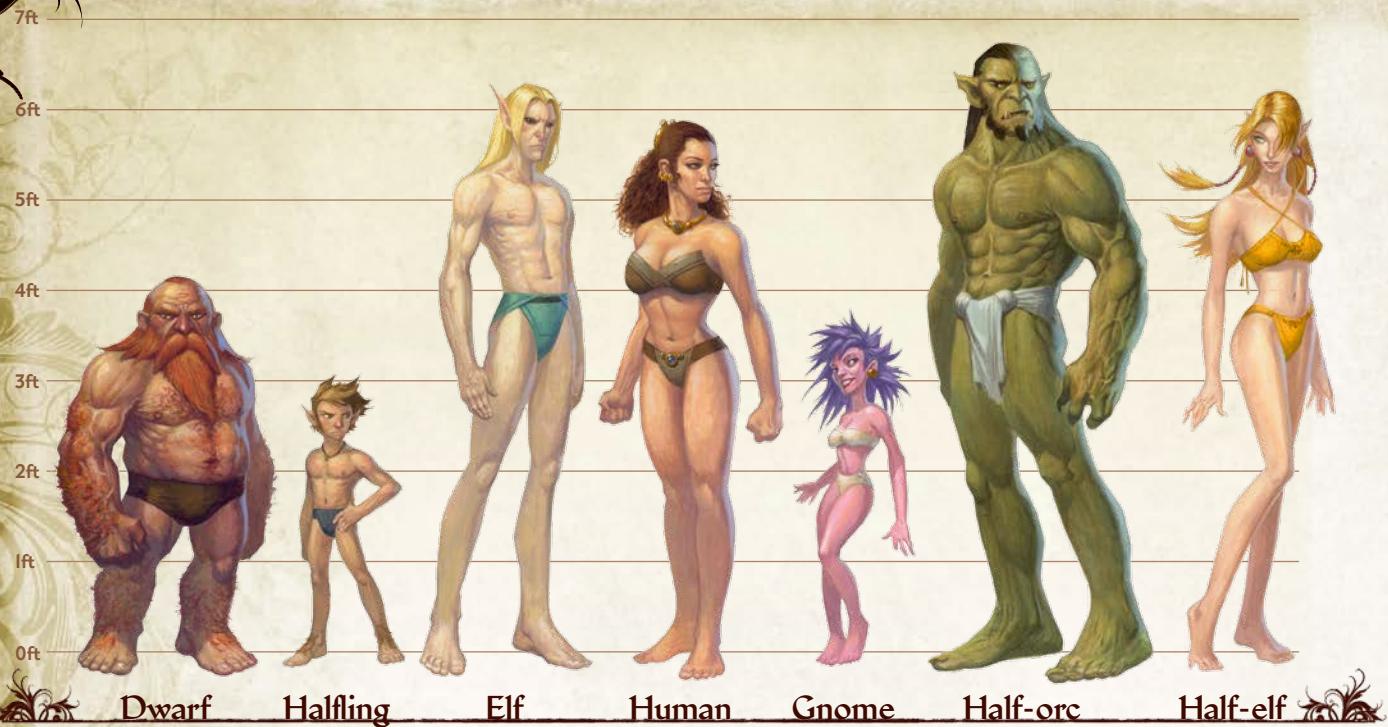


# 2 RACES



With a small army of merciless dark elf warriors fast on their heels, escape from the drow city seemed unlikely. While the human Sajan and gnome Lini might survive as slaves, Seltyiel knew the drow would only keep him, a half-elf, alive long enough to boast over while they tortured him. Cursing his mixed blood again, he sneered and turned abruptly, instantly summoning to mind the words of his most devastating arcane fire.

“Come on, you fungus-eating freaks!” he shouted at the relentless drow. “Let me show you how elves from the surface world dance!”



From the stout dwarf to the noble elf, the races of the Pathfinder Roleplaying Game are a diverse mix of cultures, sizes, attitudes, and appearances. After you've generated your character's basic ability scores, the next step in the character creation process is to select your character's race; this chapter presents seven different options from which to choose. These seven races comprise the most commonly encountered civilized races in the Pathfinder RPG.

Choosing your character's race is one of the more important decisions you'll need to make. As your character grows more powerful, you'll be able to diversify his or her abilities by selecting different classes, skills, and feats, but you only get to pick your race once (unless some unusual magic, like *reincarnation*, comes into play). Of course, each race is best suited to a specific type of role—dwarves make better fighters than they do sorcerers, while halflings aren't as good as half-orcs at being barbarians. Keep each race's advantages and disadvantages in mind when making your choice. While it can be fun to play a race against its assumed role, it's not as fun to get three levels into a character before realizing that the character you wanted to play would have been better off as a different race entirely.

Each of the seven races in this chapter is presented in the same format, starting with a generalized description of the race's role in the world. This is followed by a physical description of an average member of that race, a brief overview of the race's society, and a few words about the race's relations with the other six. Although your race

doesn't force you to choose one religion or alignment over another, the typical choices for each race are mentioned. Next is a discussion of why a member of the race in question might decide to take on the peril-filled life of an adventurer. Finally, we list a few sample names for males and females of each race.

Each of the seven races also has a suite of special abilities, bonuses, and other adjustments that apply to all members of that race. These are your character's "racial traits."

Each race also has ability score modifiers that are applied after you've generated your ability scores, as described in the previous chapter. These modifiers can raise an ability score above 18 or reduce a score below 3—although having such a low score in any of your abilities is something you should avoid, as there's no surer route to character death than a low Constitution, and no swifter route to frustration than a PC who can't talk since his Intelligence is lower than 3. You should seek your GM's approval before playing a character with any ability score of less than 3.

The seven races presented in this chapter have wildly different abilities, personalities, and societies, but at the same time, all seven races are quite similar—none of the races here deviate too far from humanity, and all of their abilities are roughly equal and balanced. Other races, more powerful and more exotic, exist in the game world as well, but the Pathfinder RPG is built and balanced with the expectation that all players start on roughly equal footing. Rules and guidelines for playing more powerful or more unusual races can be found in Chapter 12.

## DWARVES

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, the dwarves have acquired a reputation as dour and humorless craftsmen of the earth. It could be said that dwarven history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

**Physical Description:** Dwarves are a short and stocky race, and stand about a foot shorter than most humans, with wide, compact bodies that account for their burly appearance. Male and female dwarves pride themselves on the length of their hair, and men often decorate their beards with a variety of clasps and intricate braids. A clean-shaven male dwarf is a sure sign of madness, or worse—no one familiar with their race trusts a beardless dwarf.

**Society:** The great distances between their mountain citadels account for many of the cultural differences that exist within dwarven society. Despite these schisms, dwarves throughout the world are characterized by their love of stonework, their passion for stone- and metal-based craftsmanship and architecture, and a fierce hatred of giants, orcs, and goblinoids.

**Relations:** Dwarves and orcs have long dwelt in proximity, theirs a history of violence as old as both

their races. Dwarves generally distrust and shun half-orcs. They find halflings, elves, and gnomes to be too frail, flighty, or “pretty” to be worthy of proper respect. It is with humans that dwarves share the strongest link, for humans’ industrious nature and hearty appetites come closest to matching those of the dwarven ideal.

**Alignment and Religion:** Dwarves are driven by honor and tradition, and while they are often satirized as standoffish, they have a strong sense of friendship and justice, and those who win their trust understand that, while they work hard, they play even harder—especially when good ale is involved. Most dwarves are lawful good. They prefer to worship deities whose tenets match these traits, and Torag is a favorite among dwarves, though Abadar and Gorum are common choices as well.

**Adventurers:** Although dwarven adventurers are rare compared to humans, they can be found in most regions of the world. Dwarves often leave the confines of their redoubts to seek glory for their clans, to find wealth with which to enrich the fortress-homes of their birth, or to reclaim fallen dwarven citadels from racial enemies. Dwarven warfare is often characterized by tunnel fighting and melee combat, and as such most dwarves tend toward classes such as fighters and barbarians.

**Male Names:** Dolgrin, Grunyar, Harsk, Kazmuk, Morgym, Rogar.

**Female Names:** Agna, Bodill, Ingra, Kotri, Rusilka, Yangrit.

## DWARF RACIAL TRAITS

**+2 Constitution, +2 Wisdom, -2 Charisma:** Dwarves are both tough and wise, but also a bit gruff.

**Medium:** Dwarves are Medium creatures and have no bonuses or penalties due to their size.

**Slow and Steady:** Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

**Darkvision:** Dwarves can see in the dark up to 60 feet.

**Defensive Training:** Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.

**Greed:** Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

**Hatred:** Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

**Hardy:** Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Stability:** Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

**Stonecunning:** Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

**Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

**Languages:** Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.



## ELVES

The long-lived elves are children of the natural world, similar in many superficial ways to fey creatures, yet different as well. Elves value their privacy and traditions, and while they are often slow to make friends, at both the personal and national levels, once an outsider is accepted as a comrade, such alliances can last for generations. Elves have a curious attachment to their surroundings, perhaps as a result of their incredibly long lifespans or some deeper, more mystical reason. Elves who dwell in a region for long find themselves physically adapting to match their surroundings, most noticeably taking on coloration reflecting the local environment. Those elves that spend their lives among the short-lived races, on the other hand, often develop a skewed perception of mortality and become morose, the result of watching wave after wave of companions age and die before their eyes.

**Physical Description:** Although generally taller than humans, elves possess a graceful, fragile physique that is accentuated by their long, pointed ears. Their eyes are wide and almond-shaped, and filled with large, vibrantly colored pupils. While elven clothing often plays off the beauty of the natural world, those elves that live in cities tend to bedeck themselves in the latest fashion.

**Society:** Many elves feel a bond with nature and strive to live in harmony with the natural

world. Most, however, find manipulating earth and stone to be distasteful, and prefer instead to indulge in the finer arts, with their inborn patience making them particularly suited to wizardry.

**Relations:** Elves are prone to dismissing other races, writing them off as rash and impulsive, yet they are excellent judges of character. An elf might not want a dwarf neighbor, but would be the first to acknowledge that dwarf's skill at smithing. They regard gnomes as strange (and sometimes dangerous) curiosities, and halflings with a measure of pity, for these small folk seem to the elves to be adrift, without a traditional home. Elves are fascinated with humans, as evidenced by the number of half-elves in the world, even if they usually disown such offspring. They regard half-orcs with distrust and suspicion.

**Alignment and Religion:** Elves are emotional and capricious, yet value kindness and beauty. Most elves are chaotic good. They prefer deities that share their love of the mystic qualities of the world—Desna and Nethys are particular favorites, the former for her wonder and love of the wild places, and the latter for his mastery of magic. Calistria is perhaps the most notorious of elven deities, for she represents elven ideals taken to an extreme.

**Adventurers:** Many elves embark on adventures out of a desire to explore the world, leaving their secluded forest realms to reclaim forgotten elven magic or search out lost kingdoms established millennia ago by their forefathers. For those raised among humans, the ephemeral and unfettered life of an adventurer holds natural appeal. Elves generally eschew melee because of their frailty, preferring instead to pursue classes such as wizards and rangers.

**Male Names:** Caladrel, Heldalel, Lanliss, Meirdrarel, Seldlon, Talathel, Variel, Zordlon.

**Female Names:** Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara.

## ELF RACIAL TRAITS

**+2 Dexterity, +2 Intelligence, -2 Constitution:** Elves are nimble, both in body and mind, but their form is frail.

**Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Elves have a base speed of 30 feet.

**Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light. See Chapter 7.

**Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

**Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.

**Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

**Languages:** Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

## Gnomes

Gnomes trace their lineage back to the mysterious realm of the fey, a place where colors are brighter, the wildlands wilder, and emotions more primal. Unknown forces drove the ancient gnomes from that realm long ago, forcing them to seek refuge in this world; despite this, the gnomes have never completely abandoned their fey roots or adapted to mortal culture. As a result, gnomes are widely regarded by the other races as alien and strange.

**Physical Description:** Gnomes are one of the smallest of the common races, generally standing just over 3 feet in height. Their hair tends toward vibrant colors such as the fiery orange of autumn leaves, the verdant green of forests at springtime, or the deep reds and purples of wildflowers in bloom. Similarly, their flesh tones range from earthy browns to floral pinks, frequently with little regard for heredity. Gnomes possess highly mutable facial characteristics, and many have overly large mouths and eyes, an effect which can be both disturbing and stunning, depending on the individual.

**Society:** Unlike most races, gnomes do not generally organize themselves within classic societal structures. Whimsical creatures at heart, they typically travel alone or with temporary companions, ever seeking new and more exciting experiences. They rarely form enduring relationships among themselves or with members of other races, instead pursuing crafts, professions, or collections with a passion that borders on zealotry. Male gnomes have a strange fondness for unusual hats and headgear, while females often proudly wear elaborate and eccentric hairstyles.

### Gnome Racial Traits

**+2 Constitution, +2 Charisma, -2 Strength:** Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

**Small:** Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Slow Speed:** Gnomes have a base speed of 20 feet.

**Low-Light Vision:** Gnomes can see twice as far as humans in conditions of dim light. See Chapter 7.

**Defensive Training:** Gnomes get a +4 dodge bonus to AC against monsters of the giant subtype.

**Gnome Magic:** Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

**Hated:** Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

**Illusion Resistance:** Gnomes get a +2 racial saving throw bonus against illusion spells and effects.

**Keen Senses:** Gnomes receive a +2 racial bonus on Perception skill checks.

**Obsessive:** Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

**Weapon Familiarity:** Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

**Languages:** Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

**Relations:** Gnomes have difficulty interacting with the other races, on both emotional and physical levels. Gnome humor is hard to translate and often comes across as malicious or senseless to other races, while gnomes in turn tend to think of the taller races as dull and lumbering giants. They get along well with halflings and humans, but are overly fond of playing jokes on dwarves and half-orcs, whom most gnomes feel need to lighten up. They respect elves, but often grow frustrated with the comparatively slow pace at which members of the long-lived race make decisions. To the gnomes, action is always better than inaction, and many gnomes carry several highly involved projects with them at all times to keep themselves entertained during rest periods.

**Alignment and Religion:** Although gnomes are impulsive tricksters, with sometimes inscrutable motives and equally confusing methods, their hearts are generally in the right place. They are prone to powerful fits of emotion, and find themselves most at peace within the natural world. Gnomes are usually neutral good, and prefer to worship deities who value individuality and nature, such as Shelyn, Gozreh, Desna, and increasingly Cayden Cailean.

**Adventurers:** Gnomes' propensity for wanderlust makes them natural adventurers. They often become wanderers to experience new aspects of life, for nothing is as novel as the uncounted dangers facing adventurers. Gnomes make up for their weakness with a proclivity for sorcery or bardic music.

**Male Names:** Abroshtor, Bastargre, Halungalom, Krolmnite, Poshment, Zarzuket, Zatqualmie.

**Female Names:** Besh, Fijit, Lini, Neji, Majet, Pai, Queck, Trig.



## HALF-ELVES

Elves have long drawn the covetous gazes of other races. Their generous life spans, magical affinity, and inherent grace each contribute to the admiration or bitter envy of their neighbors. Of all their traits, however, none so entrance their human associates as their beauty. Since the two races first came into contact with each other, the humans have held up elves as models of physical perfection, seeing in the fair folk idealized versions of themselves. For their part, many elves find humans attractive despite their comparatively barbaric ways, drawn to the passion and impetuosity with which members of the younger race play out their brief lives.

Sometimes this mutual infatuation leads to romantic relationships. Though usually short-lived, even by human standards, these trysts commonly lead to the birth of half-elves, a race descended of two cultures yet inheritor of neither. Half-elves can breed with one another, but even these “pureblood” half-elves tend to be viewed as bastards by humans and elves alike.

**Physical Description:** Half-elves stand taller than humans but shorter than elves. They inherit the lean build and comely features of their elven lineage, but their skin color is dictated by their human side. While half-elves retain the pointed ears of elves, theirs are more rounded and less pronounced. A half-elf’s human-like eyes tend to range a spectrum of exotic colors running from amber or violet to emerald green and deep blue.



### HALF-ELF RACIAL TRAITS

**+2 to One Ability Score:** Half-elf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

**Medium:** Half-elves are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Half-elves have a base speed of 30 feet.

**Low-Light Vision:** Half-elves can see twice as far as humans in conditions of dim light. See Chapter 7.

**Adaptability:** Half-elves receive Skill Focus as a bonus feat at 1st level.

**Elf Blood:** Half-elves count as both elves and humans for any effect related to race.

**Elven Immunities:** Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Keen Senses:** Half-elves receive a +2 racial bonus on Perception skill checks.

**Multitalented:** Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes. See Chapter 3 for more information about favored classes.

**Languages:** Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

**Society:** The lack of a unified homeland and culture forces half-elves to remain versatile, able to conform to nearly any environment. While often attractive to both races for the same reasons as their parents, half-elves rarely fit in with either humans or elves, as both races see too much evidence of the other in them. This lack of acceptance weighs heavily on many half-elves, yet others are bolstered by their unique status, seeing in their lack of a formalized culture the ultimate freedom. As a result, half-elves are incredibly adaptable, capable of adjusting their mindsets and talents to whatever societies they find themselves in.

**Relations:** A half-elf understands loneliness, and knows that character is often less a product of race than of life experience. As such, half-elves are often open to friendships and alliances with other races, and less likely to rely on first impressions when forming opinions of new acquaintances.

**Alignment and Religion:** Half-elves’ isolation strongly influences their characters and philosophies. Cruelty does not come naturally to them, nor does blending in and bending to societal convention—as a result, most half-elves are chaotic good. Half-elves’ lack of a unified culture makes them less likely to turn to religion, but those who do generally follow the common faiths of their homeland.

**Adventurers:** Half-elves tend to be itinerants, wandering the lands in search of a place they might finally call home. The desire to prove oneself to the community and establish a personal identity—or even a legacy—drives many half-elf adventurers to lives of bravery.

**Male Names:** Calathes, Encinal, Kyras, Narciso, Quiray, Satinder, Seltyiel, Zirul.

**Female Names:** Cathran, Elsbeth, Iandoli, Kieyanna, Lialda, Maddela, Reda, Tamarie.

## HALF-ORCS

Half-orcs are monstrosities, their tragic births the result of perversion and violence—or at least, that's how other races see them. It's true that half-orcs are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves. Feared, distrusted, and spat upon, half-orcs still consistently manage to surprise their detractors with great deeds and unexpected wisdom—though sometimes it's easier just to crack a few skulls.

**Physical Description:** Both genders of half-orc stand between 6 and 7 feet tall, with powerful builds and greenish or grayish skin. Their canines often grow long enough to protrude from their mouths, and these “tusks,” combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance. While half-orcs may be impressive, few ever describe them as beautiful.

**Society:** Unlike half-elves, where at least part of society's discrimination is born out of jealousy or attraction, half-orcs get the worst of both worlds: physically weaker than their orc kin, they also tend to be feared or attacked outright by the legions of humans who don't bother making the distinction between full orcs and halfbloods. Still, while not exactly accepted, half-orcs in civilized societies tend to be valued for their martial prowess, and orc leaders have actually been known to spawn them intentionally, as the halfbreeds regularly make up for their lack of physical strength with increased cunning and aggression, making them natural chieftains and strategic advisors.

**Relations:** A lifetime of persecution leaves the average half-orc wary and quick to anger, yet those who break through his savage exterior might find a well-hidden core of empathy. Elves and dwarves tend to be the least accepting of half-orcs, seeing in them too great a resemblance to their racial enemies, but other races aren't much more understanding. Human societies with few orc problems

tend to be the most accommodating, and there half-orcs make natural mercenaries and enforcers.

**Alignment & Religion:** Forced to live either among brutish orcs or as lonely outcasts in civilized lands, most half-orcs are bitter, violent, and reclusive. Evil comes easily to them, but they are not evil by nature—rather, most half-orcs are chaotic neutral, having been taught by long experience that there's no point doing anything but that which directly benefits themselves. When they bother to worship the gods, they tend to favor deities who promote warfare or individual strength, such as Gorum, Cayden Cailean, Lamashu, and Rovagug.

**Adventurers:** Staunchly independent, many half-orcs take to lives of adventure out of necessity, seeking to escape their painful pasts or improve their lot through force of arms. Others, more optimistic or desperate for acceptance, take up the mantle of crusaders in order to prove their worth to the world.

**Male Names:**

Ausk, Davor, Hakak, Kizziar, Makoa, Nesteruk, Tsadok.

**Female Names:**

Canan, Drogheda, Goruza, Mazon, Shirish, Tevaga, Zeljka.

## HALF-ORC RACIAL TRAITS

**+2 to One Ability Score:** Half-orc characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

**Medium:** Half-orcs are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Half-orcs have a base speed of 30 feet.

**Darkvision:** Half-orcs can see in the dark up to 60 feet.

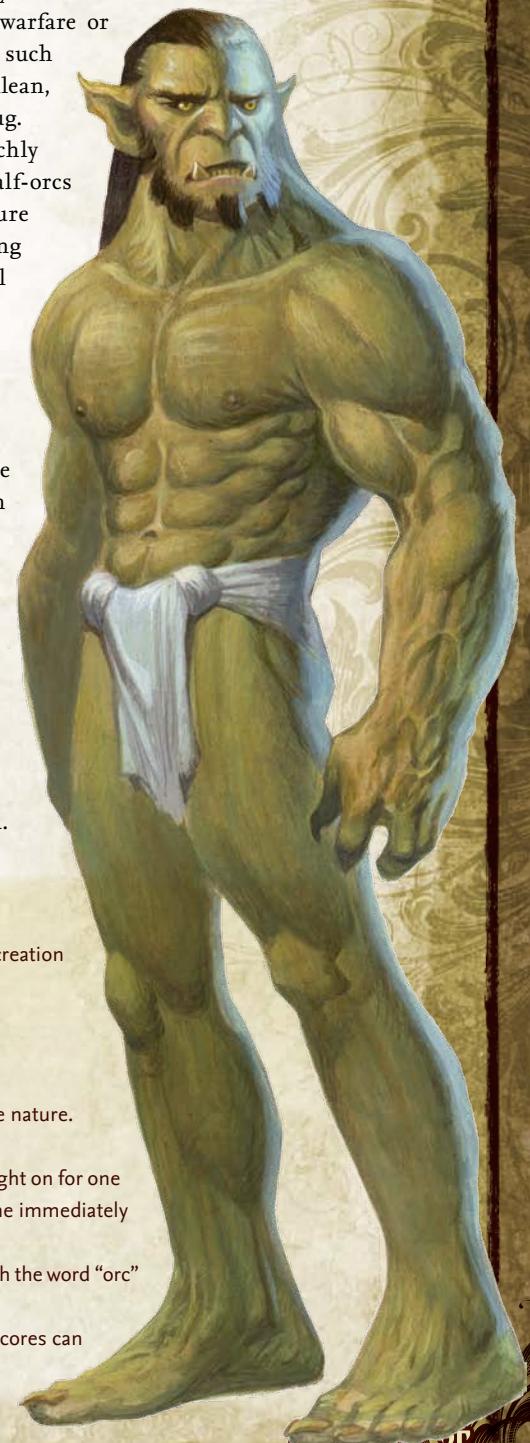
**Intimidating:** Half-orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

**Orc Blood:** Half-orcs count as both humans and orcs for any effect related to race.

**Orc Ferocity:** Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

**Weapon Familiarity:** Half-orcs are proficient with greataxes and falchions and treat any weapon with the word “orc” in its name as a martial weapon.

**Languages:** Half-orcs begin play speaking Common and Orc. Half-orcs with high Intelligence scores can choose from the following: Abyssal, Draconic, Giant, Gnoll, and Goblin.



## HALFLINGS

Optimistic and cheerful by nature, blessed with uncanny luck and driven by a powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easy-going, halflings like to keep an even temper and a steady eye on opportunity, and are not as prone as some of the more volatile races to violent or emotional outbursts. Even in the jaws of catastrophe, a halfling almost never loses his sense of humor.

Halflings are inveterate opportunists. Unable to physically defend themselves from the rigors of the world, they know when to bend with the wind and when to hide away. Yet a halfling's curiosity often overwhelms his good sense, leading to poor decisions and narrow escapes.

Though their curiosity drives them to travel and seek new places and experiences, halflings possess a strong sense of house and home, often spending above their means to enhance the comforts of home life.

**Physical Description:** Halflings rise to a humble height of 3 feet. They prefer to walk barefoot, leading to the bottoms of their feet being roughly calloused. Tufts of thick, curly hair warm the tops of their broad, tanned feet. Their skin tends toward a rich almond color and their hair toward light shades of brown. A halfling's ears are pointed, but proportionately not much larger than those of a human.

**Society:** Halflings claim no cultural homeland and control no settlements larger than rural assemblies of free towns. Far more often, they dwell at the knees of their human cousins in human cities, eking out livings as they can from the scraps of larger societies. Many halflings lead perfectly

fulfilling lives in the shadow of their larger neighbors, while some prefer more nomadic lives on the road, traveling the world and experiencing all it has to offer.



### HALFLING RACIAL TRAITS

**+2 Dexterity, +2 Charisma, -2 Strength:** Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.

**Small:** Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Slow Speed:** Halflings have a base speed of 20 feet.

**Fearless:** Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

**Halfling Luck:** Halflings receive a +1 racial bonus on all saving throws.

**Keen Senses:** Halflings receive a +2 racial bonus on Perception skill checks.

**Sure-Footed:** Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

**Weapon Familiarity:** Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

**Languages:** Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Goblin.

**Relations:** A typical halfling prides himself on his ability to go unnoticed by other races—it is this trait that allows so many halflings to excel at thievery and trickery. Most halflings, knowing full well the stereotyped view other races take of them as a result, go out of their way to be forthcoming and friendly to the bigger races when they're not trying to go unnoticed. They get along fairly well with gnomes, although most halflings regard these eccentric creatures with a hefty dose of caution. Halflings coexist well with humans as a general rule, but since some of the more aggressive human societies value halflings as slaves, halflings try not to grow too complacent when dealing with them. Halflings respect elves and dwarves, but these races generally live in remote regions far from the comforts of civilization that halflings enjoy, thus limiting opportunities for interaction. Only half-orcs are generally shunned by halflings, for their great size and violent natures are a bit too intimidating for most halflings to cope with.

**Alignment and Religion:** Halflings are loyal to their friends and families, but since they dwell in a world dominated by races twice as large as themselves, they've come to grips with the fact that sometimes they'll need to scrap and scrounge for survival. Most halflings are neutral as a result. Halflings favor gods that encourage small, tight-knit communities, be they for good (like Erastil) or evil (like Norgorber).

**Adventurers:** Their inherent luck coupled with their insatiable wanderlust makes halflings ideal for lives of adventure. Other such vagabonds tend to put up with the curious race in hopes that some of their mystical luck will rub off.

**Male Names:** Antal, Boram, Evan, Jamir, Kaleb, Lem, Miro, Sumak.

**Female Names:** Anafa, Bellis, Etune, Filiu, Lissa, Marra, Rillka, Sistra, Yamyla.

## HUMANS

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant race in the world. Their empires and nations are vast, sprawling things, and the citizens of these societies carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is best characterized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, devil-worshiping noble families in the most cosmopolitan cities. Human curiosity and ambition often triumph over their predilection for a sedentary lifestyle, and many leave their homes to explore the innumerable forgotten corners of the world or lead mighty armies to conquer their neighbors, simply because they can.

**Physical Description:** The physical characteristics of humans are as varied as the world's climes. From the dark-skinned tribesmen of the southern continents to the pale and barbaric raiders of the northern lands, humans possess a wide variety of skin colors, body types, and facial features. Generally speaking, humans' skin color assumes a darker hue the closer to the equator they live.

**Society:** Human society comprises a multitude of governments, attitudes, and lifestyles. Though the oldest human cultures trace their histories thousands of years into the past, when compared to the societies of common races like elves and dwarves, human society seems to be in a state of constant flux as empires fragment and new kingdoms subsume the old. In general, humans are known for their flexibility, ingenuity, and ambition.

**Relations:** Humans are fecund, and their drive and numbers often spur them into contact with other races during bouts of territorial expansion and colonization. In many cases, this leads to violence and war, yet humans are also swift to forgive and forge alliances with races who do not try to match or exceed them in violence. Proud, sometimes to the point of arrogance, humans might look upon dwarves as miserly drunkards, elves as flighty fops, halflings as craven thieves, gnomes as twisted maniacs, and half-elves and half-orcs as embarrassments—but the race's diversity among its own

members also makes humans quite adept at accepting others for what they are.

**Alignment and Religion:** Humanity is perhaps the most heterogeneous of all the common races, with a capacity for great evil and boundless good. Some assemble into vast barbaric hordes, while others build sprawling cities that cover miles. Taken as a whole, most humans are neutral, yet they generally tend to congregate in nations and civilizations with specific alignments. Humans also have the widest range in gods and religion, lacking other races' ties to tradition and eager to turn to anyone offering them glory or protection. They have even adopted gods like Torag or Calistria, who for millennia were more identified with older races, and as humanity continues to grow and prosper, new gods have begun emerging from their ever-expanding legends.

**Adventurers:** Ambition alone drives countless humans, and for many, adventuring serves as a means to an end, whether it be wealth, acclaim, social status, or arcane knowledge. A few pursue adventuring careers simply for the thrill of danger. Humans hail from myriad regions and backgrounds, and as such can fill any role within an adventuring party.

**Names:** Unlike other races, who generally cleave to specific traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. The humans of a northern barbarian tribe have much different names than those hailing from a subtropical nation of sailors and tradesmen. Throughout most of the world humans speak Common, yet their names are as varied as their beliefs and appearances.

## HUMAN RACIAL TRAITS

**+2 to One Ability Score:** Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

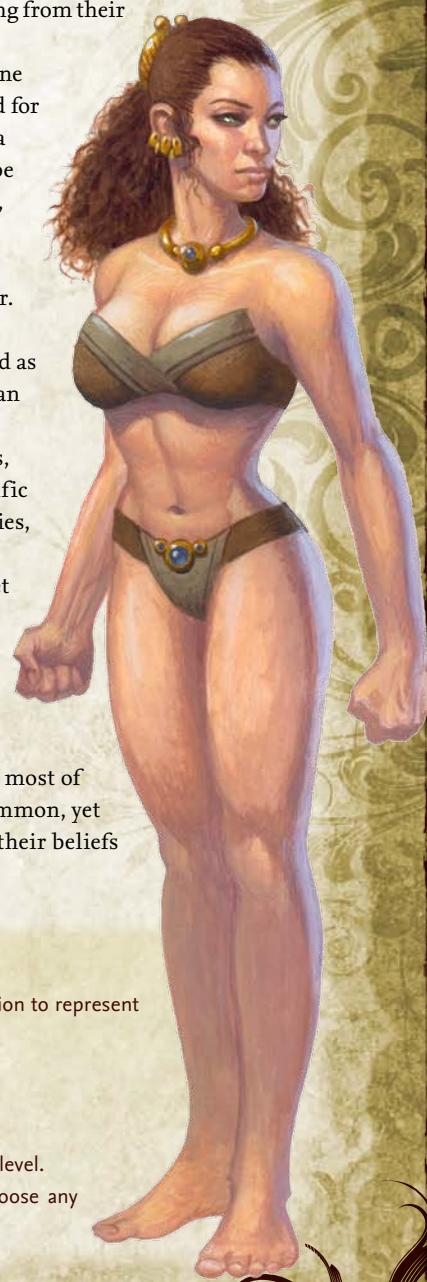
**Medium:** Humans are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Humans have a base speed of 30 feet.

**Bonus Feat:** Humans select one extra feat at 1st level.

**Skilled:** Humans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

**Languages:** Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).





# 3 CLASSES



The crumbling walkway atop the ancient dam shook with the force of water cascading through skull-shaped flumes, then shook more as the ogre barbarians strode forth.

“Looks like we’ve got a few tons of ugly in the way,” Valeros roared. “With faces like that, it’s no wonder they’re afraid to come out in the light.” The lead ogre’s eyes bulged as it realized it had been insulted, and it shrieked in anger as it flew into a battle rage.

Seoni cursed under her breath. One of these days, Valeros’s bravery was going to get them all killed.

A character's class is one of his most defining features. It's the source of most of his abilities, and gives him a specific role in any adventuring party. The following eleven classes represent the core classes of the game.

**Barbarian:** The barbarian is a brutal berserker from beyond the edge of civilized lands.

**Bard:** The bard uses skill and spell alike to bolster his allies, confound his enemies, and build upon his fame.

**Cleric:** A devout follower of a deity, the cleric can heal wounds, raise the dead, and call down the wrath of the gods.

**Druid:** The druid is a worshiper of all things natural—a spellcaster, a friend to animals, and a skilled shapeshifter.

**Fighter:** Brave and stalwart, the fighter is a master of all manner of arms and armor.

**Monk:** A student of martial arts, the monk trains his body to be his greatest weapon and defense.

**Paladin:** The paladin is the knight in shining armor, a devoted follower of law and good.

**Ranger:** A tracker and hunter, the ranger is a creature of the wild and of tracking down his favored foes.

**Rogue:** The rogue is a thief and a scout, an opportunist capable of delivering brutal strikes against unwary foes.

**Sorcerer:** The spellcasting sorcerer is born with an innate knack for magic and has strange, eldritch powers.

**Wizard:** The wizard masters magic through constant study that gives him incredible magical power.

**TABLE 3-1: CHARACTER ADVANCEMENT AND LEVEL-DEPENDENT BONUSES**

Character Level	Experience Point Total			Ability Score	
	Slow	Medium	Fast	Feats	Score
1st	—	—	—	1st	—
2nd	3,000	2,000	1,300	—	—
3rd	7,500	5,000	3,300	2nd	—
4th	14,000	9,000	6,000	—	1st
5th	23,000	15,000	10,000	3rd	—
6th	35,000	23,000	15,000	—	—
7th	53,000	35,000	23,000	4th	—
8th	77,000	51,000	34,000	—	2nd
9th	115,000	75,000	50,000	5th	—
10th	160,000	105,000	71,000	—	—
11th	235,000	155,000	105,000	6th	—
12th	330,000	220,000	145,000	—	3rd
13th	475,000	315,000	210,000	7th	—
14th	665,000	445,000	295,000	—	—
15th	955,000	635,000	425,000	8th	—
16th	1,350,000	890,000	600,000	—	4th
17th	1,900,000	1,300,000	850,000	9th	—
18th	2,700,000	1,800,000	1,200,000	—	—
19th	3,850,000	2,550,000	1,700,000	10th	—
20th	5,350,000	3,600,000	2,400,000	—	5th

## CHARACTER ADVANCEMENT

As player characters overcome challenges, they gain experience points. As these points accumulate, PCs advance in level and power. The rate of this advancement depends on the type of game that your group wants to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best. Characters advance in level according to Table 3-1.

### Advancing Your Character

A character advances in level as soon as he earns enough experience points to do so—typically, this occurs at the end of a game session, when your GM hands out that session's experience point awards.

The process of advancing a character works in much the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, possibly a permanent +1 increase to one ability score of your choice, or an additional feat (see Table 3-1). Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees.

When adding new levels of an existing class or adding levels of a new class (see Multiclassing, below), make sure to take the following steps in order. First, select your new class level. You must be able to qualify for this level before any of the following adjustments are made. Second, apply any ability score increases due to gaining a level. Third, integrate all of the level's class abilities and then roll for additional hit points. Finally, add new skills and feats. For more information on when you gain new feats and ability score increases, see Table 3-1.

### Multiclassing

Instead of gaining the abilities granted by the next level in your character's current class, he can instead gain the 1st-level abilities of a new class, adding all of those abilities to his existing ones. This is known as "multiclassing."

For example, let's say a 5th-level fighter decides to dabble in the arcane arts, and adds one level of wizard when he advances to 6th level. Such a character would have the powers and abilities of both a 5th-level fighter and a 1st-level wizard, but would still be considered a 6th-level character. (His class levels would be 5th and 1st, but his total character level is 6th.) He keeps all of his bonus feats gained from 5 levels of fighter, but can now also cast 1st-level spells and picks an arcane school. He adds all of the hit points, base attack bonuses, and saving throw bonuses from a 1st-level wizard on top of those gained from being a 5th-level fighter.

Note that there are a number of effects and prerequisites that rely on a character's level or Hit Dice. Such effects are always based on the total number of levels or Hit Dice a character possesses, not just those from one class. The exception to this is class abilities, most of which are based on the total number of class levels that a character possesses of that particular class.

### Favored Class

Each character begins play with a single favored class of his choosing—typically, this is the same class as the one he chooses at 1st level. Whenever a character gains a level in his favored class, he receives either +1 hit point or +1 skill rank. The choice of favored class cannot be changed once the character is created, and the choice of gaining a hit point or a skill rank each time a character gains a level (including his first level) cannot be changed once made for a particular level. Prestige classes (see Chapter 11) can never be a favored class.

## BARBARIAN

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

**Role:** Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

**Alignment:** Any nonlawful.

**Hit Die:** d12.

### Class Skills

The barbarian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

**Fast Movement (Ex):** A barbarian's base speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.



**TABLE 3-2: BARBARIAN**

Level	Base		Fort Save	Ref Save	Will Save	Special
	Attack Bonus					
1st	+1		+2	+0	+0	Fast movement, rage
2nd	+2		+3	+0	+0	Rage power, uncanny dodge
3rd	+3		+3	+1	+1	Trap sense +1
4th	+4		+4	+1	+1	Rage power
5th	+5		+4	+1	+1	Improved uncanny dodge
6th	+6/+1		+5	+2	+2	Rage power, Trap sense +2
7th	+7/+2		+5	+2	+2	Damage reduction 1/—
8th	+8/+3		+6	+2	+2	Rage power
9th	+9/+4		+6	+3	+3	Trap sense +3
10th	+10/+5		+7	+3	+3	Damage reduction 2/—, Rage power
11th	+11/+6/+1		+7	+3	+3	Greater rage
12th	+12/+7/+2		+8	+4	+4	Rage power, Trap sense +4
13th	+13/+8/+3		+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4		+9	+4	+4	Indomitable will, Rage power
15th	+15/+10/+5		+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1		+10	+5	+5	Damage reduction 4/—, Rage power
17th	+17/+12/+7/+2		+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3		+11	+6	+6	Rage power, Trap sense +6
19th	+19/+14/+9/+4		+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5		+12	+6	+6	Mighty rage, Rage power

**Rage (Ex):** A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to  $4 + \text{her Constitution modifier}$ . At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like *bear's endurance*, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single

encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

**Rage Powers (Ex):** As a barbarian gains levels, she learns to use her rage in new ways. Starting at 2nd level, a barbarian gains a rage power. She gains another rage power for every two levels of barbarian attained after 2nd level. A barbarian gains the benefits of rage powers only while raging, and some of these powers require the barbarian to take an action first. Unless otherwise noted, a barbarian cannot select an individual power more than once.

**Animal Fury (Ex):** While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus -5. If the bite hits, it deals  $1d4$  points of damage (assuming the barbarian is Medium;  $1d3$  points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

**Clear Mind (Ex):** A barbarian may reroll a Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The barbarian must take the second result, even if it is worse. A barbarian must be at least 8th level before selecting this power. This power can only be used once per rage.

**Fearless Rage (Ex)**: While raging, the barbarian is immune to the shaken and frightened conditions. A barbarian must be at least 12th level before selecting this rage power.

**Guarded Stance (Ex)**: The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

**Increased Damage Reduction (Ex)**: The barbarian's damage reduction increases by 1/—. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack. A barbarian must be at least 8th level before selecting this rage power.

**Internal Fortitude (Ex)**: While raging, the barbarian is immune to the sickened and nauseated conditions. A barbarian must be at least 8th level before selecting this rage power.

**Intimidating Glare (Ex)**: The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

**Knockback (Ex)**: Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

**Low-Light Vision (Ex)**: The barbarian's senses sharpen and she gains low-light vision while raging.

**Mighty Swing (Ex)**: The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 12th level before selecting this power. This power can only be used once per rage.

**Moment of Clarity (Ex)**: The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. Activating this power is a swift action. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against her total number of rounds of rage per day. This power can only be used once per rage.

**Night Vision (Ex)**: The barbarian's senses grow incredibly sharp while raging and she gains darkvision 60 feet. A barbarian must have low-light vision as a rage power or a racial trait to select this rage power.

**No Escape (Ex)**: The barbarian can move up to double her base speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

**Powerful Blow (Ex)**: The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

**Quick Reflexes (Ex)**: While raging, the barbarian can make one additional attack of opportunity per round.

**Raging Climber (Ex)**: When raging, the barbarian adds her level as an enhancement bonus on all Climb skill checks.

**Raging Leaper (Ex)**: When raging, the barbarian adds her level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the barbarian is always considered to have a running start.

**Raging Swimmer (Ex)**: When raging, the barbarian adds her level as an enhancement bonus on all Swim skill checks.

**Renewed Vigor (Ex)**: As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

**Rolling Dodge (Ex)**: The barbarian gains a +1 dodge bonus to her Armor Class against ranged attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

**Roused Anger (Ex)**: The barbarian may enter a rage even if fatigued. While raging after using this ability, the barbarian is immune to the fatigued condition. Once this rage ends, the barbarian is exhausted for 10 minutes per round spent raging.

**Scent (Ex)**: The barbarian gains the scent ability while raging and can use this ability to locate unseen foes (see Appendix 1 for rules on the scent ability).

**Strength Surge (Ex)**: The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

**Superstition (Ex)**: The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

**Surprise Accuracy (Ex)**: The barbarian gains a +1 morale bonus on one attack roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

**Swift Foot (Ex)**: The barbarian gains a 5-foot enhancement bonus to her base speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

**Terrifying Howl (Ex)**: The barbarian unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to  $10 + 1/2$  the barbarian's level + the barbarian's Strength modifier) or be panicked for  $1d4+1$  rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours. A barbarian must have the intimidating glare rage power to select this rage power. A barbarian must be at least 8th level before selecting this power.

**Unexpected Strike (Ex)**: The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage. A barbarian must be at least 8th level before selecting this power.

**Uncanny Dodge (Ex)**: At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Trap Sense (Ex)**: At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge (Ex)**: At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Damage Reduction (Ex)**: At 7th level, a barbarian gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Greater Rage (Ex)**: At 11th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution

increases to +6 and the morale bonus on her Will saves increases to +3.

**Indomitable Will (Ex)**: While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

**Tireless Rage (Ex)**: Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

**Mighty Rage (Ex)**: At 20th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

## Ex-Barbarians

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

## BARD

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

**Role**: Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and magic, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

**Alignment**: Any.

**Hit Die**: d8.

## Class Skills

The bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks per Level**: 6 + Int modifier.

## Class Features

All of the following are class features of the bard.

**Weapon and Armor Proficiency:** A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are also proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A bard casts arcane spells drawn from the bard spell list presented in Chapter 10. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (song, recitation, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least  $10 + \text{the spell level}$ . The Difficulty Class for a saving throw against a bard's spell is  $10 + \text{the spell level} + \text{the bard's Charisma modifier}$ .

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3–3. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3).

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1st-level spells of the bard's choice. At each new bard level, he gains one or more new spells, as indicated on Table 3–4. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score. The numbers on Table 3–4 are fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "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 one level lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A bard 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 allotment of spells per day for the spell's level.

**Bardic Knowledge (Ex):** A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

**Bardic Performance:** A bard is trained to use the Perform skill to create magical effects on those around

him, including himself if desired. He can use this ability for a number of rounds per day equal to  $4 + \text{his Charisma modifier}$ . At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.



**TABLE 3-3: BARD**

Level	Base					Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save	Special		1st	2nd	3rd	4th	5th
1st	+0	+0	+2	+2	Bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Versatile performance, well-versed	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence +2	3	—	—	—	—	—
4th	+3	+1	+4	+4		3	1	—	—	—	—
5th	+3	+1	+4	+4	inspire courage +2, lore master 1/day	4	2	—	—	—	—
6th	+4	+2	+5	+5	Suggestion, Versatile performance	4	3	—	—	—	—
7th	+5	+2	+5	+5	Inspire competence +3	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Dirge of doom	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Jack-of-all-trades, Versatile performance	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Inspire competence +4, inspire courage +3, lore master 2/day	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Soothing performance	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8		5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Frightening tune, Versatile performance	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Inspire competence +5, inspire heroics	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10		5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	inspire courage +4, lore master 3/day	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Mass suggestion, Versatile performance	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Inspire competence +6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Deadly performance	5	5	5	5	5	5

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard

(including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it

must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

**Inspire Courage (Su):** A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Inspire Competence (Su):** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

TABLE 3-4: BARD SPELLS KNOWN

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

**Suggestion (Sp):** A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a *suggestion* does not count against a bard's total rounds per day of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

**Dirge of Doom (Su):** A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

**Inspire Greatness (Su):** A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting

capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

**Soothing Performance (Su):** A bard of 12th level or higher can use his performance to create an effect equivalent to a *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

**Frightening Tune (Sp):** A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

**Inspire Heroics (Su):** A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

**Mass Suggestion (Sp):** This ability functions just like *suggestion*, but allows a bard of 18th level or higher to make a *suggestion* simultaneously to any number of creatures that he has already fascinated. *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.

**Deadly Performance (Su):** A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see

and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Deadly performance is a mind-affecting death effect that relies on audible and visual components.

**Cantrips:** Bards learn a number of cantrips, or 0-level spells, as noted on Table 3–4 under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Versatile Performance (Ex):** At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 6th level, and every 4 levels thereafter, the bard can select an additional type of Perform to substitute.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

**Well-Versed (Ex):** At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

**Lore Master (Ex):** At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

**Jack-of-All-Trades (Ex):** At 10th level, the bard can use any skill, even if the skill normally requires him to be trained. At 16th level, the bard considers all skills to be class skills. At 19th level, the bard can take 10 on any skill check, even if it is not normally allowed.

## CLERIC

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work

the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

**Role:** More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to draw upon the power of their deities, whether to increase their own and their allies' prowess in battle, to vex their foes with divine magic, or to lend healing to companions in need.

As their powers are influenced by their faith, all clerics must focus their worship upon a divine source. While the vast majority of clerics revere a specific deity, a small number dedicate themselves to a divine concept worthy of devotion—such as battle, death, justice, or knowledge—free of a deific abstraction. (Work with your GM if you prefer this path to selecting a specific deity.)

**Alignment:** A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Chapter 7).

**Hit Die:** d8.

### Class Skills

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

The following are class features of the cleric.

**Weapon and Armor Proficiency:** Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity.

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

**Spells:** A cleric casts divine spells which are drawn from the cleric spell list presented in Chapter 10. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see chaotic,

evil, good, and lawful spells on page 41. A cleric must choose and prepare her spells in advance.

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3–5. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3).



**TABLE 3-5: CLERIC**

Level	Base Attack Bonus	Fort Save Ref Save Will Save			Special	Spells per Day								
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, orisons	3	1+1	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Channel energy 2d6	4	2+1	1+1	—	—	—	—	—	—
4th	+3	+4	+1	+4		4	3+1	2+1	—	—	—	—	—	—
5th	+3	+4	+1	+4	Channel energy 3d6	4	3+1	2+1	1+1	—	—	—	—	—
6th	+4	+5	+2	+5		4	3+1	3+1	2+1	—	—	—	—	—
7th	+5	+5	+2	+5	Channel energy 4d6	4	4+1	3+1	2+1	1+1	—	—	—	—
8th	+6/+1	+6	+2	+6		4	4+1	3+1	3+1	2+1	—	—	—	—
9th	+6/+1	+6	+3	+6	Channel energy 5d6	4	4+1	4+1	3+1	2+1	1+1	—	—	—
10th	+7/+2	+7	+3	+7		4	4+1	4+1	3+1	3+1	2+1	—	—	—
11th	+8/+3	+7	+3	+7	Channel energy 6d6	4	4+1	4+1	4+1	3+1	2+1	1+1	—	—
12th	+9/+4	+8	+4	+8		4	4+1	4+1	4+1	3+1	3+1	2+1	—	—
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—
14th	+10/+5	+9	+4	+9		4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
16th	+12/+7/+2	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1
18th	+13/+8/+3	+11	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12		4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

Note: “+1” represents the domain spell slot

Clerics meditate or pray for their spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Channel Energy (Su):** Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt

or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric’s level + the cleric’s Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

**Domains:** A cleric’s deity influences her alignment, what magic she can perform, her values, and how others see her. A cleric chooses two domains from among those belonging to her deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a cleric is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the cleric, as well as a number of bonus spells. A cleric gains one domain spell slot for each level of cleric spell she can cast, from 1st on

up. Each day, a cleric can prepare one of the spells from her two domains in that slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a cleric gains the listed powers from both of her domains, if she is of a high enough level. Unless otherwise noted, using a domain power is a standard action. Cleric domains are listed at the end of this class entry.

**Orisons:** Clerics can prepare a number of orisons, or 0-level spells, each day, as noted on Table 3–5 under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Spontaneous Casting:** A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can “lose” any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric who worships an evil deity) can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see Channel Energy).

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

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

## Ex-Clerics

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones for her deeds (see the *atonement* spell description).

## Domains

Clerics may select any two of the domains granted by their deity. Clerics without a deity may select any two domains (choice are subject to GM approval).

## Air Domain

**Deities:** Gozreh, Shelyn.

**Granted Powers:** You can manipulate lightning, mist, and wind, traffic with air creatures, and are resistant to electricity damage.

**Lightning Arc (Sp):** As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Electricity Resistance (Ex):** At 6th level, you gain resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to electricity.

**Domain Spells:** 1st—*obscuring mist*, 2nd—*wind wall*, 3rd—*gaseous form*, 4th—*air walk*, 5th—*control winds*, 6th—*chain lightning*, 7th—*elemental body IV* (air only), 8th—*whirlwind*, 9th—*elemental swarm* (air spell only).

## Animal Domain

**Deities:** Erastil, Gozreh.

**Granted Powers:** You can speak with and befriend animals with ease. In addition, you treat Knowledge (nature) as a class skill.

**Speak with Animals (Sp):** You can speak with animals, as per the spell, for a number of rounds per day equal to 3 + your cleric level.

**Animal Companion (Ex):** At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level – 3. (Druids who take this ability through their nature bond class feature use their druid level – 3 to determine the abilities of their animal companions).

**Domain Spells:** 1st—*calm animals*, 2nd—*hold animal*, 3rd—*dominate animal*, 4th—*summon nature’s ally IV* (animals only), 5th—*beast shape III* (animals only), 6th—*antilife shell*, 7th—*animal shapes*, 8th—*summon nature’s ally VIII* (animals only), 9th—*shapechange*.

## Artifice Domain

**Deity:** Torag.

**Granted Powers:** You can repair damage to objects, animate objects with life, and create objects from nothing.

**Artificer’s Touch (Sp):** You can cast *mending* at will, using your cleric level as the caster level to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two cleric levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Dancing Weapons (Su):** At 8th level, you can give a weapon touched the *dancing* special weapon quality for 4 rounds. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—*animate rope*, 2nd—*wood shape*, 3rd—*stone shape*, 4th—*minor creation*, 5th—*fabricate*, 6th—*major creation*, 7th—*wall of iron*, 8th—*instant summons*, 9th—*prismatic sphere*.

## Chaos Domain

**Deities:** Calistria, Cayden Cailean, Desna, Gorum, Lamashu, Rovagug.

**Granted Powers:** Your touch infuses life and weapons with chaos, and you revel in all things anarchic.

**Touch of Chaos (Sp):** You can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Chaos Blade (Su):** At 8th level, you can give a weapon touched the *anarchic* special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—*protection from law*, 2nd—*align weapon* (chaos only), 3rd—*magic circle against law*, 4th—*chaos hammer*, 5th—*dispel law*, 6th—*animate objects*, 7th—*word of chaos*, 8th—*cloak of chaos*, 9th—*summon monster IX* (chaos spell only).

## Charm Domain

**Deities:** Calistria, Cayden Cailean, Norgorber, Shelyn.

**Granted Powers:** You can baffle and befuddle foes with a touch or a smile, and your beauty and grace are divine.

**Dazing Touch (Sp):** You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your cleric level are unaffected. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Charming Smile (Sp):** At 8th level, you can cast *charm person* as a swift action, with a DC of 10 + 1/2 your cleric level + your Wisdom modifier. You can only have one creature charmed in this way at a time. The total number of rounds of this effect per day is equal to your cleric level. The rounds do not need to be consecutive, and you can dismiss the charm at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.

**Domain Spells:** 1st—*charm person*, 2nd—*calm emotions*, 3rd—*suggestion*, 4th—*heroism*, 5th—*charm monster*, 6th—*geas/quest*, 7th—*insanity*, 8th—*demand*, 9th—*dominate monster*.

## Community Domain

**Deity:** Erastil.

**Granted Powers:** Your touch can heal wounds, and your presence instills unity and strengthens emotional bonds.

**Calming Touch (Sp):** You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Unity (Su):** At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving throw against the effect in place of their own. Each ally must decide individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

**Domain Spells:** 1st—*bless*, 2nd—*shield other*, 3rd—*prayer*, 4th—*imbue with spell ability*, 5th—*telepathic bond*, 6th—*heroes' feast*, 7th—*refuge*, 8th—*mass cure critical wounds*, 9th—*miracle*.

## Darkness Domain

**Deity:** Zon-Kuthon.

**Granted Power:** You manipulate shadows and darkness. In addition, you receive Blind-Fight as a bonus feat.

**Touch of Darkness (Sp):** As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Eyes of Darkness (Su):** At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*obscuring mist*, 2nd—*blindness/deafness* (only to cause blindness), 3rd—*deeper darkness*, 4th—*shadow conjuration*, 5th—*summon monster V* (summons 1d3 shadows), 6th—*shadow walk*, 7th—*power word blind*, 8th—*greater shadow evocation*, 9th—*shades*.

## Death Domain

**Deities:** Norgorber, Pharamsa, Urgathoa, Zon-Kuthon.

**Granted Powers:** You can cause the living to bleed at a touch, and find comfort in the presence of the dead.

**Bleeding Touch (Sp):** As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage.

**TABLE 3-6: DEITIES OF THE PATHFINDER CHRONICLES**

Deity	AL	Portfolios	Domains	Favored Weapon
Erastil	LG	God of farming, hunting, trade, family	Animal, Community, Good, Law, Plant	longbow
Iomedae	LG	Goddess of valor, rulership, justice, honor	Glory, Good, Law, Sun, War	longsword
Torag	LG	God of the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer
Sarenrae	NG	Goddess of the sun, redemption, honesty, healing	Fire, Glory, Good, Healing, Sun	scimitar
Shelyn	NG	Goddess of beauty, art, love, music	Air, Charm, Good, Luck, Protection	glaive
Desna	CG	Goddess of dreams, stars, travelers, luck	Chaos, Good, Liberation, Luck, Travel	starknife
Cayden Cailean	CG	God of freedom, ale, wine, bravery	Chaos, Charm, Good, Strength, Travel	rapier
Abadar	LN	God of cities, wealth, merchants, law	Earth, Law, Nobility, Protection, Travel	light crossbow
Irori	LN	God of history, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	unarmed strike
Gozreh	N	Deity of nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
Pharasma	N	Goddess of fate, death, prophecy, birth	Death, Healing, Knowledge, Repose, Water	dagger
Nethys	N	God of magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Gorum	CN	God of strength, battle, weapons	Chaos, Destruction, Glory, Strength, War	greatsword
Calistria	CN	Goddess of trickery, lust, revenge	Chaos, Charm, Knowledge, Luck, Trickery	whip
Asmodeus	LE	God of tyranny, slavery, pride, contracts	Evil, Fire, Law, Magic, Trickery	mace
Zon-Kuthon	LE	God of envy, pain, darkness, loss	Darkness, Death, Destruction, Evil, Law	spiked chain
Urgathoa	NE	Goddess of gluttony, disease, undead	Death, Evil, Magic, Strength, War	scythe
Norgorber	NE	God of greed, secrets, poison, murder	Charm, Death, Evil, Knowledge, Trickery	short sword
Lamashtu	CE	Goddess of madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	falchion
Rovagug	CE	God of wrath, disaster, destruction	Chaos, Destruction, Evil, War, Weather	greataxe

You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Death's Embrace (Ex):** At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

**Domain Spells:** 1st—*cause fear*, 2nd—*death knell*, 3rd—*animate dead*, 4th—*death ward*, 5th—*slay living*, 6th—*create undead*, 7th—*destruction*, 8th—*create greater undead*, 9th—*wail of the banshee*.

## Destruction Domain

**Deities:** Gorum, Nethys, Rovagug, Zon-Kuthon.

**Granted Powers:** You revel in ruin and devastation, and can deliver particularly destructive attacks.

**Destructive Smite (Su):** You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to  $1/2$  your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Destructive Aura (Su):** At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against creatures in this aura (including you) gain a morale bonus on damage equal to  $1/2$  your cleric level and all critical threats are

automatically confirmed. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*true strike*, 2nd—*shatter*, 3rd—*rage*, 4th—*inflict critical wounds*, 5th—*shout*, 6th—*harm*, 7th—*disintegrate*, 8th—*earthquake*, 9th—*implosion*.

## Earth Domain

**Deities:** Abadar, Torag.

**Granted Powers:** You have mastery over earth, metal, and stone, can fire darts of acid, and command earth creatures.

**Acid Dart (Sp):** As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals  $1d6$  points of acid damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Acid Resistance (Ex):** At 6th level, you gain resist acid 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to acid.

**Domain Spells:** 1st—*magic stone*, 2nd—*soften earth and stone*, 3rd—*stone shape*, 4th—*spike stones*, 5th—*wall of stone*, 6th—*stoneskin*, 7th—*elemental body IV* (earth only), 8th—*earthquake*, 9th—*elemental swarm* (earth spell only).

## Evil Domain

**Deities:** Asmodeus, Lamashtu, Norgorber, Rovagug, Urgathoa, Zon-Kuthon.

**Granted Powers:** You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

**Touch of Evil (Sp):** You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to  $1/2$  your cleric level (minimum 1). You can use this ability a number of times per day equal to  $3 +$  your Wisdom modifier.

**Scythe of Evil (Su):** At 8th level, you can give a weapon touched the *unholiness* special weapon quality for a number of rounds equal to  $1/2$  your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—protection from good, 2nd—align weapon (evil only), 3rd—magic circle against good, 4th—unholiness, 5th—dispel good, 6th—create undead, 7th—blasphemy, 8th—unholiness, 9th—summon monster IX (evil spell only).

## Fire Domain

**Deities:** Asmodeus, Sarenrae.

**Granted Powers:** You can call forth fire, command creatures of the inferno, and your flesh does not burn.

**Fire Bolt (Sp):** As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals  $1d6$  points of fire damage  $+ 1$  point for every two cleric levels you possess. You can use this ability a number of times per day equal to  $3 +$  your Wisdom modifier.

**Fire Resistance (Ex):** At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

**Domain Spells:** 1st—burning hands, 2nd—produce flame, 3rd—fireball, 4th—wall of fire, 5th—fire shield, 6th—fire seeds, 7th—elemental body IV (fire only), 8th—incendiary cloud, 9th—elemental swarm (fire spell only).

## Glory Domain

**Deities:** Gorum, Iomedae, Sarenrae.

**Granted Powers:** You are infused with the glory of the divine, and are a true foe of the undead. In addition, when you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.

**Touch of Glory (Sp):** You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to  $3 +$  your Wisdom modifier.

**Divine Presence (Su):** At 8th level, you can emit a 30-foot aura of divine presence for a number of rounds per day equal to your cleric level. All allies within this aura are treated as if under the effects of a *sanctuary* spell with a DC equal to  $10 + 1/2$  your cleric level  $+$  your Wisdom modifier. These rounds do not need to be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

**Domain Spells:** 1st—shield of faith, 2nd—bless weapon, 3rd—searing light, 4th—holy smite, 5th—righteous might, 6th—undead to death, 7th—holy sword, 8th—holy aura, 9th—gate.

## Good Domain

**Deities:** Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, Shelyn, Torag.

**Granted Powers:** You have pledged your life and soul to goodness and purity.

**Touch of Good (Sp):** You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for 1 round. You can use this ability a number of times per day equal to  $3 +$  your Wisdom modifier.

**Holy Lance (Su):** At 8th level, you can give a weapon you touch the *holiness* special weapon quality for a number of rounds equal to  $1/2$  your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—protection from evil, 2nd—align weapon (good only), 3rd—magic circle against evil, 4th—holy smite, 5th—dispel evil, 6th—blade barrier, 7th—holy word, 8th—holy aura, 9th—summon monster IX (good spell only).

## Healing Domain

**Deities:** Irori, Pharsma, Sarenrae.

**Granted Powers:** Your touch staves off pain and death, and your healing magic is particularly vital and potent.

**Rebuke Death (Sp):** You can touch a living creature as a standard action, healing it for  $1d4$  points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to  $3 +$  your Wisdom modifier.

**Healer's Blessing (Su):** At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

**Domain Spells:** 1st—cure light wounds, 2nd—cure moderate wounds, 3rd—cure serious wounds, 4th—cure critical wounds, 5th—breath of life, 6th—heal, 7th—regenerate, 8th—mass cure critical wounds, 9th—mass heal.

## Knowledge Domain

**Deities:** Calistria, Irori, Nethys, Norgorber, Pharsma.

**Granted Powers:** You are a scholar and a sage of legends. In addition, you treat all Knowledge skills as class skills.

**Lore Keeper (Sp):** You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to  $15 + \text{your cleric level} + \text{your Wisdom modifier}$ .

**Remote Viewing (Sp):** Starting at 6th level, you can use *clairvoyance/clairaudience* as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*comprehend languages*, 2nd—*detect thoughts*, 3rd—*speak with dead*, 4th—*divination*, 5th—*true seeing*, 6th—*find the path*, 7th—*legend lore*, 8th—*discern location*, 9th—*foresight*.

## Law Domain

**Deities:** Abadar, Asmodeus, Erastil, Iomedae, Irori, Torag, Zon-Kuthon.

**Granted Powers:** You follow a strict and ordered code of laws, and in so doing, achieve enlightenment.

**Touch of Law (Sp):** You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Staff of Order (Su):** At 8th level, you can give a weapon touched the *axiomatic* special weapon quality for a number of rounds equal to  $1/2 \text{ your cleric level}$ . You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st—*protection from chaos*, 2nd—*align weapon* (law only), 3rd—*magic circle against chaos*, 4th—*order's wrath*, 5th—*dispel chaos*, 6th—*hold monster*, 7th—*dictum*, 8th—*shield of law*, 9th—*summon monster IX* (law spell only).

## Liberation Domain

**Deity:** Desna.

**Granted Powers:** You are a spirit of freedom and a staunch foe against all who would enslave and oppress.

**Liberation (Su):** You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

**Freedom's Call (Su):** At 8th level, you can emit a 30-foot aura of freedom for a number of rounds per day equal to

your cleric level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*remove fear*, 2nd—*remove paralysis*, 3rd—*remove curse*, 4th—*freedom of movement*, 5th—*break enchantment*, 6th—*greater dispel magic*, 7th—*refuge*, 8th—*mind blank*, 9th—*freedom*.

## Luck Domain

**Deities:** Calistria, Desna, Shelyn.

**Granted Powers:** You are infused with luck, and your mere presence can spread good fortune.

**Bit of Luck (Sp):** You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Good Fortune (Ex):** At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day at 6th level, and one additional time per day for every six cleric levels beyond 6th.

**Domain Spells:** 1st—*true strike*, 2nd—*aid*, 3rd—*protection from energy*, 4th—*freedom of movement*, 5th—*break enchantment*, 6th—*mislead*, 7th—*spell turning*, 8th—*moment of prescience*, 9th—*miracle*.

## Madness Domain

**Deity:** Lamashtu.

**Granted Powers:** You embrace the madness that lurks deep in your heart, and can unleash it to drive your foes insane or to sacrifice certain abilities to hone others.

**Vision of Madness (Sp):** You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to  $1/2 \text{ your cleric level}$  (minimum +1) and a penalty to the other two types of rolls equal to  $1/2 \text{ your cleric level}$  (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Aura of Madness (Su):** At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by *confusion* unless they make a Will save with a DC equal to  $10 + 1/2 \text{ your cleric level} + \text{your Wisdom modifier}$ . The *confusion* effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*lesser confusion*, 2nd—*touch of idiocy*, 3rd—*rage*, 4th—*confusion*, 5th—*nightmare*, 6th—*phantasmal killer*, 7th—*insanity*, 8th—*scintillating pattern*, 9th—*weird*.

## Magic Domain

**Deities:** Asmodeus, Nethys, Urgathoa.

**Granted Powers:** You are a true student of all things mystical, and see divinity in the purity of magic.

**Hand of the Acolyte (Su):** You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Dispelling Touch (Sp):** At 8th level, you can use a targeted *dispel magic* effect as a melee touch attack. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

**Domain Spells:** 1st—*identify*, 2nd—*magic mouth*, 3rd—*dispel magic*, 4th—*imbue with spell ability*, 5th—*spell resistance*, 6th—*antimagic field*, 7th—*spell turning*, 8th—*protection from spells*, 9th—*mage's disjunction*.

## Nobility Domain

**Deity:** Abadar.

**Granted Powers:** You are a great leader, an inspiration to all who follow the teachings of your faith.

**Inspiring Word (Sp):** As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier.

**Leadership (Ex):** At 8th level, you receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity (or divine concept if you do not venerate a deity).

**Domain Spells:** 1st—*divine favor*, 2nd—*enthral*, 3rd—*magic vestment*, 4th—*discern lies*, 5th—*greater command*, 6th—*geas/quest*, 7th—*repulsion*, 8th—*demand*, 9th—*storm of vengeance*.

## Plant Domain

**Deities:** Erastil, Gozreh.

**Granted Powers:** You find solace in the green, can grow defensive thorns, and can communicate with plants.

**Wooden Fist (Su):** As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on

damage rolls equal to 1/2 your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds do not need to be consecutive.

**Bramble Armor (Su):** At 6th level, you can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two cleric levels you possess. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*entangle*, 2nd—*barkskin*, 3rd—*plant growth*, 4th—*command plants*, 5th—*wall of thorns*, 6th—*repel wood*, 7th—*animate plants*, 8th—*control plants*, 9th—*shambler*.

## Protection Domain

**Deities:** Abadar, Nethys, Shelyn, Torag.

**Granted Powers:** Your faith is your greatest source of protection, and you can use that faith to defend others. In addition, you receive a +1 resistance bonus on saving throws. This bonus increases by 1 for every 5 levels you possess.

**Resistant Touch (Sp):** As a standard action, you can touch an ally to grant him your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Aura of Protection (Su):** At 8th level, you can emit a 30-foot aura of protection for a number of rounds per day equal to your cleric level. You and your allies within this aura gain a +1 deflection bonus to AC and resistance 5 against all elements (acid, cold, electricity, fire, and sonic). The deflection bonus increases by +1 for every four cleric levels you possess beyond 8th. At 14th level, the resistance against all elements increases to 10. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*sanctuary*, 2nd—*shield other*, 3rd—*protection from energy*, 4th—*spell immunity*, 5th—*spell resistance*, 6th—*antimagic field*, 7th—*repulsion*, 8th—*mind blank*, 9th—*prismatic sphere*.

## Repose Domain

**Deity:** Pharamsa.

**Granted Powers:** You see death not as something to be feared, but as a final rest and reward for a life well spent. The taint of undeath is a mockery of what you hold dear.

**Gentle Rest (Sp):** Your touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a melee touch attack. If you touch a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to your Wisdom modifier.

You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Ward Against Death (Su):** At 8th level, you can emit a 30-foot aura that wards against death for a number of rounds per day equal to your cleric level. Living creatures in this area are immune to all death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*deathwatch*, 2nd—*gentle repose*, 3rd—*speak with dead*, 4th—*death ward*, 5th—*slay living*, 6th—*undeath to death*, 7th—*destruction*, 8th—*waves of exhaustion*, 9th—*wail of the banshee*.

## Rune Domain

**Deities:** Irori, Nethys.

**Granted Powers:** In strange and eldritch runes you find potent magic. You gain Scribe Scroll as a bonus feat.

**Blast Rune (Sp):** As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes  $1d6$  points of damage + 1 point for every two cleric levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your cleric level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Spell Rune (Sp):** At 8th level, you can attach another spell that you cast to one of your blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level cleric spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune.

**Domain Spells:** 1st—*erase*, 2nd—*secret page*, 3rd—*glyph of warding*, 4th—*explosive runes*, 5th—*lesser planar binding*, 6th—*greater glyph of warding*, 7th—*instant summons*, 8th—*symbol of death*, 9th—*teleportation circle*.

## Strength Domain

**Deities:** Cayden Cailean, Gorum, Irori, Lamashtu, Urgathoa.

**Granted Powers:** In strength and brawn there is truth—your faith gives you incredible might and power.

**Strength Surge (Sp):** As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to  $1/2$  your cleric level (minimum +1) to melee attacks, combat maneuver checks

that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Might of the Gods (Su):** At 8th level, you can add your cleric level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*enlarge person*, 2nd—*bull's strength*, 3rd—*magic vestment*, 4th—*spell immunity*, 5th—*righteous might*, 6th—*stoneskin*, 7th—*grasping hand*, 8th—*clenched fist*, 9th—*crushing hand*.

## Sun Domain

**Deities:** Iomedae, Sarenrae.

**Granted Powers:** You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

**Sun's Blessing (Su):** Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

**Nimbus of Light (Su):** At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

**Domain Spells:** 1st—*endure elements*, 2nd—*heat metal*, 3rd—*searing light*, 4th—*fire shield*, 5th—*flame strike*, 6th—*fire seeds*, 7th—*sunbeam*, 8th—*sunburst*, 9th—*prismatic sphere*.

## Travel Domain

**Deities:** Abadar, Cayden Cailean, Desna.

**Granted Powers:** You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

**Agile Feet (Su):** As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Dimensional Hop (Sp):** At 8th level, you can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

**Domain Spells:** 1st—*longstrider*, 2nd—*locate object*, 3rd—*fly*, 4th—*dimension door*, 5th—*teleport*, 6th—*find the path*, 7th—*greater teleport*, 8th—*phase door*, 9th—*astral projection*.

## Trickery Domain

**Deities:** Asmodeus, Calistria, Lamashtu, Norgorber.

**Granted Powers:** You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

**Copycat (Sp):** You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Master's Illusion (Sp):** At 8th level, you can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 1 round per cleric level. The save DC to disbelieve this effect is equal to  $10 + 1/2 \text{ your cleric level} + \text{your Wisdom modifier}$ . This ability otherwise functions like the spell *veil*. The rounds do not need to be consecutive.

**Domain Spells:** 1st—*disguise self*, 2nd—*invisibility*, 3rd—*nonetection*, 4th—*confusion*, 5th—*false vision*, 6th—*mislead*, 7th—*screen*, 8th—*mass invisibility*, 9th—*time stop*.

## War Domain

**Deities:** Gorum, Iomedae, Rovagug, Urgathoa.

**Granted Powers:** You are a crusader for your god, always ready and willing to fight to defend your faith.

**Battle Rage (Sp):** You can touch a creature as a standard action to give it a bonus on melee damage rolls equal to  $1/2 \text{ your cleric level}$  (minimum +1) for 1 round. You can do so a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Weapon Master (Su):** At 8th level, as a swift action, you gain the use of one combat feat for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use this feat.

**Domain Spells:** 1st—*Magic weapon*, 2nd—*Spiritual weapon*, 3rd—*Magic vestment*, 4th—*Divine power*, 5th—*Flame strike*, 6th—*Blade barrier*, 7th—*Power word blind*, 8th—*Power word stun*, 9th—*Power word kill*.

## Water Domain

**Deities:** Gozreh, Pharamsa.

**Granted Powers:** You can manipulate water and mist and ice, conjure creatures of water, and resist cold.

**Icicle (Sp):** As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals  $1d6$  points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Cold Resistance (Ex):** At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

**Domain Spells:** 1st—*Obscuring mist*, 2nd—*Fog cloud*, 3rd—*Water breathing*, 4th—*Control water*, 5th—*Ice storm*, 6th—*Cone of cold*, 7th—*Elemental body IV (water only)*, 8th—*Horrid Wilting*, 9th—*Elemental swarm (water spell only)*.

## Weather Domain

**Deities:** Gozreh, Rovagug.

**Granted Powers:** With power over storm and sky, you can call down the wrath of the gods upon the world below.

**Storm Burst (Sp):** As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals  $1d6$  points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to  $3 + \text{your Wisdom modifier}$ .

**Lightning Lord (Sp):** At 8th level, you can call down a number of bolts of lightning per day equal to your cleric level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.

**Domain Spells:** 1st—*Obscuring mist*, 2nd—*Fog cloud*, 3rd—*Call lightning*, 4th—*Sleet storm*, 5th—*Ice storm*, 6th—*Control winds*, 7th—*Control weather*, 8th—*Whirlwind*, 9th—*Storm of vengeance*.

## DRUID

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

**Role:** While some druids might keep to the fringe of battle, allowing companions and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Druids worship personifications of elemental forces, natural powers, or nature itself. Typically this means devotion to a nature deity, though druids are

just as likely to revere vague spirits, animalistic demigods, or even specific awe-inspiring natural wonders.

**Alignment:** Any neutral.

**Hit Die:** d8.

## Class Skills

The druid's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the druid.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

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

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

**Spells:** A druid casts divine spells which are drawn from the druid spell list presented in Chapter 10. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A druid must choose and prepare her spells in advance.

To prepare or cast a spell, the druid must have a Wisdom score equal to at least  $10 + \text{the spell level}$ .

The Difficulty Class for a saving throw against a druid's spell is  $10 + \text{the spell level} + \text{the druid's Wisdom modifier}$ .

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3-7. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-3).

A druid must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A druid may prepare and cast any spell on the druid spell list, provided that she can

cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Spontaneous Casting:** A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

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

**Orisons:** Druids can prepare a number of orisons, or 0-level spells, each day, as noted on Table 3-7 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.



**TABLE 3-7: DRUID**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Nature bond, nature sense, orisons, wild empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure, Wild shape (1/day)	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (3/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (5/day)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Wild shape (6/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (7/day)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild shape (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (at will)	4	4	4	4	4	4	4	4	4	4

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

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

Druidic has its own alphabet.

**Nature Bond (Ex):** At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the *Animal Companions* section

beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Wild Empathy (Ex):** A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

**Woodland Stride (Ex):** Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

**Trackless Step (Ex):** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

**Resist Nature's Lure (Ex):** Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

**Wild Shape (Su):** At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal with which the druid is familiar.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a druid can also use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

At 8th level, a druid can also use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can also use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can also use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

**Venom Immunity (Ex):** At 9th level, a druid gains immunity to all poisons.

**A Thousand Faces (Su):** At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

**Timeless Body (Ex):** After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

## Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).

## Animal Companions

An animal companion's abilities are determined by the druid's level and its animal racial traits. Table 3–8 determines many of the base statistics of the animal companion. They remain creatures of the animal type for purposes of determining which spells can affect them.

**Class Level:** This is the character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's statistics.

**HD:** This is the total number of eight-sided (d8) Hit Dice the animal companion possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as

**TABLE 3-8: ANIMAL COMPANION BASE STATISTICS**

Class Level	Natural							Special			
	HD	BAB	Fort	Ref	Will	Skills	Feats				
1st	2	+1	+3	+3	+0	2	1	+0	+0	1	Link, share spells
2nd	3	+2	+3	+3	+1	3	2	+0	+0	1	—
3rd	3	+2	+3	+3	+1	3	2	+2	+1	2	Evasion
4th	4	+3	+4	+4	+1	4	2	+2	+1	2	Ability score increase
5th	5	+3	+4	+4	+1	5	3	+2	+1	2	—
6th	6	+4	+5	+5	+2	6	3	+4	+2	3	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	+2	3	—
8th	7	+5	+5	+5	+2	7	4	+4	+2	3	—
9th	8	+6	+6	+6	+2	8	4	+6	+3	4	Ability score increase, Multiattack
10th	9	+6	+6	+6	+3	9	5	+6	+3	4	—
11th	9	+6	+6	+6	+3	9	5	+6	+3	4	—
12th	10	+7	+7	+7	+3	10	5	+8	+4	5	—
13th	11	+8	+7	+7	+3	11	6	+8	+4	5	—
14th	12	+9	+8	+8	+4	12	6	+8	+4	5	Ability score increase
15th	12	+9	+8	+8	+4	12	6	+10	+5	6	Improved evasion
16th	13	+9	+8	+8	+4	13	7	+10	+5	6	—
17th	14	+10	+9	+9	+4	14	7	+10	+5	6	—
18th	15	+11	+9	+9	+5	15	8	+12	+6	7	—
19th	15	+11	+9	+9	+5	15	8	+12	+6	7	—
20th	16	+12	+10	+10	+5	16	8	+12	+6	7	Ability score increase

that of a druid of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.

**Fort/Ref/Will:** These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

**Skills:** This lists the animal's total skill ranks. Animal companions can assign skill ranks to any skill listed under Animal Skills. If an animal companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. An animal companion cannot have more ranks in a skill than it has Hit Dice.

**Feats:** This is the total number of feats possessed by an animal companion. Animal companions should select their feats from those listed under Animal Feats. Animal companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

**Natural Armor Bonus:** The number noted here is an improvement to the animal companion's existing natural armor bonus.

**Str/Dex Bonus:** Add this modifier to the animal companion's Strength and Dexterity scores.

**Bonus Tricks:** The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill for more details on how to teach an animal tricks). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

**Special:** This includes a number of abilities gained by animal companions as they increase in power. Each of these bonuses is described below.

**Link (Ex):** A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Share Spells (Ex):** The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

**Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

**Ability Score Increase (Ex):** The animal companion adds +1 to one of its ability scores.

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiaction:** An animal companion gains Multiaction as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty.

**Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

## Animal Skills

Animal companions can have ranks in any of the following skills: Acrobatics\* (Dex), Climb\* (Str), Escape Artist (Dex), Fly\* (Dex), Intimidate (Cha), Perception\* (Wis), Stealth\* (Dex), Survival (Wis), and Swim\* (Str). All of the skills marked with an (\*) are class skills for animal companions. Animal companions with an Intelligence of 3 or higher can put ranks into any skill.

## Animal Feats

Animal companions can select from the following feats: Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor (see the *Pathfinder RPG Bestiary*), Improved Natural Attack (see the *Pathfinder RPG Bestiary*), Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus. Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

## Animal Choices

Each animal companion has different starting sizes, speed, attacks, ability scores, and special qualities. All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. See Appendix 1 for more information on these abilities. As you gain levels, your animal companion

improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on Table 3-8. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

The animal companions listed here are by no means the only ones available—additional animal companion types can be found in the *Pathfinder RPG Bestiary*. Some of the special attacks and qualities possessed by animals are covered in more detail there as well.

### Ape

**Starting Statistics:** Size Medium; Speed 30 ft., Climb 30 ft.; AC +1 natural armor; **Attack** bite (1d4), 2 claws (1d4); **Ability Scores** Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Large; AC +2 natural armor; **Attack** bite (1d6), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4.

### Badger (Wolverine)

**Starting Statistics:** Size Small; Speed 30 ft., burrow 10 ft., climb 10 ft.; AC +2 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; **Special Attacks** rage (as a barbarian for 6 rounds per day); **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2.

### Bear

**Starting Statistics:** Size Small; Speed 40 ft.; AC +2 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2.

### Bird (Eagle/Hawk/Owl)

**Starting Statistics:** Size Small; Speed 10 ft., fly 80 ft. (average); AC +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision.

**4th-Level Advancement:** Ability Scores Str +2, Con +2.

### Boar

**Starting Statistics:** Size Small; Speed 40 ft.; AC +6 natural armor; **Attack** gore (1d6); **Ability Scores** Str 13, Dex 12, Con 15, Int 2, Wis 13, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** gore (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** ferocity (see the *Pathfinder RPG Bestiary* for more details).

### Camel

**Starting Statistics:** Size Large; **Speed** 50 ft.; AC +1 natural armor; **Attack** bite (1d4) or spit (ranged touch attack, target is sickened for 1d4 rounds, range 10 feet); **Ability Scores** Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2.

### Cat, Big (Lion, Tiger)

**Starting Statistics:** Size Medium; **Speed** 40 ft.; AC +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; **Special Attacks** rake (1d4); **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** Size Large; AC +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** grab, pounce, rake (1d6) (see the *Pathfinder RPG Bestiary* for more details for these attacks).

### Cat, Small (Cheetah, Leopard)

**Starting Statistics:** Size Small; **Speed** 50 ft.; AC +1 natural armor; **Attack** bite (1d4 plus trip), 2 claws (1d2); **Ability Scores** Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6 plus trip), 2 claws (1d3); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** sprint (see the *Pathfinder RPG Bestiary*).

### Crocodile (Alligator)

**Starting Statistics:** Size Small; **Speed** 20 ft., swim 30 ft.; AC +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** hold breath (see the *Pathfinder RPG Bestiary*), low-light vision.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d8) or tail slap (1d12); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** death roll, grab, sprint (see the *Pathfinder RPG Bestiary*).

### Dinosaur (Deinonychus, Velociraptor)

**Starting Statistics:** Size Small; **Speed** 60 ft.; AC +1 natural armor; **Attack** 2 talons (1d6), bite (1d4); **Ability Scores** Str 11, Dex 17, Con 17, Int 2, Wis 12, Cha 14; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** Size Medium; AC +2 natural armor; **Attack** 2 talons (1d8), bite (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** pounce (see the *Pathfinder RPG Bestiary*).

### Dog

**Starting Statistics:** Size Small; **Speed** 40 ft.; AC +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2.

### Horse

**Starting Statistics:** Size Large; **Speed** 50 ft.; AC +4 natural armor; **Attack** bite (1d4), 2 hooves\* (1d6); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent. \*This is a secondary natural attack, see Chapter 8 for more information on how secondary attacks work.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

### Pony

**Starting Statistics:** Size Medium; **Speed** 40 ft.; AC +2 natural armor; **Attack** 2 hooves (1d3); **Ability Scores** Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

### Shark

**Starting Statistics:** Size Small; **Speed** swim 60 ft.; AC +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** blindsense.

### Snake, Constrictor

**Starting Statistics:** Size Medium; **Speed** 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; **Attack** bite (1d3); **Ability Scores** Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2; **Special Attacks** grab; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Large; AC +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** constrict 1d4 (see the *Pathfinder RPG Bestiary*).

### Snake, Viper

**Starting Statistics:** Size Small; **Speed** 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; **Attack** bite (1d3 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; **Special Attacks** poison (*Frequency* 1 round (6), *Effect* 1 Con damage, *Cure* 1 save, Con-based DC); **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** Size Medium; **Attack** bite (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

### Wolf

**Starting Statistics:** Size Medium; **Speed** 50 ft.; AC +2 natural armor; **Attack** bite (1d6 plus trip); **Ability Scores** Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** Size Large; AC +2 natural armor; **Attack** bite (1d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

## FIGHTER

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

**Role:** Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. While their specific weapons and methods grant them a wide variety of tactics, few can match fighters for sheer battle prowess.

**Alignment:** Any.

**Hit Die:** d10.

### Class Skills

The fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

The following are class features of the fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Bonus Feats:** At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

**Bravery (Ex):** Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

**Armor Training (Ex):** Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.



**TABLE 3-9: FIGHTER**

Level	Base Attack Bonus	Fort Ref Will			
		Save	Save	Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat, bravery +1
3rd	+3	+3	+1	+1	Armor training 1
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Weapon training 1
6th	+6/+1	+5	+2	+2	Bonus feat, bravery +2
7th	+7/+2	+5	+2	+2	Armor training 2
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	Weapon training 2
10th	+10/+5	+7	+3	+3	Bonus feat, bravery +3
11th	+11/+6/+1	+7	+3	+3	Armor training 3
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	Weapon training 3
14th	+14/+9/+4	+9	+4	+4	Bonus feat, bravery +4
15th	+15/+10/+5	+9	+5	+5	Armor training 4
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training 4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, bravery +5
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, weapon mastery

In addition, a fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at his normal speed while wearing heavy armor.

**Weapon Training (Ex):** Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

**Axes:** battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

**Blades, Heavy:** bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

**Blades, Light:** dagger, kama, kukri, rapier, short sword, sickle, and stinknife.

**Bows:** composite longbow, composite shortbow, longbow, and shortbow.

**Close:** gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

**Crossbows:** hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

**Double:** dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

**Flails:** dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

**Hammers:** club, greatclub, heavy mace, light hammer, light mace, and warhammer.

**Monk:** kama, nunchaku, quarterstaff, sai, shuriken, siangham, and unarmed strike.

**Natural:** unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

**Polearms:** glaive, guisarme, halberd, and ranseur.

**Spears:** javelin, lance, longspear, shortspear, spear, and trident.

**Thrown:** blowgun, bolas, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, stinknife, throwing axe, and trident.

**Armor Mastery (Ex):** At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield.

**Weapon Mastery (Ex):** At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ( $\times 2$  becomes  $\times 3$ , for example). In addition, he cannot be disarmed while wielding a weapon of this type.

## MONK

For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

**Role:** Monks excel at overcoming even the most daunting perils, striking where it's least expected, and taking advantage of enemy vulnerabilities. Fleet of foot and skilled in combat, monks can navigate any battlefield with ease, aiding allies wherever they are needed most.

**Alignment:** Any lawful.

**Hit Die:** d8.

### Class Skills

The monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the monk.

**Weapon and Armor Proficiency:** Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear.

Monks are not proficient with any armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

**AC Bonus (Ex):** When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

**Flurry of Blows (Ex):** Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat (even if the monk does not meet the prerequisites for the feat). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural



**TABLE 3-10: MONK**

Level	Base						Flurry of Blows Attack Bonus	Unarmed Damage*	AC	Fast Movement
	Attack Bonus	Fort Save	Ref Save	Will Save	Special					
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, stunning fist, unarmed strike		-1/-1	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion		+0/+0	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Fast movement, maneuver training, still mind		+1/+1	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki pool (magic), slow fall 20 ft.		+2/+2	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	High jump, purity of body		+3/+3	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.		+4/+4/-1	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body		+5/+5/+0	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.		+6/+6/+1/+1	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion		+7/+7/+2/+2	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Bonus feat, ki pool (lawful), slow fall 50 ft.		+8/+8/+3/+3	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body		+9/+9/+4/+4/-1	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.		+10/+10/+5/+5/+0	2d6	+3	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul		+11/+11/+6/+6/+1	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Bonus feat, slow fall 70 ft.		+12/+12/+7/+7/+2	2d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm		+13/+13/+8/+8/+3/+3	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Ki pool (adamantine), slow fall 80 ft.		+14/+14/+9/+9/+4/+4/-1	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon		+15/+15/+10/+10/+5/+5/+0	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Bonus feat, slow fall 90 ft.		+16/+16/+11/+11/+6/+6/+1	2d8	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body		+17/+17/+12/+12/+7/+7/+2	2d8	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance		+18/+18/+13/+13/+8/+8/+3	2d10	+5	+60 ft.

\*The value shown is for Medium monks. See below for Small or Large monk damage.

weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

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

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

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

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on

Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

### SMALL OR LARGE MONK UNARMED DAMAGE

Level	Damage (Small Monk)	Damage (Large Monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

**Bonus Feat:** At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats

must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, and Throw Anything. At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility. At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A monk need not have any of the prerequisites normally required for these feats to select them.

**Stunning Fist (Ex):** At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

**Evasion (Ex):** At 2nd level or higher, a monk can avoid even magical and unusual attacks with great agility. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

**Fast Movement (Ex):** At 3rd level, a monk gains an enhancement bonus to his base speed, as shown on Table 3-10. A monk in armor or carrying a medium or heavy load loses this extra speed.

**Maneuver Training (Ex):** At 3rd level, a monk uses his monk level in place of his base attack bonus when calculating his Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

**Ki Pool (Su):** At 4th level, a monk gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's *ki* pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves with the character's monk

level. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his *ki* pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his base speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Slow Fall (Ex):** At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

**High Jump (Ex):** At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his *ki* pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

**Purity of Body (Ex):** At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

**Wholeness of Body (Su):** At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his *ki* pool.

**Improved Evasion (Ex):** At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

**Diamond Body (Su):** At 11th level, a monk gains immunity to poisons of all kinds.

**Abundant Step (Su):** At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his *ki* pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

**Diamond Soul (Ex):** At 13th level, a monk gains spell resistance equal to his current monk level + 10. In order to

affect the monk with a spell, a spellcaster must get a result on a caster level check ( $1d20 + \text{caster level}$ ) that equals or exceeds the monk's spell resistance.

**Quivering Palm (Su):** Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per day, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw ( $DC 10 + 1/2 \text{ the monk's level} + \text{the monk's Wis modifier}$ ), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated.

**Timeless Body (Ex):** At 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

**Tongue of the Sun and Moon (Ex):** A monk of 17th level or higher can speak with any living creature.

**Empty Body (Su):** At 19th level, a monk gains the ability to assume an ethereal state for 1 minute as though using the spell *ethereallness*. Using this ability is a move action that consumes 3 points from his *ki* pool. This ability only affects the monk and cannot be used to make other creatures ethereal.

**Perfect Self:** At 20th level, a monk becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic, which allows him to ignore the first 10 points of damage from any attack made by a nonchaotic weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

## Ex-Monks

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

## PALADIN

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.

**Role:** Paladins serve as beacons for their allies within the chaos of battle. While deadly opponents of evil, they can also empower goodly souls to aid in their crusades. Their magic and martial skills also make them well suited to defending others and blessing the fallen with the strength to continue fighting.

**Alignment:** Lawful good.

**Hit Die:** d10.

### Class Skills

The paladin's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the paladin.

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

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

**Detect Evil (Sp):** At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

**Smite Evil (Su):** Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with

the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3–11, to a maximum of seven times per day at 19th level.

**Divine Grace (Su):** At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Lay On Hands (Su):** Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to  $1/2$  her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal  $1d6$  hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing  $1d6$  points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

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

**Divine Health (Ex):** At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

**Mercy (Su):** At 3rd level, and every three levels thereafter, a paladin can select one mercy. Each mercy adds an effect to the paladin's lay on hands ability. Whenever the paladin uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the paladin. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 3rd level, the paladin can select from the following initial mercies.

- *Fatigued:* The target is no longer fatigued.
- *Shaken:* The target is no longer shaken.
- *Sickened:* The target is no longer sickened.

At 6th level, a paladin adds the following mercies to the list of those that can be selected.

- *Dazed:* The target is no longer dazed.
- *Diseased:* The paladin's lay on hands ability also acts as *remove disease*, using the paladin's level as the caster level.
- *Staggered:* The target is no longer staggered, unless the target is at exactly 0 hit points.



**TABLE 3-II: PALADIN**

Level	Base Attack Bonus	Fort Ref Will				Spells per Day			
		Save	Save	Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of good, detect evil, smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+3	Aura of courage, divine health, mercy	—	—	—	—
4th	+4	+4	+1	+4	Channel positive energy, smite evil 2/day	0	—	—	—
5th	+5	+4	+1	+4	Divine bond	1	—	—	—
6th	+6/+1	+5	+2	+5	Mercy	1	—	—	—
7th	+7/+2	+5	+2	+5	Smite evil 3/day	1	0	—	—
8th	+8/+3	+6	+2	+6	Aura of resolve	1	1	—	—
9th	+9/+4	+6	+3	+6	Mercy	2	1	—	—
10th	+10/+5	+7	+3	+7	Smite evil 4/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Aura of justice	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Mercy	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Smite evil 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Aura of faith	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Mercy	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Smite evil 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Aura of righteousness	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Mercy	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Smite evil 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Holy champion	4	4	3	3

At 9th level, a paladin adds the following mercies to the list of those that can be selected.

- *Cursed*: The paladin's lay on hands ability also acts as *remove curse*, using the paladin's level as the caster level.
- *Exhausted*: The target is no longer exhausted. The paladin must have the fatigued mercy before selecting this mercy.
- *Frightened*: The target is no longer frightened. The paladin must have the shaken mercy before selecting this mercy.
- *Nauseated*: The target is no longer nauseated. The paladin must have the sickened mercy before selecting this mercy.
- *Poisoned*: The paladin's lay on hands ability also acts as *neutralize poison*, using the paladin's level as the caster level.

At 12th level, a paladin adds the following mercies to the list of those that can be selected.

- *Blinded*: The target is no longer blinded.
- *Deafened*: The target is no longer deafened.
- *Paralyzed*: The target is no longer paralyzed.
- *Stunned*: The target is no longer stunned.

These abilities are cumulative. For example, a 12th-level paladin's lay on hands ability heals 6d6 points of damage and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons. Once a condition or spell effect is chosen, it can't be changed.

**Channel Positive Energy (Su)**: When a paladin reaches 4th level, she gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of her lay on hands ability. A paladin uses her level as her effective cleric level when channeling positive energy. This is a Charisma-based ability.

**Spells**: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells which are drawn from the paladin spell list presented in Chapter 10. A paladin must choose and prepare her spells in advance.

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

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3-11. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-3). When Table 3-11 indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A paladin must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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

**Divine Bond (Sp)**: Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes a held weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *holy*, *keen*, *merciful*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–9). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

The second type of bond allows a paladin to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a horse (for a Medium paladin) or a pony (for a Small paladin), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as a druid's animal companion, using the paladin's level as her effective druid level. Bonded mounts have an Intelligence of at least 6.

Once per day, as a full-round action, a paladin may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin. A paladin can use this ability once per day at 5th level, and one additional time per day

for every 4 levels thereafter, for a total of four times per day at 17th level.

At 11th level, the mount gains the celestial template (see the *Pathfinder RPG Bestiary*) and becomes a magical beast for the purposes of determining which spells affect it. At 15th level, a paladin's mount gains spell resistance equal to the paladin's level + 11.

Should the paladin's mount die, the paladin may not summon another mount for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

**Aura of Resolve (Su)**: At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Justice (Su)**: At 11th level, a paladin can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the paladin's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

**Aura of Faith (Su)**: At 14th level, a paladin's weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as good-aligned for the purposes of overcoming damage reduction.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Righteousness (Su)**: At 17th level, a paladin gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Holy Champion (Su)**: At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to a *banishment*, using her paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever she channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount.

**Code of Conduct**: A paladin must be of lawful good alignment and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not

cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

**Associates:** While she may adventure with good or neutral allies, a paladin avoids working with evil characters or with anyone who consistently offends her moral code. Under exceptional circumstances, a paladin can ally with evil associates, but only to defeat what she believes to be a greater evil. A paladin should seek an *atavement* spell periodically during such an unusual alliance, and should end the alliance immediately should she feel it is doing more harm than good. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

### Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who violates the code of conduct loses all paladin spells and class features (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the *atavement* spell description in Chapter 10), as appropriate.

## RANGER

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

**Role:** Rangers are deft skirmishers, either in melee or at range, capable of skillfully dancing in and out of battle. Their abilities allow them to deal significant harm to specific types of foes, but their skills are valuable against all manner of enemies.

**Alignment:** Any.

**Hit Die:** d10.

### Class Skills

The ranger's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the ranger.

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

**Favored Enemy (Ex):** At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from in the *Pathfinder RPG Bestiary*—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

### RANGER FAVORED ENEMIES

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (other subtype)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

**Track (Ex):** A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

**Wild Empathy (Ex):** A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Chapter 4). The ranger rolls 1d20 and adds his ranger

level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

**Combat Style Feat (Ex):** At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites.

If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

**Endurance:** A ranger gains Endurance as a bonus feat at 3rd level.

**Favored Terrain (Ex):** At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain.

In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

### FAVORED TERRAINS

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)



**TABLE 3-12: RANGER**

Base Attack		Fort	Ref	Will	Special	Spells per Day			
Level	Bonus	Save	Save	Save		1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+3	+3	+3	+1	Endurance, 1st favored terrain	—	—	—	—
4th	+4	+4	+4	+1	Hunter's bond	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	1	—	—	—
6th	+6/+1	+5	+5	+2	Combat style feat	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	0	—	—
8th	+8/+3	+6	+6	+2	Swift tracker, 2nd favored terrain	1	1	—	—
9th	+9/+4	+6	+6	+3	Evasion	2	1	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	3rd favored terrain	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, master hunter	4	4	3	3

**Hunter's Bond (Ex):** At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat (see the *Pathfinder RPG Bestiary*), dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level - 3.

**Spells:** Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list presented in Chapter 10. A ranger must choose and prepare his spells in advance.

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-12. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1-3). When Table 3-12 indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A ranger must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is equal to his ranger level - 3.

**Woodland Stride (Ex):** Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his

normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

**Swift Tracker (Ex):** Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** When he reaches 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor, medium armor, or no armor. A helpless ranger does not gain the benefit of evasion.

**Quarry (Ex):** At 11th level, a ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the ranger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

**Camouflage (Ex):** A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

**Improved Evasion (Ex):** At 16th level, a ranger's evasion improves. This ability works like evasion, except that while the ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

**Hide in Plain Sight (Ex):** While in any of his favored terrains, a ranger of 17th level or higher can use the Stealth skill even while being observed.

**Improved Quarry (Ex):** At 19th level, the ranger's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

**Master Hunter (Ex):** A ranger of 20th level becomes a master hunter. He can always move at full speed while

using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

## ROGUE

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered rogues, as well as countless other professions that rely upon wits, prowess, or luck. Although many rogues favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called rogues.

**Role:** Rogues excel at moving about unseen and catching foes unaware, and tend to avoid head-to-head combat. Their varied skills and abilities allow them to be highly versatile, with great variations in expertise existing between different rogues. Most, however, excel in overcoming hindrances of all types, from unlocking doors and disarming traps to outwitting magical hazards and conning dull-witted opponents.

**Alignment:** Any.

**Hit Die:** d8.

## Class Skills

The rogue's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 8 + Int modifier.

## Class Features

The following are class features of the rogue.

**Weapon and Armor Proficiency:** Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

**Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

**Trapfinding:** A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

**Rogue Talents:** As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

**Bleeding Attack\*** (Ex): A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's

sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

**Combat Trick:** A rogue that selects this talent gains a bonus combat feat (see Chapter 5).

**Fast Stealth (Ex):** This ability allows a rogue to move at full speed using the Stealth skill without penalty.

**Finesse Rogue:** A rogue that selects this talent gains Weapon Finesse as a bonus feat.

**Ledge Walker (Ex):** This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

**Major Magic (Sp):** A rogue with this talent gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list two times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 11 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 11 to select this talent. A rogue must have the minor magic rogue talent before choosing this talent.

**Minor Magic (Sp):** A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 10 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 10 to select this talent.

**Quick Disable (Ex):** It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

**Resiliency (Ex):** Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

**Rogue Crawl (Ex):** While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

**Slow Reactions\*** (Ex): Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

**Stand Up (Ex):** A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

**Surprise Attack (Ex):** During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

**Trap Spotter (Ex):** Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

**Weapon Training:** A rogue that selects this talent gains Weapon Focus as a bonus feat.

**Trap Sense (Ex):** At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

**Uncanny Dodge (Ex):** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Chapter 8) against her.

If a rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Improved Uncanny Dodge (Ex):** A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Advanced Talents:** At 10th level, and every two levels thereafter, a rogue can choose one of the following advanced talents in place of a rogue talent.

**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.

**Defensive Roll (Ex):** With this advanced talent, 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

TABLE 3-13: ROGUE

Level	Base Attack Bonus	Fort Save			Ref Save	Will Save	Special
		Save	Save	Save			
1st	+0	+0	+2	+0			Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0			Evasion, rogue talent
3rd	+2	+1	+3	+1			Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1			Rogue talent, uncanny dodge
5th	+3	+1	+4	+1			Sneak attack +3d6
6th	+4	+2	+5	+2			Rogue talent, trap sense +2
7th	+5	+2	+5	+2			Sneak attack +4d6
8th	+6/+1	+2	+6	+2			Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3			Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3			Advanced talents, rogue talent
11th	+8/+3	+3	+7	+3			Sneak attack +6d6
12th	+9/+4	+4	+8	+4			Rogue talent, trap sense +4
13th	+9/+4	+4	+8	+4			Sneak attack +7d6
14th	+10/+5	+4	+9	+4			Rogue talent
15th	+11/+6/+1	+5	+9	+5			Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5			Rogue talent
17th	+12/+7/+2	+5	+10	+5			Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6			Rogue talent, trap sense +6
19th	+14/+9/+4	+6	+11	+6			Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6			Master strike, rogue talent



or other blow, not a spell or special 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.

**Dispelling Attack\*** (Su): Opponents that are dealt sneak attack damage by a rogue with this ability are affected by a targeted *dispel magic*, targeting the lowest-level spell effect active on the target. The caster level for this ability is equal to the rogue's level. A rogue must have the major magic rogue talent before choosing dispelling attack.

**Improved Evasion (Ex):** This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of 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 an 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 confident 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 skill mastery 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 any feat that she qualifies for in place of a rogue talent.

**Master Strike (Ex):** Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. Each time the rogue deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives

a Fortitude save to negate the additional effect. The DC of this save is equal to  $10 + 1/2$  the rogue's level + the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

## SORCERER

Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results. Regardless, sorcerers live and breathe that which other spellcasters devote their lives to mastering, and for them magic is more than a boon or a field of study; it is life itself.

**Role:** Sorcerers excel at casting a selection of favored spells frequently, making them powerful battle mages. As they become familiar with a specific and ever-widening set of spells, sorcerers often discover new and versatile ways of making use of magics other spellcasters might overlook. Their bloodlines also grant them additional abilities, assuring that no two sorcerers are ever quite alike.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The sorcerer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:**  $2 + \text{Int modifier}$ .

### 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 interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor on page 83).

**Spells:** A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list presented in Chapter 10. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must

have a Charisma score equal to at least  $10 + \text{the spell level}$ . The Difficulty Class for a saving throw against a sorcerer's spell is  $10 + \text{the spell level} + \text{the sorcerer's Charisma modifier}$ .

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3–14. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1–3).

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new sorcerer level, she gains one or more new spells, as indicated on Table 3–15. (Unlike spells per day, the number of spells a sorcerer knows is not affected by her Charisma score; the numbers on Table 3–15 are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of through study.

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

Unlike a wizard or a cleric, a sorcerer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

**Bloodline:** Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell, derived from her bloodline. These spells are in addition to the number of spells given on Table 3–15. These spells cannot be exchanged for different spells at higher levels.

At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list specific to each bloodline. The sorcerer must meet the prerequisites for these bonus feats.

**Cantrips:** Sorcerers learn a number of cantrips, or 0-level spells, as noted on Table 3–15 under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Eschew Materials:** A sorcerer gains Eschew Materials as a bonus feat at 1st level.

### Sorcerer Bloodlines

The following bloodlines represent only some of the possible sources of power that a sorcerer can draw upon. Unless otherwise noted, most sorcerers are assumed to have the arcane bloodline.



**TABLE 3-14: SORCERER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bloodline power, cantrips, eschew materials	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bloodline power, bloodline spell	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bloodline spell	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bloodline feat, bloodline spell	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Bloodline power, bloodline spell	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Bloodline spell	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Bloodline feat, bloodline spell	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Bloodline power, bloodline spell	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Bloodline spell	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Bloodline feat, bloodline spell	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Bloodline power	6	6	6	6	6	6	6	6	6

### Aberrant

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

**Class Skill:** Knowledge (dungeoneering).

**Bonus Spells:** *enlarge person* (3rd), see *invisibility* (5th), *tongues* (7th), *black tentacles* (9th), *feeblemind* (11th), *veil* (13th), *plane shift* (15th), *mind blank* (17th), *shapechange* (19th).

**Bonus Feats:** Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]).

**Bloodline Arcana:** Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

**Bloodline Powers:** Aberrant sorcerers show increasing signs of their tainted heritage as they increase in level, although they are only visible when used.

**Acidic Ray (Sp):** Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Long Limbs (Ex):** At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

**Unusual Anatomy (Ex):** At 9th level, your anatomy changes, giving you a 25% chance to ignore any critical hit or sneak attack scored against you, treating it as a normal hit instead. This chance increases to 50% at 13th level.

**Alien Resistance (Su):** At 15th level, you gain spell resistance equal to your sorcerer level + 10.

**Aberrant Form (Ex):** At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and damage reduction 5/—.

### Abyssal

Generations ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong. You might sometimes have urges to chaos or evil, but your destiny (and alignment) is up to you.

**Class Skill:** Knowledge (planes).

**Bonus Spells:** *cause fear* (3rd), *bull's strength* (5th), *stoneskin* (9th), *dismissal* (11th), *transformation* (13th), *greater teleport* (15th), *unhol aura* (17th), *summon monster IX* (19th).

**Bonus Feats:** Augment Summoning, Cleave, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Knowledge [planes]).

**Bloodline Arcana:** Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/good equal to 1/2 your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

**Bloodline Powers:** While some would say that you are possessed, you know better. The demonic influence in your blood grows as you gain power.

**Claws (Su):** At 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage each (1d3 if you are Small) plus your Strength modifier. At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws become *flaming weapons*, each dealing an additional 1d6 points of fire damage on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

**Demon Resistances (Ex):** At 3rd level, you gain resist electricity 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to electricity increases to 10 and your bonus on poison saving throws increases to +4.

**Strength of the Abyss (Ex):** At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

**Added Summonings (Su):** At 15th level, whenever you summon a creature with the demon subtype or the fiendish template using a *summon monster* spell, you summon one additional creature of the same kind.

**Demonic Might (Su):** At 20th level, the power of the Abyss flows through you. You gain immunity to electricity and poison. You also gain resistance to acid 10, cold 10, and fire 10, and gain telepathy with a range of 60 feet (allowing you to communicate with any creature that can speak a language).

## Arcane

Your family has always been skilled in the eldritch art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

**Class Skill:** Knowledge (any one).

**Bonus Spells:** *identify* (3rd), *invisibility* (5th), *dispel magic* (7th), *dimension door* (9th), *overland flight* (11th), *true seeing* (13th), *greater teleport* (15th), *power word stun* (17th), *wish* (19th).

**Bonus Feats:** Combat Casting, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus, Still Spell.

TABLE 3-15: SORCERER SPELLS KNOWN

Level	Spells Known									
	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

**Bloodline Arcana:** Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

**Bloodline Powers:** Magic comes naturally to you, but as you gain levels you must take care to prevent the power from overwhelming you.

**Arcane Bond (Su):** At 1st level, you gain an arcane bond, as a wizard equal to your sorcerer level. Your sorcerer levels stack with any wizard levels you possess when determining the powers of your familiar or bonded object. This ability does not allow you to have both a familiar and a bonded item. Rules for arcane bonds appear on page 78. Once per day, your bonded item allows you to cast any one of your spells known (unlike a wizard's bonded item, which allows him to cast any one spell in his spellbook).

**Metamagic Adept (Ex):** At 3rd level, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 19th level. At 20th level, this ability is replaced by arcane apotheosis.

**New Arcana (Ex):** At 9th level, you can add any one spell from the sorcerer/wizard spell list to your list of spells

known. This spell must be of a level that you are capable of casting. You can also add one additional spell at 13th level and 17th level.

**School Power (Ex):** At 15th level, pick one school of magic. The DC for any spells you cast from that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

**Arcane Apotheosis (Ex):** At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you use magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

## Celestial

Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. Although this power drives you along the path of good, your fate (and alignment) is your own to determine.

**Class Skill:** Heal.

**Bonus Spells:** *bless* (3rd), *resist energy* (5th), *magic circle against evil* (7th), *remove curse* (9th), *flame strike* (11th), *greater dispel magic* (13th), *banishment* (15th), *sunburst* (17th), *gate* (19th).

**Bonus Feats:** Dodge, Extend Spell, Iron Will, Mobility, Mounted Combat, Ride-By Attack, Skill Focus (Knowledge [religion]), Weapon Finesse.

**Bloodline Arcana:** Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/evil equal to 1/2 your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

**Bloodline Powers:** Your celestial heritage grants you a great many powers, but they come at a price. The lords of the higher planes are watching you and your actions closely.

**Heavenly Fire (Sp):** Starting at 1st level, you can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4 points of damage + 1 for every two sorcerer levels you possess. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Celestial Resistances (Ex):** At 3rd level, you gain resist acid 5 and resist cold 5. At 9th level, your resistances increase to 10.

**Wings of Heaven (Su):** At 9th level, you can sprout feathery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and

good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments.

**Conviction (Su):** At 15th level, you can reroll any one ability check, attack roll, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability once per day.

**Ascension (Su):** At 20th level, you become infused with the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain resist electricity 10, resist fire 10, and a +4 racial bonus on saves against poison. You also gain unlimited use of the wings of heaven ability. Finally, you gain the ability to speak with any creature that has a language (as per the *tongues* spell).

## Destined

Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Regardless of your bloodline's origin, you have a great future ahead.

**Class Skill:** Knowledge (history).

**Bonus Spells:** *alarm* (3rd), *blur* (5th), *protection from energy* (7th), *freedom of movement* (9th), *break enchantment* (11th), *mislead* (13th), *spell turning* (15th), *moment of prescience* (17th), *foresight* (19th).

**Bonus Feats:** Arcane Strike, Diehard, Endurance, Leadership, Lightning Reflexes, Maximize Spell, Skill Focus (Knowledge [history]), Weapon Focus.

**Bloodline Arcana:** Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

**Bloodline Powers:** You are destined for great things, and the powers that you gain serve to protect you.

**Touch of Destiny (Sp):** At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Fated (Su):** Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Chapter 8) and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

**It Was Meant To Be (Su):** At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

**Within Reach (Su):** At 15th level, your ultimate destiny is drawing near. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to -1 hit points and are automatically stabilized. The bonus from your fated ability applies to this save.

**Destiny Realized (Su):** At 20th level, your moment of destiny is at hand. Any critical threats made against you only confirm if the second roll results in a natural 20 on the die. Any critical threats you score with a spell are automatically confirmed. Once per day, you can automatically succeed at one caster level check made to overcome spell resistance. You must use this ability before making the roll.

## Draconic

At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.

**Class Skill:** Perception.

**Bonus Spells:** *mage armor* (3rd), *resist energy* (5th), *fly* (7th), *fear* (9th), *spell resistance* (11th), *form of the dragon I* (13th), *form of the dragon II* (15th), *form of the dragon III* (17th), *wish* (19th).

**Bonus Feats:** Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Fly), Skill Focus (Knowledge [arcana]), Toughness.

**Bloodline Arcana:** Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, that spell deals +1 point of damage per die rolled.

**Bloodline Powers:** The power of dragons flows through you and manifests in a number of ways. At 1st level, you must select one of the chromatic or metallic dragon types (see the *Pathfinder RPG Bestiary*). This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your dragon type, as noted on the following table.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

**Claws (Su):** Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these

attacks deals 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws deal an additional 1d6 points of damage of your energy type on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

**Dragon Resistances (Ex):** At 3rd level, you gain resist 5 against your energy type and a +1 natural armor bonus. At 9th level, your energy resistance increases to 10 and natural armor bonus increases to +2. At 15th level, your natural armor bonus increases to +4.

**Breath Weapon (Su):** At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The shape of the breath weapon depends on your dragon type (as indicated on the above chart). At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

**Wings (Su):** At 15th level, leathery dragon wings grow from your back as a standard action, giving you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

**Power of Wyrm (Su):** At 20th level, your draconic heritage becomes manifest. You gain immunity to paralysis, sleep, and damage of your energy type. You also gain blindsense 60 feet.

## Elemental

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.

**Class Skill:** Knowledge (planes).

**Bonus Spells:** *burning hands\** (3rd), *scorching ray\** (5th), *protection from energy* (7th), *elemental body I* (9th), *elemental body II* (11th), *elemental body III* (13th), *elemental body IV* (15th), *summon monster VIII* (elementals only) (17th), *elemental swarm* (19th).

\*These spells always deal a type of damage determined by your element. In addition, the subtype of these spells changes to match the energy type of your element.

**Bonus Feats:** Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

**Bloodline Arcana:** Whenever you cast a spell that deals energy damage, you can change the type of damage to

match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

**Bloodline Powers:** One of the four elements infuses your being, and you can draw upon its power in times of need. At first level, you must select one of the four elements: air, earth, fire, or water. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your element, as noted below.

Element	Energy Type	Elemental Movement
Air	Electricity	Fly 60 feet (average)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base speed
Water	Cold	Swim 60 feet

**Elemental Ray (Sp):** Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Elemental Resistance (Ex):** At 3rd level, you gain energy resistance 10 against your energy type. At 9th level, your energy resistance increases to 20.

**Elemental Blast (Sp):** At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their saves gain vulnerability to your energy type until the end of your next turn. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

**Elemental Movement (Su):** At 15th level, you gain a special movement type or bonus. This ability is based on your chosen element, as indicated on the above chart.

**Elemental Body (Su):** At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage from your energy type.

## Fey

The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. You are more emotional than most, prone to bouts of joy and rage.

**Class Skill:** Knowledge (nature).

**Bonus Spells:** *entangle* (3rd), *hideous laughter* (5th), *deep slumber* (7th), *poison* (9th), *tree stride* (11th), *mislead* (13th), *phase door* (15th), *irresistible dance* (17th), *shapechange* (19th).

**Bonus Feats:** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

**Bloodline Arcana:** Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

**Bloodline Powers:** You have always had a tie to the natural world, and as your power increases, so does the influence of the fey over your magic.

**Laughing Touch (Sp):** At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

**Woodland Stride (Ex):** At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

**Fleeting Glance (Sp):** At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

**Fey Magic (Su):** At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

**Soul of the Fey (Su):** At 20th level, your soul becomes one with the world of the fey. You gain immunity to poison and DR 10/cold iron. Creatures of the animal type do not attack you unless compelled to do so through magic. Once per day, you can cast *shadow walk* as a spell-like ability using your sorcerer level as your caster level.

## Infernal

Somewhere in your family's history, a relative made a deal with a devil, and that pact has influenced your family line ever since. In you, it manifests in direct and obvious ways, granting you powers and abilities. While your fate is still your own, you can't help but wonder if your ultimate reward is bound to the Pit.

**Class Skill:** Diplomacy.

**Bonus Spells:** *protection from good* (3rd), *scorching ray* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *planar binding* (devils and creatures with the fiendish template only) (13th), *greater teleport* (15th), *power word stun* (17th), *meteor swarm* (19th).

**Bonus Feats:** Blind-Fight, Combat Expertise, Deceitful, Extend Spell, Improved Disarm, Iron Will, Skill Focus (Knowledge [planes]), Spell Penetration.

**Bloodline Arcana:** Whenever you cast a spell of the charm subschool, increase the spell's DC by +2.

**Bloodline Powers:** You can draw upon the power of Hell, although you must be wary of its corrupting influence. Such power does not come without a price.

**Corrupting Touch (Sp):** At 1st level, you can cause a creature to become shaken (see page 568) as a melee touch attack. This effect persists for a number of rounds equal to 1/2 your sorcerer level (minimum 1). Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider (see *detect evil*). Multiple touches do not stack, but they do add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Infernal Resistances (Ex):** At 3rd level, you gain resist fire 5 and a +2 bonus on saving throws made against poison. At 9th level, your resistance to fire increases to 10 and your bonus on poison saving throws increases to +4.

**Hellfire (Sp):** At 9th level, you can call down a column of hellfire. This 10-foot-radius burst does 1d6 points of fire damage per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for a number of rounds equal to your sorcerer level. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

**On Dark Wings (Su):** At 15th level, you can grow fearsome bat wings as a standard action, giving you a fly speed of 60 feet with average maneuverability. The wings can be dismissed as a free action.

**Power of the Pit (Su):** At 20th level, your form becomes infused with vile power. You gain immunity to fire and poison. You also gain resistance to acid 10 and cold 10, and the ability to see perfectly in darkness of any kind to a range of 60 feet.

## Undead

The taint of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and touch your every action.

**Class Skill:** Knowledge (religion).

**Bonus Spells:** *chill touch* (3rd), *false life* (5th), *vampiric touch* (7th), *animate dead* (9th), *waves of fatigue* (11th), *undeath to death* (13th), *finger of death* (15th), *horrid wilting* (17th), *energy drain* (19th).

**Bonus Feats:** Combat Casting, Diehard, Endurance, Iron Will, Skill Focus (Knowledge [religion]), Spell Focus, Still Spell, Toughness.

**Bloodline Arcana:** Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

**Bloodline Powers:** You can call upon the foul powers of the afterlife. Unfortunately, the more you draw upon them, the closer you come to joining them.

**Grave Touch (Sp):** Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to 1/2 your sorcerer level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened (see page 567) for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Death's Gift (Su):** At 3rd level, you gain resist cold 5 and DR 5/— against nonlethal damage. At 9th level, your resistance to cold increases to 10 and your DR increases to 10/— against nonlethal damage.

**Grasp of the Dead (Sp):** At 9th level, you can cause a swarm of skeletal arms to burst from the ground to rip and tear at your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per sorcerer level. Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

**Incorporeal Form (Sp):** At 15th level, you can become incorporeal for 1 round per sorcerer level. While in this form, you gain the incorporeal subtype. You only take half damage from corporeal sources as long as they are magic (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

**One of Us (Ex):** At 20th level, your form begins to rot (the appearance of this decay is up to you) and undead see you as one of them. You gain immunity to cold, nonlethal damage, paralysis, and sleep. You also gain DR 5/—. Unintelligent undead do not notice you unless you attack them. You receive a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead.

## WIZARD

Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and

covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

**Role:** While universalist wizards might study to prepare themselves for any manner of danger, specialist wizards research schools of magic that make them exceptionally skilled within a specific focus. Yet no matter their specialty, all wizards are masters of the impossible and can aid their allies in overcoming any danger.

**Alignment:** Any.

**Hit Die:** d6.

## Class Skills

The wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features

The following are the 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 interferes with a wizard's movements, which can cause his spells with somatic components to fail.

**Spells:** A wizard casts arcane spells drawn from the sorcerer/wizard spell list presented in Chapter 10. A wizard must choose and prepare his spells ahead of time.

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

A wizard 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. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3).

A wizard may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

**Bonus Languages:** A wizard may substitute Draconic for one of the bonus languages available to the character because of his race.

**Arcane Bond (Ex or Sp):** At 1st level, wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the wizard's skills and senses and can aid him in magic, while a bonded

object is an item a wizard can use to cast additional spells or to serve as a magical item. Once a wizard makes this choice, it is permanent and cannot be changed. Rules for familiars appear on page 82, while rules for bonded items are given below.

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

**Arcane School:** A wizard can choose to specialize in one school of magic, gaining additional spells and powers based

on that school. This choice must be made at 1st level, and once made, it cannot be changed. A wizard that does not select a school receives the universalist school instead.

A wizard that chooses to specialize in one school of magic must select two other schools as his opposition schools, representing knowledge sacrificed in one area of arcane lore to gain mastery in another. A wizard who prepares spells from his opposition schools must use two spell slots of that level to prepare the spell. For example, a wizard with evocation as an opposition school must expend two of his available 3rd-level spell slots to prepare a *fireball*. In addition, a specialist takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools as a prerequisite. A universalist wizard can prepare spells from any school without restriction.

Each arcane school gives the wizard a number of school powers. In addition, specialist wizards receive an additional spell slot of each spell level he can cast, from 1st on up. Each day, a wizard can prepare a spell from his specialty school in that slot. This spell must be in the wizard's spellbook. A wizard can select a spell modified by a metamagic feat to prepare in his school slot, but it uses up a higher-level spell slot. Wizards with the universalist school do not receive a school slot.

**Cantrips:** Wizards can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 3-16 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. A wizard can prepare a cantrip from an opposed school, but it uses up two of his available slots (see below).

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

**Bonus Feats:** At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he 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. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

**Spellbooks:** A wizard must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his 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 his opposed schools, if any; see Arcane Schools) plus three 1st-level spells of his choice. The wizard also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new wizard level, he gains two new spells of any spell level or levels that he

can cast (based on his new wizard level) for his spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to his own (see Chapter 9).

## Arcane Schools

The following descriptions detail each arcane school and its corresponding powers.

### Abjuration School

The abjurer uses magic against itself, and masters the art of defensive and warding magics.

**Resistance (Ex):** You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, this



**TABLE 3-16: WIZARD**

Level	Base Attack Bonus	Fort Save Ref Save Will Save			Special	Spells per Day								
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+0	+0	+2	Arcane bond, arcane school, cantrips, 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
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3
19th	+9/+4	+6	+6	+11		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

resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type.

**Protective Ward (Su):** As a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every five wizard levels you possess. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

**Energy Absorption (Su):** At 6th level, you gain an amount of energy absorption equal to 3 times your wizard level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

### Conjuration School

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

**Summoner's Charm (Su):** Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to  $1/2$  your wizard level (minimum 1). This increase is not doubled by Extend Spell. At 20th level, you can change the duration of all *summon monster* spells

to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

**Acid Dart (Sp):** As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ . This attack ignores spell resistance.

**Dimensional Steps (Sp):** At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

### Divination School

Diviners are masters of remote viewing, prophecies, and using magic to explore the world.

**Forewarned (Su):** You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative

checks equal to  $1/2$  your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

*Diviner's Fortune (Sp)*: When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to  $1/2$  your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Scrying Adept (Su)*: At 8th level, you are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a -10 penalty on their save to avoid your scrying attempts.

## Enchantment School

The enchanter uses magic to control and manipulate the minds of his victims.

*Enchanting Smile (Su)*: You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per *spell turning*.

*Dazing Touch (Sp)*: You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Aura of Despair (Su)*: At 8th level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

## Evocation School

Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

*Intense Spells (Su)*: Whenever you cast an evocation spell that deals hit point damage, add  $1/2$  your wizard level to the damage (minimum +1). This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This damage is of the same type as the spell. At 20th level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

*Force Missile (Sp)*: As a standard action you can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile deals  $1d4$  points of damage plus

the damage from your intense spells evocation power. This is a force effect. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Elemental Wall (Sp)*: At 8th level, you can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

## Illusion School

Illusionists use magic to weave confounding images, figments, and phantoms to baffle and vex their foes.

*Extended Illusions (Su)*: Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to  $1/2$  your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

*Blinding Ray (Sp)*: As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your wizard level are dazzled for 1 round instead. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Invisibility Field (Sp)*: At 8th level, you can make yourself invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as *greater invisibility*.

## Necromancy School

The dread and feared necromancer commands undead and uses the foul power of unlife against his enemies.

*Power over Undead (Su)*: You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to  $3 + \text{your Intelligence modifier}$ , but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to  $10 + 1/2$  your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

*Grave Touch (Sp)*: As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to  $1/2$  your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it

has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Life Sight (Su):* At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

## Transmutation School

Transmuters use magic to change the world around them.

*Physical Enhancement (Su):* You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

*Telekinetic Fist (Sp):* As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Change Shape (Sp):* At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*.

## Universalist School

Wizards who do not specialize (known as universalists) have the most diversity of all arcane spellcasters.

*Hand of the Apprentice (Su):* You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to  $3 + \text{your Intelligence modifier}$ .

*Metamagic Mastery (Su):* At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every

two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

## Familiars

A familiar is an animal chosen by a spellcaster to aid him in his study of magic. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar grants special abilities to its master, 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 stack for the purpose of determining any familiar abilities that depend on the master's level.

If a familiar is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per wizard level. The ritual takes 8 hours to complete.

Familiar	Special Ability
Bat	Master gains a +3 bonus on Fly checks
Cat	Master gains a +3 bonus on Stealth checks
Hawk	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Monkey	Master gains a +3 bonus on Acrobatics checks
Owl	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness
Rat	Master gains a +2 bonus on Fortitude saves
Raven*	Master gains a +3 bonus on Appraise checks
Viper	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

\*A raven familiar can speak one language of its master's choice as a supernatural ability.

**Familiar Basics:** Use the basic statistics for a creature of the familiar's kind as described in the *Pathfinder RPG Bestiary*, but with the following changes.

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

**Hit Points:** The familiar has half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

**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 calculate 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.

**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 is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

**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 are cumulative.

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	—

**Natural Armor Adj.:** The number noted here is in addition to the familiar's existing natural armor bonus.

**Int:** The familiar's Intelligence score.

**Alertness (Ex):** While a familiar is within arm's reach, the master gains the Alertness feat.

**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:** The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if

the spells do not normally affect creatures of the familiar's type (magical beast).

**Empathic Link (Su):** The master has an empathic link with his familiar to a 1 mile distance. The master can communicate emphatically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

**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 would. 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 communication 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, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. 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) 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.

## Arcane Spells and Armor

Armor restricts the complicated gestures required while casting any spell that has a somatic component. The armor and shield descriptions list the arcane spell failure chance for different armors and shields (see page 151).

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



# 4 SKILLS



**S**eelah had faced many tests in her life: tests of faith, tests of valor, tests of prowess. Now, though, with the maw of the massive desert worm driving toward her—as dark and ominous as the death it promised—she faced another test: not of courage, but of knowledge. While a hide like stone girded the monstrosity's titanic form, within it seemed as soft and vulnerable as her own skin. Standing tall before the beast, Seelah acted before she could think better, taking but an instant to whisper a quick prayer: “Iomedae, goddess of valor, please give me the skill to survive!”

Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically.

## ACQUIRING SKILLS

Each level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. You can never have more ranks in a skill than your total number of Hit Dice. In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of his professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack.

The number of skill ranks you gain when taking a level in one of the base classes is shown on Table 4–1. Humans gain 1 additional skill rank per class level. Characters who take a level in a favored class have the option of gaining 1 additional skill rank or an additional hit point (see page 31). If you select a level in a new class, all of its class skills are automatically added to your list of class skills, and you gain a +3 bonus on these skills if you have ranks in them.

### Skill Checks

When your character uses a skill, he isn't guaranteed success. In order to determine success, whenever you attempt to use a skill, you must make a skill check.

Each skill rank grants a +1 bonus on checks made using that skill. When you make a skill check, you roll 1d20 and then add your ranks and the appropriate ability score modifier to the result of this check. If the skill you're using is a class skill (and you have invested ranks into that skill), you gain a +3 bonus on the check. If you are not trained in the skill (and if the skill may be used untrained), you may still attempt the skill, but you use only the bonus (or penalty) provided by the associated ability score modifier to modify the check. Skills can be further modified by a wide variety of sources—by your race, by a class ability, by equipment, by spell effects or magic items, and so on. See Table 4–2 for a summary of skill check bonuses.

If the result of your skill check is equal to or greater than the difficulty class (or DC) of the task you are attempting to accomplish, you succeed. If it is less than the DC, you fail. Some tasks have varying levels of success and failure depending on how much your check is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if your check result exceeds the result of the target.

### Taking 10 and Taking 20

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, increasing the odds of success.

**Taking 10:** When your character is not in immediate danger or distracted, 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. Distractions 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.

**Taking 20:** When you have plenty of time, 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, if you a d20 roll enough times, eventually you will get a 20. 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 20 times as long as making a single check would take (usually 2 minutes for a skill that takes 1 round or less to perform).

Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before he or she could complete the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Disable Device (when used to open locks), Escape Artist, and Perception (when attempting to find traps).

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

### Aid Another

You can help someone achieve success on a 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're helping gets a +2 bonus on his or her check. (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.

In cases where the skill restricts who can achieve certain results, such as trying to open a lock using Disable Device, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

## SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion. For a complete summary of all of the skills, see Table 4-3.

Skill descriptions adhere to the following guidelines.

**Skill Name:** The skill name line includes (in addition to the name of the skill) the following information.

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

**Trained Only:** If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If this notation 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 (see Chapter 6) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

**Description:** The skill name line is followed by a general description of what using the skill represents.

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

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

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

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

**Restriction:** The full utility of certain skills is restricted to characters of certain classes. 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 "Trained Only").

## ACROBATICS

### Dex: Armor Check Penalty

You can keep your balance while traversing narrow or treacherous surfaces. You can also dive, flip, jump, and roll to avoid attacks and overcome obstacles.

**TABLE 4-1: SKILL RANKS**

Class	Skill Ranks per Level
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

**TABLE 4-2: SKILL CHECK BONUSES**

Skill	Skill Check is Equal To*
Untrained	1d20 + ability modifier + racial modifier
Trained	1d20 + skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + skill ranks + ability modifier + racial modifier + 3

\* Armor check penalty applies to all Strength- and Dexterity-based skill checks.

**Check:** You can use Acrobatics to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed across such surfaces—only one check is needed per round. Use the following table to determine the base DC, which is then modified by the Acrobatics skill modifiers noted on page 89. While you are using Acrobatics in this way, you are considered flat-footed and lose your Dexterity bonus to your AC (if any). If you take damage while using Acrobatics, you must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0*
1–3 feet wide	5*
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

\* No Acrobatics check is needed to move across these surfaces unless the modifiers to the surface (see page 89) increase the DC to 10 or higher.

In addition, you can move through a threatened square without provoking an attack of opportunity from an enemy by using Acrobatics. When moving in this way, you move at



half speed. You can move at full speed by increasing the DC of the check by 10. You cannot use Acrobatics to move past foes if your speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor. If an ability allows you to move at full speed under such conditions, you can use Acrobatics to move past foes. You can use Acrobatics in this way while prone, but doing so requires a full-round action to move 5 feet, and the DC is increased by 5. If you attempt to move through an enemy's space and fail the check, you lose the move action and provoke an attack of opportunity.

Situation	Base Acrobatics DC*
Move through a threatened area	Opponent's Combat Maneuver Defense
Move through an enemy's space	5 + opponent's Combat Maneuver Defense

\* This DC is used to avoid an attack of opportunity due to movement. This DC increases by 2 for each additional opponent avoided in 1 round.

Finally, you can use the Acrobatics skill to make jumps or to soften a fall. The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only Acrobatics modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump). Creatures with a base land speed above 30 feet receive a +4 racial bonus on Acrobatics checks made to jump for every 10 feet of their speed above 30 feet. Creatures with a base land speed below 30 feet receive a -4 racial penalty on Acrobatics checks made to jump for every 10 feet of their speed below 30 feet. No jump can allow you to exceed your maximum movement for the round. For a running jump, the result of your Acrobatics check indicates the distance traveled in the jump (and if the check fails, the distance at which you actually land and fall prone). Halve this result for a standing long jump to determine where you land.

When you deliberately fall any distance, even as a result of a missed jump, a DC 15 Acrobatics skill check allows you to ignore the first 10 feet fallen, although you still end up prone if you take damage from a fall. See the falling rules on page 443 for further details.

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
Greater than 15 feet	+5 per 5 feet

TABLE 4-3: SKILL SUMMARY

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Untrained	Ability	
Acrobatics	C	C	—	—	—	C	—	—	C	—	—	Yes	Dex*	
Appraise	—	C	C	—	—	—	—	—	C	C	C	Yes	Int	
Bluff	—	C	—	—	—	—	—	—	C	C	—	Yes	Cha	
Climb	C	C	—	C	C	C	—	C	C	—	—	Yes	Str*	
Craft	C	C	C	C	C	C	C	C	C	C	C	Yes	Int	
Diplomacy	—	C	C	—	—	—	C	—	C	—	—	Yes	Cha	
Disable Device	—	—	—	—	—	—	—	—	C	—	—	No	Dex*	
Disguise	—	C	—	—	—	—	—	—	C	—	—	Yes	Cha	
Escape Artist	—	C	—	—	—	C	—	—	C	—	—	Yes	Dex*	
Fly	—	—	—	C	—	—	—	—	—	C	C	Yes	Dex*	
Handle Animal	C	—	—	C	C	—	C	C	—	—	—	No	Cha	
Heal	—	—	C	C	—	—	C	C	—	—	—	Yes	Wis	
Intimidate	C	C	—	—	C	C	—	C	C	C	—	Yes	Cha	
Knowledge (arcana)	—	C	C	—	—	—	—	—	—	C	C	No	Int	
Knowledge (dungeoneering)	—	C	—	—	C	—	—	C	C	—	C	No	Int	
Knowledge (engineering)	—	C	—	—	C	—	—	—	—	—	C	No	Int	
Knowledge (geography)	—	C	—	C	—	—	—	C	—	—	C	No	Int	
Knowledge (history)	—	C	C	—	—	C	—	—	—	C	—	C	No	Int
Knowledge (local)	—	C	—	—	—	—	—	—	C	—	C	No	Int	
Knowledge (nature)	C	C	—	C	—	—	—	C	—	—	C	No	Int	
Knowledge (nobility)	—	C	C	—	—	—	C	—	—	—	C	No	Int	
Knowledge (planes)	—	C	C	—	—	—	—	—	—	—	C	No	Int	
Knowledge (religion)	—	C	C	—	—	C	C	—	—	—	C	No	Int	
Linguistics	—	C	C	—	—	—	—	—	C	—	C	No	Int	
Perception	C	C	—	C	—	C	—	C	C	—	—	Yes	Wis	
Perform	—	C	—	—	—	C	—	—	C	—	—	Yes	Cha	
Profession	—	C	C	C	C	C	C	C	C	C	C	No	Wis	
Ride	C	—	—	C	C	C	C	C	—	—	—	Yes	Dex*	
Sense Motive	—	C	C	—	—	C	C	—	C	—	—	Yes	Wis	
Sleight of Hand	—	C	—	—	—	—	—	—	C	—	—	No	Dex*	
Spellcraft	—	C	C	C	—	—	C	C	—	C	C	No	Int	
Stealth	—	C	—	—	—	C	—	C	C	—	—	Yes	Dex*	
Survival	C	—	—	C	C	—	—	C	—	—	—	Yes	Wis	
Swim	C	—	—	C	C	C	—	C	C	—	—	Yes	Str*	
Use Magic Device	—	C	—	—	—	—	—	—	—	C	C	—	No	Cha

C = Class Skill; \* Armor check penalty applies

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

Many conditions can affect your chances of success with Acrobatics checks. The following modifiers to target DCs apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any one condition applies.

Acrobatics Modifiers	DC Modifier
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5*

\* This does not apply to checks made to jump.

**Action:** None. An Acrobatics check is made as part of another action or as a reaction to a situation.

**Special:** If you have 3 or more ranks in Acrobatics, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

If you have the Acrobatic feat, you get a bonus on Acrobatics checks (see Chapter 5).

## APPRAISE (Int)

You can evaluate the monetary value of an object.

**Check:** A DC 20 Appraise check determines the value of a common item. If you succeed by 5 or more, you also determine if the item has magic properties, although this success does not grant knowledge of the magic item's abilities. If you fail the check by less than 5, you determine the price of that item to within 20% of its actual value. If you fail this check by 5 or more, the price is wildly inaccurate, subject to GM discretion. Particularly rare or exotic items might increase the DC of this check by 5 or more.

You can also use this check to determine the most valuable item visible in a treasure hoard. The DC of this check is generally 20 but can increase to as high as 30 for a particularly large hoard.

**Action:** Appraising an item takes 1 standard action. Determining the most valuable object in a treasure hoard takes 1 full-round action.

**Try Again:** Additional attempts to Appraise an item reveal the same result.

**Special:** A spellcaster with a raven familiar gains a +3 bonus on Appraise checks.

## BLUFF (Cha)

You know how to tell a lie.

**Check:** Bluff is an opposed skill check against your opponent's Sense Motive skill. If you use Bluff to fool someone, with a successful check you convince your opponent that what you are saying is true. Bluff checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie. Note that some lies are so improbable that it is impossible to convince anyone that they are true (subject to GM discretion).

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

**Feint:** You can use Bluff to feint in combat, causing your opponent to be denied his Dexterity bonus to his AC against your next attack. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. For more information on feinting in combat, see Chapter 8.

**Secret Messages:** You can use Bluff to pass hidden messages along to another character without others understanding your true meaning by using innuendo to cloak your actual message. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are communicating in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that receive the message can decipher it by succeeding at an opposed Sense Motive check against your Bluff result.

**Action:** Attempting to deceive someone takes at least 1 round, but can possibly take longer if the lie is elaborate (as determined by the GM on a case-by-case basis).

Feinting in combat is a standard action.

Using Bluff to deliver a secret message takes twice as long as the message would otherwise take to relay.

**Try Again:** If you fail to deceive someone, further attempts to deceive them are at a -10 penalty and may be impossible (GM discretion).

You can attempt to feint against someone again if you fail. Secret messages can be relayed again if the first attempt fails.

**Special:** A spellcaster with a viper familiar gains a +3 bonus on Bluff checks.

If you have the Deceitful feat, you get a bonus on Bluff checks (see Chapter 5).

## CLIMB (Str; Armor Check Penalty)

You are skilled at scaling vertical surfaces, from smooth city walls to rocky cliffs.

**Check:** With a successful Climb check, you can advance up, down, or across a slope, wall, or other steep incline (or even across a ceiling, provided it has 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.

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 <i>rope trick</i> 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 narrow handholds and footholds, such as a typical wall in a dungeon.
25	A rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds only.
—	A perfectly smooth, flat vertical (or inverted) surface cannot be climbed.

**Climb DC**

Modifier*	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.
-5	Climbing a corner where you can brace against perpendicular walls.
+5	Surface is slippery.

\* These modifiers are cumulative; use all 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. Anytime 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.

**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).

**Make 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 5 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.

**Catch Yourself When Falling:** It's practically impossible to catch yourself on a wall while falling, yet if you wish to attempt such a difficult task, you can 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).

**Catch 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 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.

**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 creature with a climb speed 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 can always choose to take 10, 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.

If you have the Athletic feat, you get a bonus on Climb checks (see Chapter 5).

## CRAFT (Int)

You are skilled in the creation of a specific group of items, such as armor or weapons. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks. The most common Craft skills are alchemy, armor, baskets, books, bows, calligraphy, carpentry, cloth, clothing, glass, jewelry, leather, locks, paintings, pottery, sculptures, ships, shoes, stonemasonry, traps, and weapons.

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.

**Check:** You can practice your trade and make a decent living, earning 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 result, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. You must still make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

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

When casting the spell *minor creation*, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 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 silver pieces (1 gp = 10 sp).
2. Find the item's DC from Table 4-4.
3. Pay 1/3 of the item's price for the raw material cost.
4. Make an appropriate Craft check representing one week's worth of 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.

TABLE 4-4: CRAFT SKILLS

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Alchemist's fire, smokestick, or tindertwig	Alchemy	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	25
Armor or shield	Armor	10 + AC bonus
Longbow, shortbow, or arrows	Bows	12
Composite longbow or composite shortbow	Bows	15
Composite longbow or composite shortbow with high strength rating	Bows	10 + (2 × rating)
Mechanical trap	Traps	Varies*
Crossbow, or bolts	Weapons	15
Simple melee or thrown weapon	Weapons	12
Martial melee or thrown weapon	Weapons	15
Exotic melee or thrown weapon	Weapons	18
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

\* Traps have their own rules for construction (see Chapter 13).

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) should be divided by the number of days in a week.

**Create 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. 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, see Chapter 6 for the price of other masterwork tools) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. 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.

**Repair Items:** 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.

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

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

**Special:** 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. 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 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.

A gnome receives a +2 bonus on a Craft or Profession skill of her choice.

### DIPLOMACY (Cha)

You can use this skill to persuade others to agree with your arguments, to resolve differences, and to gather valuable information or rumors from people. This skill is also used to negotiate conflicts by using the proper etiquette and manners suitable to the problem.

**Check:** You can change the initial attitudes of nonplayer characters with a successful check. The DC of this check depends on the creature's starting attitude toward you, adjusted by its Charisma modifier. If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations. If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by

5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Starting Attitude	Diplomacy DC
Hostile	25 + creature's Cha modifier
Unfriendly	20 + creature's Cha modifier
Indifferent	15 + creature's Cha modifier
Friendly	10 + creature's Cha modifier
Helpful	0 + creature's Cha modifier

If a creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, using the creature's current attitude to determine the base DC, with one of the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the creature's values or its nature, subject to GM discretion.

Request	Diplomacy DC Modifier
Give simple advice or directions	-5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request

**Gather Information:** You can also use Diplomacy to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply unknown to common folk.

**Action:** Using Diplomacy to influence a creature's attitude takes 1 minute of continuous interaction. Making a request of a creature takes 1 or more rounds of interaction,

depending upon the complexity of the request. Using Diplomacy to gather information takes 1d4 hours of work searching for rumors and informants.

**Try Again:** You cannot use Diplomacy to influence a given creature's attitude more than once in a 24-hour period. If a request is refused, the result does not change with additional checks, although other requests might be made. You can retry Diplomacy checks made to gather information.

**Special:** If you have the Persuasive feat, you gain a bonus on Diplomacy checks (see Chapter 5).

## DISABLE DEVICE

### (Dex; Armor Check Penalty; Trained Only)

You are skilled at disarming traps and opening locks. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors.

**Check:** When disarming a trap or other device, the Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. 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 trigger 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 DC*	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
Extreme	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

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

**Open Locks:** The DC for opening a lock depends on its quality. If you do not have a set of thieves' tools, these DCs increase by 10.

Lock Quality	Disable Device DC
Simple	20
Average	25
Good	30
Superior	40

**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. A tricky or difficult device requires 1d4 or 2d4 rounds. Attempting to open a lock is a full-round action.

**Try Again:** Varies. You can retry checks made to disable traps if you miss the check by 4 or less. You can retry checks made to open locks.

**Special:** If you have the Deft Hands feat, you get a bonus on Disable Device checks (see Chapter 5).

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it without disarming it. A rogue can rig a trap so her allies can bypass it as well.

**Restriction:** Characters with the trapfinding ability (like rogues) can disarm magic traps. A magic trap generally has a DC of  $25 +$  the level of the spell used to create it.

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 hazards against which Disable Device checks do not succeed. See the individual spell descriptions for details.

## DISGUISE (Cha)

You are skilled at changing your appearance.

**Check:** Your Disguise check result determines how good the disguise is, and it is opposed by others' Perception check results. If you don't draw any attention to yourself, others do not get to make Perception 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), it can be assumed that such observers are taking 10 on their Perception checks.

You get only one Disguise check per use of the skill, even if several people make Perception checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends on how much you're changing your appearance. Disguise can be used to make yourself appear like a creature that is one size category larger or smaller than your actual size. This does not change your actual size or reach, should you enter combat while wearing such a disguise.

Disguise	Check Modifier
Minor details only	+5
Disguised as different gender <sup>1</sup>	-2
Disguised as different race <sup>1</sup>	-2
Disguised as different age category <sup>2</sup>	-2 <sup>2</sup>
Disguised as different size category <sup>1</sup>	-10

<sup>1</sup> These modifiers are cumulative; use all that apply.

<sup>2</sup> 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 Perception checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Viewer's Perception	Check Bonus
Familiarity	
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

An individual makes a Perception check to see through your disguise immediately upon meeting you and again every hour thereafter. If you casually meet a large number of different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

**Action:** Creating a disguise requires  $1d3 \times 10$  minutes of work. Using magic (such as the *disguise self* spell) reduces this action to the time required to cast the spell or trigger the effect.

**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). 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 to determine how good the likeness is.

If you have the Deceitful feat, you gain a bonus on Disguise checks (see Chapter 5).

## ESCAPE ARTIST

### (Dex; Armor Check Penalty)

Your training allows you to slip out of bonds and escape from grapples.

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

**Ropes:** The DC of your Escape Artist check is equal to the binder's Combat Maneuver Bonus +20.

**Manacles and Masterwork Manacles:** The DC for manacles is set by their construction (see the table below).

**Tight Space:** The DC noted is for getting through a space through which your head fits but your shoulders don't. If the space is long, you may need to make multiple checks. You can't squeeze through a space that your head does not fit through.

**Grappler:** You can make an Escape Artist check in place of a combat maneuver check to escape a grapple (see Chapter 8) or a pin.

Restraint	Escape Artist DC
Rope/bindings	Binder's CMB +20
Net, <i>animate rope</i> , <i>command plants</i> , <i>control plants</i> , or <i>entangle</i>	20
<i>Snare</i> spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's CMD

**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. If the DC to escape from rope or bindings is higher than 20 + your Escape Artist skill bonus, you cannot escape from the bonds using Escape Artist.

**Special:** If you have the Stealthy feat, you gain a bonus on Escape Artist checks (see Chapter 5).

## FLY

### (Dex; Armor Check Penalty)

You are skilled at flying, through either the use of wings or magic, and can perform daring or complex maneuvers while airborne. Note that this skill does not give you the ability to fly.

**Check:** You generally need only make a Fly check when you are attempting a complex maneuver. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a Fly check. The difficulty of these maneuvers varies depending upon the maneuver you are attempting, as noted on the following chart.

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at greater than 45° angle	20

**Attacked While Flying:** You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude. This descent does not provoke an attack of opportunity and does not count against a creature's movement.

**Collision While Flying:** If you are using wings to fly and you collide with an object equal to your size or larger, you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

**Avoid Falling Damage:** If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision.

**High Wind Speeds:** Flying in high winds adds penalties on your Fly checks as noted on Table 4–5. “Checked” means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists. “Blown away” means that creatures of that size or smaller must make a DC 25 Fly check or be blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

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

**Try Again:** Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds. If you are using wings and you fail a Fly check by 5 or more, you plummet to the ground, taking the appropriate falling damage (see Chapter 13).

**Special:** A spellcaster with a bat familiar gains a +3 bonus on Fly checks.

Creatures with a fly speed treat the Fly skill as a class skill. A creature with a natural fly speed receives a bonus (or penalty) on Fly skill checks depending on its maneuverability: Clumsy -8, Poor -4, Average +0, Good +4, Perfect +8. Creatures without a listed maneuverability rating are assumed to have average maneuverability.

A creature larger or smaller than Medium takes a size bonus or penalty on Fly checks depending on its size category: Fine +8, Diminutive +6, Tiny +4, Small +2, Large -2, Huge -4, Gargantuan -6, Colossal -8.

You cannot take ranks in this skill without a natural means of flight or gliding. Creatures can also take ranks

**TABLE 4-5: WIND EFFECTS ON FLIGHT**

Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	-2
Severe	31–50 mph	Small	Tiny	-4
Windstorm	51–74 mph	Medium	Small	-8
Hurricane	75–174 mph	Large	Medium	-12
Tornado	175+ mph	Huge	Large	-16

in Fly if they possess a reliable means of flying every day (either through a spell or other special ability).

If you have the Acrobatic feat, you get a bonus on Fly checks (see Chapter 5).

### HANDLE ANIMAL

(Cha: Trained Only)

You are trained at working with animals, and can teach them tricks, get them to follow your simple commands, or even domesticate them.

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

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20*
Train an animal for a general purpose	15 or 20*
Rear a wild animal	15 + HD of animal

\* See the specific trick or purpose below.

**Handle an Animal:** This task involves commanding an animal to perform a task or trick that it knows. 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 performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. 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 1 week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 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, 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.
- **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 another specific 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 a 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.)
- **Work (DC 15):** The animal pulls or pushes a medium or heavy load.

**Train an Animal for a General 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 or higher.

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.

- **Combat Training (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 6 weeks. You may also “upgrade” an animal trained for riding to one trained for combat by spending 3 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. Many horses and riding dogs are trained in this way.
- **Fighting (DC 20):** An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes 3 weeks.
- **Guarding (DC 20):** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes 4 weeks.
- **Heavy Labor (DC 15):** An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes 2 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 6 weeks.
- **Performance (DC 15):** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes 5 weeks.
- **Riding (DC 15):** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes 3 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.

**Action:** Varies. Handling an animal is a move action, while “pushing” an animal is a full-round action. (A druid or ranger can handle an 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.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving an 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 bonus on Handle Animal checks (see Chapter 5).

**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)

You are skilled at tending to wounds and ailments.

**Check:** The DC and effect of a Heal check depend on the task you attempt.

Task	DC
First aid	15
Long-term care	15
Treat wounds from caltrops, <i>spike growth</i> , or <i>spike stones</i>	15
Treat deadly wounds	20
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 stable. A stable character regains no hit points but stops losing them. First aid also stops a character from losing hit points due to effects that cause bleed (see Appendix 2 for rules on bleed damage).

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

**Treat Wounds from Caltrops, Spike Growth, or Spike Stones:** A creature wounded by stepping on a caltrop moves at 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 Deadly Wounds:** When treating deadly wounds, you can restore hit points to a damaged creature. Treating deadly wounds restores 1 hit point per level of the creature. If you exceed the DC by 5 or more, add your Wisdom modifier (if positive) to this amount. A creature can only benefit from its deadly wounds being treated within 24 hours of being injured and never more than once per day. You must expend two uses from a healer's kit to perform this task. You take a -2 penalty on your Heal skill check for each use from the healer's kit that you lack.

**Treat Poison:** To treat poison means to tend to 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. If your Heal check exceeds the DC of the poison, the character receives a +4 competence bonus on his saving throw against the poison.

**Treat Disease:** To treat a disease means to tend to a single diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. If your Heal check exceeds the DC of the disease, the character receives a +4 competence bonus on his saving throw against the disease.

**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. Treating deadly wounds takes 1 hour 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 witnessing proof of the original check's failure. 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 bonus on Heal checks (see Chapter 5).

A healer's kit gives you a +2 circumstance bonus on Heal checks.

## INTIMIDATE (Cha)

You can use this skill to frighten your opponents or to get them to act in a way that benefits you. This skill includes verbal threats and displays of prowess.

**Check:** You can use Intimidate to force an opponent to act friendly toward you for  $1d6 \times 10$  minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If successful, the target gives you the information you desire, takes actions that do not endanger it, or otherwise offers limited assistance. After the Intimidate expires, the target treats you as unfriendly and may report you to local authorities. If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

**Demoralize:** You can use this skill to cause an opponent to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If you are successful, the target is shaken for 1 round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten an opponent in this way if it is within 30 feet and can clearly see and hear you. Using demoralize on the same creature only extends the duration; it does not create a stronger fear condition.

**Action:** Using Intimidate to change an opponent's attitude requires 1 minute of conversation. Demoralizing an opponent is a standard action.

**Try Again:** You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after 1 hour has passed.

**Special:** You also gain a +4 bonus on Intimidate checks if you are larger than your target and a -4 penalty on Intimidate checks if you are smaller than your target.

If you have the Persuasive feat, you get a bonus on Intimidate checks (see Chapter 5).

A half-orc gets a +2 bonus on Intimidate checks.

## KNOWLEDGE (Int ; Trained Only)

You are educated in a field of study and can answer both simple and complex questions. Like the Craft, Perform, and Profession skills, Knowledge actually encompasses a number of different specialties. Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, constructs, dragons, magical beasts)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Engineering (buildings, aqueducts, bridges, fortifications)